



ARCANISTS

THE MYSTIC HABERDASHERY EXPANSION

by Will Hungerford

The Arcanists game was originally introduced in *No Quarter Prime 05*, allowing players to assume the role of a mighty wizard and wield a vast array of powerful spells to engage in mystic wars with other arcanists. Many magical wars have been waged since the initial release of Arcanists, and now it's time for an upgrade! Not just any upgrade, mind you, but one benefitting a proper wizard. Spell books and wands may be useful, but every arcanist knows that a great wizard hat can be just as important as the traditional tools of the trade.

USING WIZARD HATS

During setup, after players have chosen their arcanist's archetype, they also choose a Wizard Hat for their arcanist to wear. While it is not required to model this hat on the miniature a player uses, players are encouraged to do so if they have access to an appropriate part.

Each Wizard Hat grants an archetype an additional Unique spell and a Hats Off ability, allowing players the ability to customize their arcanist for the first time.

The new Unique spell functions just like those described in the original Arcanists rules, but the Hats Off ability is a new feature in this expansion. When it is a player's turn to activate their arcanist, before any spells are cast the player can choose to use their Hats Off ability. When they do so, resolve the effect listed for that specific Wizard Hat, then their arcanist loses both the Unique spell and the Hats Off ability granted by the Wizard Hat for the remainder of the game.

WIZARD HAT LIST

Below is the list of Wizard Hats that an arcanist can acquire.

SHIMMERING TOP HAT

UNIQUE SPELL

Dazzle Burst [Destruction, RNG 12"] – Target enemy model suffers 1 damage for each net success. If this spell deals damage, choose a type of casting pool. Remove 2 dice from the chosen type of pool of the opponent controlling the target.

HATS OFF

Summon Rabbit – Place a Rabbit token on this model. This token is removed when this model suffers damage. While this model has a Rabbit token, your dice Surge on a result of 5+ when casting any spell.

SEAWORN TRICORN

UNIQUE SPELL

Storm Wall [Warding, RNG Self] – Reaction: Negate one success from an enemy's Destruction spell targeting this model for each Storm Wall success rolled. Additionally, after the enemy's spell is resolved, push this model up to 12" in a straight line in any direction. This model stops if it contacts terrain or another model.

HATS OFF

Arcane Whirlpool – Choose a point on the table. Push all enemy models 12" in the most direct line toward the chosen point. A model stops if it contacts terrain or another model.

LUCKY DERBY

UNIQUE SPELL

Swarm of Fairies [Destruction, RNG 12"] – Target enemy model suffers 1 damage for each net success. When casting this spell, you can reroll a number of dice equal to the value of the next die in your Foresight Track. Each die can be rerolled once.

HATS OFF

Rain of Rainbows – Choose an opponent, then swap the dice in your Foresight Track with theirs. Maintain the order of the dice in each Foresight Track when doing so.

BLESSED MITER

UNIQUE SPELL

Divine Healing [Ritual, RNG Self, CHAIN] – If this spell is successful, this model and all other models within 6" of it heal 1 damage for each of your dice that Surge when casting Divine Healing.

HATS OFF

Resurrection – Choose an opponent whose arcanist has been destroyed. The chosen opponent replenishes their casting pool as if their turn had just begun, arranges their Foresight Track to match yours, and places their arcanist within 6" of this model. Their arcanist returns with damage points equal to its Stamina minus 3. This opponent activates after you this round.

RESPLENDENT CROWN

UNIQUE SPELL

Aura of Magnificence [Warding, RNG Self] – Reaction: Negate one success from an enemy's Destruction spell targeting this model for each Aura of Magnificence success rolled. Additionally, gain dice equal to the number of your dice that Surge when casting Aura of Magnificence, and immediately distribute them among your casting pools.

HATS OFF

Wish – Remove 1 die from each of your opponent's casting pools and immediately distribute them among your casting pools.

FOOLISH CAP

UNIQUE SPELL

Beguile [Ritual, RNG Self, CHAIN] – If this spell is successful, remove the next die in each player's Foresight Track.

HATS OFF

Mocking Simulacrum – Choose an opponent. Each time that opponent casts a Destruction spell this round, immediately after the spell is resolved you cast the same spell. This effect does not end your opponent's activation. When casting the copied spell, don't spend any dice from your casting pools. Instead, roll the same dice your opponent rolled when casting their spell.