

## Animated Book

*Small, Construct, Mindless*

**Perception** +3; darkvision

**Skills** Athletics +5

**Str** +0, **Dex** +1, **Con** +0, **Int** -5, **Wis** +0, **Cha** -5

---

**AC** 15 (13 when broken); **Fort** +3, **Ref** +6, **Will** +3; construct armor

**HP** 6; **Hardness** 2;

**Immunities** *bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void*

**Construct Armor** Like normal objects, an animated book has Hardness. Once an animated book is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, removing the Hardness and reducing its Armor Class to 13

---

**Speed** fly 20 feet

**Melee** 1 pages +6 [+2/-2] (agile, magical, finesse), Damage 1d4 bludgeoning plus dust

**Dust** A creature hit by an animated book's pages must succeed at a DC 15 Fortitude save or spend its next action coughing. Even if hit by multiple dust attacks, the creature has to spend only 1 action coughing to clear the dust out. A creature who doesn't breathe is immune to this effect.

## Animated Painting

*Small, Construct, Mindless*

**Perception** +6; darkvision

**Skills** Acrobatics +7

**Str** +0, **Dex** +3, **Con** +0, **Int** -5, **Wis** +0, **Cha** -5

---

**AC** 15 (13 when broken); **Fort** +4, **Ref** +9, **Will** +4; construct armor

**HP** 15; **Hardness** 1;

**Immunities** *bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void*

**Construct Armor** Like normal objects, an animated painting has Hardness. Once an animated painting is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks, removing the Hardness and reducing its Armor Class to 13

---

**Speed** fly 30 feet

**Melee** 1 frame +7 [+2/-3] (magical, finesse), Damage 1d6 bludgeoning

**Skirmish Strike** 1 The monster's feet and frame move in tandem. It can either Step and then Strike or Strike and then Step.