



Undead Chess: Restless Pawn



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Summary

Transforming chess pawn that turns into a fidgety skeleton!

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Tags: [halloween](#) [fidget](#) [chess](#) [boardgame](#) [skeleton](#)
[spooky](#)

Ever played chess, and found you pawns quite useless? If you are anything like me, you practically treat them like fodder. Well, no longer! A wandering necromancer has charmed this pawn to have a second wind: when it dies, its spot is unoccupied and marked, and you can transform it into an undead skeleton! Reborn, your undead pawn will be free to, well, be a pawn. Its also wiggly like a fidget! So feel free to play around with it loads!

Ever since I watched [this video](#) by WorksByDesign, I've wanted to make a transforming chess piece. Getting the body to extend, and the head to transform in the small time frame we had was quite a challenge, and I'm quite burnt out by it now. But nothing makes me happier than a job well done, so here is my spooky offering for this Halloween, to all of you. **May thy pawns never rest.**

Transforming it is easy, just twist gently till the ribs face same side, then pull down the faceplate and spread open the ribs. Gently apply force when

open to make it more rigid than flexi, at cost of slightly tensioning the little pins that act as screws. When closed, gently force tightens it to feel almost solid (except the ribs).

Print Spec:

I used PLA+ by Numakers. If the holes are too loose, adjust the slicer hole settings. Keep two small pieces of 1.75mm filament on hand, for the ribs. If you print the pins with petg, they won't deform as fast as PLA.

Supports are only needed for the two little connectors of the skull where the faceplate goes, and the eye sockets. see my instructions for more.

Any loose fits can be fixed with a small piece of tape to fill the gaps, the spine and head connectors may need it.

If you like my work, consider tipping me a [noodle of filament!](#)

Model files

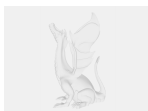


undeadpawngcode.3mf



undeadpawn.stl

Other files



undead-pawn-instructions.pdf

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