



Book Wyrms

A prequel to The Arising book, this special Story Scenario is designed for use with the Voth and Homunculus miniatures.

Book Wyrms

Voth scanned the dingy Grand Library of Machburg with a sneer, it hadn't changed at all. *Why did I let Tabby talk me into this?*

Behind him Tabby carefully closed the heavy door, locked it and the magical portal fizzled into inertia. She repositioned her chin on the pile of books expertly piled in one arm and awkwardly rearranged the tapestry in front of the door. Stiffly she turned to face him, brushing rotten tapestry fibres from her fingers.

"Would you like to renew your books first, or find the new ones you're looking for?" Her eyes were wide and shining.

Voth clenched his jaw then proclaimed, "I, Voth, am a mighty Elrich of the ancient Tower of Grommel. *Why* do I have to renew library books that I've had for decades, if not centuries?"

Tabby blinked. "Because... They're library books."

"But *why*?" They had argued about this for days, but it was still unclear to him.

"They belong to the library, you have to tell them that you still want them, so other people know that they can't have them."

"They can't have them, they're mine." Voth folded his arms.

"They're not yours—"

"They've been in my rooms for years!"

Tabby's mouth formed a very thin line. She stepped forward, meeting his gaze with narrowed eyes, and said sternly, "Library books *must* be renewed."

Voth looked into her determined eyes. *Ah yes, that's why I hired you.* Voth sniffed to hide the ghost of a smile and said irritably, "They better not take the books away from me."

Tabby gave him an appraising look and said, "As a mighty Elrich I don't think they'll try anything of the sort."

Voth's wide grin exposed his crooked yellow teeth. "Good. Now, lead o—"

A stoney-slapping noise echoed around the bookcases and instinctively Tabby spun round. "Shhhhhhh!"

Voth scowled. "Tabby, what are you doing?"

"Sorry, I don't—"

"Ooops," a murmur rolled round the stacks.

"Shhhhhhh!" Tabby stamped her foot.

"Tabitha," Voth said with absolute authority, "This is most unbecoming."

Tabby winced and turned back to face him. "I'm sorry sir, force of habit."

"Hmmm, yes." Voth wrinkled his nose. *I'd almost forgotten where I plucked her from all those months ago.*

Tabby's eyes grew wide as she studied his face. She forced a smile and said, "Shall we go and find your—"

Giggles bounced around the books in an undulating roll.

"Shhhhhh!" Tabby stalked forwards and searched the nearby rows of books, looking for the source.

Voth watched her intently. *This is who I'm pinning so many of my plans against, a human who is worried about the merest noise?* His snide amusement cooled into sticky mistrust the longer she looked

for the source. *I best keep an eye on her, in case that determined spirit decides to leave my side.*

Suddenly aware of what she was doing Tabby froze mid-search, sheepishly turned to face him and said, "So, er... *Mysticum Volume IV?*"

Grub squinted and his tongue wriggled out from the corner of his mouth. He'd been reading so long the tiny words squirmed on the page like ants. He chewed his tongue hoping it would help but it didn't. Grub rubbed his knuckles against his eyelids and yawned. *Just a bit longer, then it's time for sleeps.*

He opened his eyes, stared at one of the longest words and whispered, "Prester-digiter-isation." That sounded almost right, right enough for hours spent at this desk anyway. Satisfied, Grub slowly turned the page and squeezed his eyes closed. *Please be bigger writing or lots of drawings, please no more tiny writing and massive words.*

He opened one eye and ranks of tiny text squiggled up at him. He slammed the book closed and knocked into the pile of books next to him, causing a minor avalanche from the table onto the stone floor.

The stoney-slaps elicited an irritated, "Shhhhhhh!" Someone else was studying in a dusty corner of the library.

Once the echoes stopped Grub muttered, "Ooops."

"Shhhhhhh!"

Grub shrugged and gingerly stood from the harsh wooden stool. An eye twitched as feeling returned to bits of him that had gone numb. He didn't have words for many of those bits though, not since he had been turned into a beetley-grubbish-goblin. Thing. He stretched and thought absently, *But I sit on something, so what is it if it's not a bum? Still, being Grub has some fun bits.* He blinked his many eyes one at a time and giggled as his focus shifted.

"Shhhhhh!"

Grub stuck out his tongue in the vague direction of the shush-er and grinned, but it quickly faded into a miserable sigh. He plopped back down onto the stall, splayed one arm across the desk and lounged across it. *I'm getting bored with research.*

He'd been coming to Machburg Library every week for months, trying to find some cure for his condition or someone he could talk to. He'd tried the faeries first and one that called herself Fraya suggested the Grand Library of Machburg, or the Elrich. The Library was a lot less intimidating than the Elrich, so he decided to try his own research first. He had a bag full of messy notes scribbled from books and detailing failed experiments.

Idly he flicked through one of his favourite books, *Mysticum Volume IV: Unusual locomotion, a magical study and associated incantations.* He'd not read the other *Mysticum* books yet, but he knew vaguely where they were. For some reason they weren't kept together, instead they were kept... Well... He'd not been able to work out the Fewey Denary system the library used, but the little

cards in the numerous cases usually told him the right shelf.

He reached his favourite illustration and paused flicking. A human wizard with black skin and a magnificent white beard stared out of the page with glowing yellow eyes. He was sat cross-legged on a flying carpet, yellow and blue globs of magic whirling around his head. Grub ran his fingers over the papery carpet and sighed. *I'd give anything to be able to fly.*

"Get your dirty fingers off that book!" The voice came with such loud authority that Grub nearly fell off his stool. A large figure emerged from the darkness of the bookshelves and Grub was amazed to see an Elrich before him. He'd never seen one before, but the figure looked a lot like an illustration in *The Elrich: Friend or Foe?* The Elrich looked furious, and bubbles of magic popped across his body.

Grub sat up straight and said calmly, "No, I'm reading it."

"But I want it," the Elrich said gruffly, looming above the small goblin.

Grub shook his head. "You'll have to wait your turn."

A human woman scurried in front of the Elrich, her finger on her lips. "I'm sure we can find a reasonable – and quiet – solution to this," she whispered.

The Elrich clenched his jaw and said, "I want all of the *Mysticum* books, now."

The woman sighed and muttered, "Yes, I know sir and we'll get them."

Grub gathered the book, hopped off the stool and retreated a few steps. "Not if I get there first."

The Elrich's laugh was rickety and scraped against Grub's ears unpleasantly. Still chuckling he said, "And what will you do to stop me, you disgusting insect?"

Grub's eyes narrowed in thought, *I'm going to create a wyrmhole and nab all the books before you can.* Still grasping *Mysticum IV* Grub waved his free hands in a series of complex movements that he'd read many times before. He muttered an incantation under his breath and pink magic wiggled over his fingers. He spoke the final word and clapped two of his hands together,

cascading pink power to the floor that wriggled then faded from sight.

With a grin Grub tensed his body, threw his arms out to the side, and willed himself to a spot three bookcases over, where he knew the first book resided. After a few moments of silently standing stiff his smile faded. Nothing happened. *Why didn't it work?*

The Elrich chortled. "That was pathetic, you're no wizard. You're not worthy of that book, hand it over."

Grub's arms drooped and his gaze sank to the discarded books on the floor. *He's right, I've been wasting my time. Grub released the book and it clattered to join the others. He stared at it forlornly. I must have strained something 'cos those books look like they're moving.*

"Tabby." The Elrich waved a hand at the woman who bustled to fetch *Mysticum IV*. As she reached for it a tome beneath it burst, sending the other books flying. Tabby squeaked and scurried back to the Elrich. They all stared at the quivering mass of pages.

"What did you do?" The Elrich sneered at three coalescing pink blobs.

"Something!" Grub thrust his hands in the air cheerfully as the blobs grew into mouse-sized bookwyrms, squealing their rage. They didn't stop growing, within moments they had thrown the table on its side, sending the books scattering and forming a barrier in front of Grub.

Grub stared at his hands and thought happily, *I really am a wizard!* He took a few steps backwards to give his creations more space and studied their faces as they grew larger. *They're definitely Lesser Spotted Bookwyrm, I've seen enough of them in the Library to recognise them. They also look a bit like those stuffy old wizards from that history book with all the drawings, maybe they were in that one?*

The wyrms had grown past Grub's head before the creaking of stretching flesh grew silent. The wyrms snarled and gnashed their teeth at the furious looking Elrich and Tabby, who looked nauseous.

Grub smiled. "What were you saying about insects?"



by V.G. Thorne

Scenario: Book Wyrms (2 Player only)

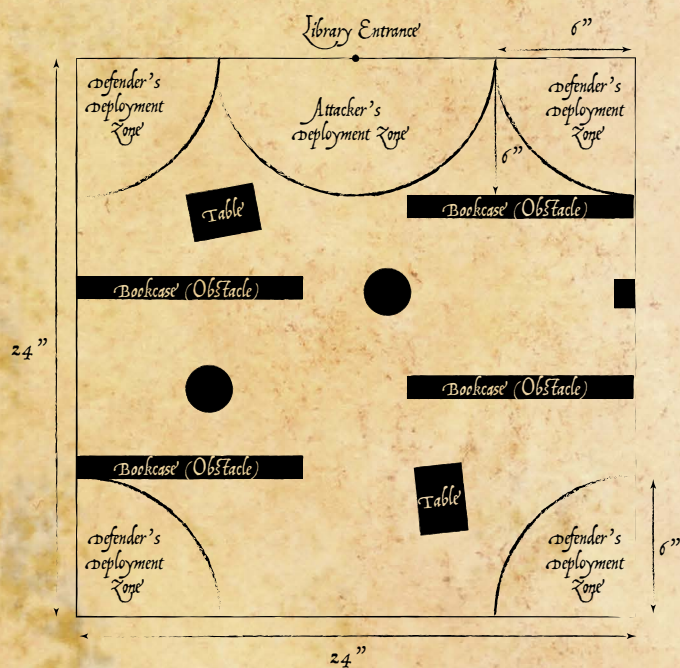
Grub is researching his 'unfortunate condition' in a volume of *Mysticum* at the Grand Library of Machburg. After a disagreement with the Wizard Voth over the books, Grub attempts to flee using a new *Wyrms Hole* spell he has just been reading. However, being at best only an amateur Wizard himself, and fumbling the words completely, he inadvertently summons three hungry *Bookwyrms* to the library instead! Voth must act quickly to destroy the wyrms and save the library's precious tomes from their insatiable appetite.

This scenario requires a defender and an attacker. Players should agree before the game who is which.

Turns: 4

Attacker's Troupe Size: 3, including *Voth* and *Homunculus*.

Defender's Troupe: 4, *Grub* and 3 *Bookwyrms*.



Troupe Selection

We recommend for a balanced game using the following characters:

Attacker: Voth; Homunculus; Tabby, the Librarian.

Defender: Grub and 3 *Bookwyrms*.

However, you are free to use whatever characters you have in your collection. If you choose to play without Voth and Homunculus then the Attacker's Troupe Size should be increased to 4 characters.

Setting Up

This game takes place in a small library room and as such space is limited! The board size is reduced to 2'x2' instead of the usual 3'x3'. The terrain should primarily consist of bookshelves (*Obstacles*), tables (*Obstacles*) and other such items which would be found in a library. Additionally, nominate the centre point of one board edge to be the *Library Entrance*.

Grow 3 Moonstones. These represent 3 of the 5 *Mysticum Volumes* which belong to the Grand Library of Machburg. *Mysticum Volumes* count as Moonstones for all game rules and character abilities. Voth and Grub each begin the game in possession of one *Mysticum Volume*.

The defender deploys first and places one character entirely within 6" of each corner of the board. The attacker then places their entire troupe within 6" of the *Library Entrance*. Voth and Grub begin the game with 1 *Mysticum Volume* each. The attacker has *Initiative*.

Special Rules

Characters may not leave play by coming into base contact with the board edge, they've been locked in the library! This includes the *Library Door* which has been magically locked in an attempt to contain the *Bookwyrms*.

Victory Conditions

At the end of turn 4, the player in possession of the most *Mysticum Volumes* is the winner. If neither player is in possession of the most *Mysticum Volumes* then play *Sudden Death* to determine the winner.

Voth & Homunculus Stat Cards

Voth

Elrich, Wizard

Melee	Range	Arcane	Evade
2	1"	7	-1

Slow: This model's Jog actions are limited to 2".

Does Not Bend: This character may not take the Harvest action.

Foreboding: After an enemy character completes an action targeting this character, they suffer 1 Wd.

Force Back: Instead of taking a Reaction Step at a cost of (1) energy, you may move an enemy model that is engaging this model 3" directly away.

A Generous Offer (1) 2" – Once per turn.
This attack is not modified by Evade Stat.

2 or 2: Target model loses possession of one Moonstone it is carrying and this character gains possession of that Moonstone.
Catastrophe: This model suffers 2 Wds.

Hypocrisy of Darkness (1) 6"

X: Target suffers X Magical Dmg. If this model is in possession of a Moonstone, they suffer X+2 Magical Dmg instead.

X: This character, or a friendly target *Homunculus* restores X Wds. If this model is in possession of a Moonstone, they restore all Wds instead.

Catastrophe: This character suffers 2 Wds and loses possession of 1 Moonstone (place it in base contact with a depth value '1').

Signature Move on a *High Guard*.



Base:
30mm

Repel

Upgrade for *High Guard*

Opponent plays:	Deal
High Guard	○
Falling Swing	○
Thrust	○
Sweeping Cut	○
Rising Attack	○
Low Guard	○

Reduce Dmg suffered by -1.

End Step Effect: Move the enemy model 1" directly away. This effect takes place even if the enemy is outside this character's Melee Range.

Homunculus

Familiar

Melee	Range	Arcane	Evade
2	1"	5	-1

Handy Helper: A friendly *Voth* within 6" gains +2 Arcane Stat and +1 energy during the Replenish Step.

Protected [Voth]: If the friendly named character is in play, this character gains **[Protection:** The first time this character would suffer Dmg each turn, reduce that Dmg to 0].

Mislead (3) 6"

X: Move target enemy model X+1".

Catastrophe: The resisting player may move the target 2".

Signature Move on a *High Guard*.



Base:
30mm

Skitter Away

Upgrade for *High Guard*

Opponent plays:	Deal
High Guard	○
Falling Swing	○
Thrust	○
Sweeping Cut	○
Rising Attack	○
Low Guard	○

End Step Effect: Move this model 2".

Bookwyrm

Animal

Melee	Range	Arcane	Evade
4	1"	0	-1

Hungry For Knowledge: When this character is attacker or defender in a Round of Melee it gains +X Melee Dmg and reduces all Melee Dmg suffered by -X, where X is the number of Moonstones the enemy character is in possession of.

Worm Hole (2)
This model must be in base contact with an item *Obstacle* terrain to use this ability. Lose possession of any Moonstones this character is in possession of (place them in base contact with a depth value of 1), then place this model in base contact with any item of *Obstacle* terrain on the board.

Burrow (3)
This model is *Removed from Play*.

Signature Move on a *Rising Attack*.

♥ ●●●○●○●○●○●○●○ ●●●○●○●○●○●○●○●○ Base: 40mm

Insatiable Hunger

Upgrade for *Rising Attack*

Damage Type:
Magical

Opponent Plays:

High Guard	2
Falling Swing	3
Thrust	3
Sweeping Cut	2
Rising Attack	1
Low Guard	⊖

End Step Effect: If the enemy is slain, and this character is not slain, then this character recovers all Wds and all energy.

Bookwyrm

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4	1"	0	-1

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Upgrade for *Rising Attack*

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Opponent Plays:

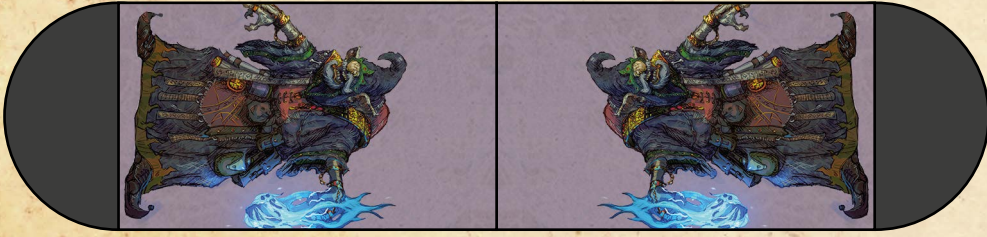
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Falling Swing	3
Thrust	3
Sweeping Cut	2
Rising Attack	1
Low Guard	⊖

End Step Effect: If the enemy is slain, and this character is not slain, then this character recovers all Wds and all energy.

Paper Standees



Homunculus



Voth



Bookwyrm



Bookwyrm



Bookwyrm