

## Book Golem

Hit Dice: 9 (42 hit points)

Armour Class: 8 [11]

Attacks: 2 slams (2d8)

Saving Throw: 5

Special: Immune to all magics that allow a saving throw, with these exceptions: slowed by magical cold, double damage from magic fire, healed by electricity spells.

Move: 8

Alignment: Neutral

Number Encountered: 1

Challenge Level/XP: 13 / 2,300

If you want to jazz it up, stick this book in its stacks; the Book Golem can cast each spell once per week (if you do, increase its CL/XP by one step):

**Wedged in torso of Book Golem: “Extreme Powers of Observation”**

This spellbook contains *detect magic*, *detect illusion*, *identify*, *detect invisibility*, *glassees* and *locate object*.

<https://www.drivethrurpg.com/product/170003/Aventyr-Bestiary?term=aventyr>

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## Swarm of Books

Hit Dice: 8 (40 hit points)

Armour Class: 7 [12]

Attacks: 1 flurry (4d4 [2d4 if below half HP])

Saving Throw: 6

Special: Immune to poisons and all mind-affecting magics. Can't be blinded or paralysed. Double damage from magic fire, half damage from bludgeoning and piercing weapons. Susceptibility to anti-magic spells.

Move: 0 / 6 (hover)

Alignment: Neutral

Number Encountered: 1

Challenge Level/XP: 11 / 1,700

If you want to jazz it up add this volume to the vortex; the Swarm of Books can cast each spell once per week (if you do, increase its CL/XP by one step):

Master Index in Swarm of Books: "Deep Fears of Humanity"

This spellbook contains *shout*, *spook*, *scare*, *fear* and *chaos*.

<https://pactofthetome.blogspot.com/2015/01/monster-walkthrough-swarm-of-books.html>