













# The Chosen of the Spirit Tree


## Faction rules



### F Attuned

Keep an 'Attuned' token with a Harmony  and Discord  side. The token starts on the Discord side . When you activate a DISCORD  unit, and your token is on the Discord  side, you must turn it to the Harmony  side and your unit gains the benefits of its  'Attuned' ability. When you activate a HARMONY  unit, and your marker is on the Harmony  side, you must turn it to the Discord  side and your unit gains the benefits of its  'Attuned' ability. Otherwise your unit doesn't benefit from its respective  'Attuned' ability and you cannot turn your token.

### F Forest Guardian Blessing

When a friendly CHOSEN OF THE SPIRIT TREE unit begins its activation with at least one model within an AREA TERRAIN with the keyword ROUGH (FOREST), you may immediately add  to your essence reserve. Additionally, when a friendly CHOSEN OF THE SPIRIT TREE unit ends its activation with at least one model within an AREA TERRAIN with the keyword ROUGH (FOREST), it may remove 1 point of damage.



SHROUDDFALL

# First Servant of the Spirit Tree

MOV

S

DEF

6

ARM

4



A

Melee

Perfected Chi Strike



2"



2"



Like a leaf in the wind

Units in this army gain

P 'Elusive (+1)'.



Fury of the Spirit Dragon

One model in this unit may target an enemy model within range and make a hit roll. If the target is hit, it suffers . This ability can only be used once per activation.



Chi Step

Choose another friendly model within 2" of a model in this unit, then place this model within 1" of the chosen model. Each time this unit uses this ability, increase its cost by until the end of this unit's activation.



Chi Deflection

A /



Enemy models suffer -2 RNG on and attacks when targeting friendly models within 4" of a model in this unit. This ability lasts until this unit's next activation.



Reverse Karma

When a **model in this unit is missed by an enemy attack**, this model may use this ability. This model may immediately make a attack targeting the attacking enemy model.



Attuned

Change this unit's MOV value to "M" until the end of this unit's activation.

Base 50 mm | CHOSEN OF THE SPIRIT TREE, ESSENCE WEAVER,  
1 model | AILUR, HARMONY, CHARACTER



# First Servant of the Spirit Tree

MOV

M

DEF

6

ARM

4



Melee

Perfected Chi Strike



## P Dragon's Leap

When a model in this unit destroys an enemy model with a ⚔ attack, it may immediately use A 'Chi Step' without paying its essence cost.

## P Perfected Chi Strike

When a model in this unit hits an enemy model with a ⚔ attack, instead of making a damage roll, it may immediately place the model hit within 2" of itself. Each model can only be placed once per activation due to this ability.

## P Balanced Chi

At the end of each game round, before removing all essence from your essence reserve, you may choose one essence crystal in your essence reserve. The chosen essence crystal is not removed from the essence reserve at the end of this game round.

## P Duelist


## P Pathfinder (Forest)

## P Rooted

Base 50 mm | CHOSEN OF THE SPIRIT TREE, ESSENCE WEAVER,  
1 model | AILUR, HARMONY, CHARACTER







*“In every heartbeat there exists a delicate dance  
between discord and harmony. To protect our  
world, we must embrace both the storm and the  
stillness, for only through their balance can we  
truly thrive.”*

*First Servant of the Spirit Tree*

*In a tranquil clearing deep within the ancient forest, the First Servant of the Spirit Tree stood before a group of new Chosen, their eager faces turned towards him. Sunlight filtered through the canopy, casting dappled patterns on the forest floor. The air was thick with anticipation and the earthy scent of moss and leaves.*

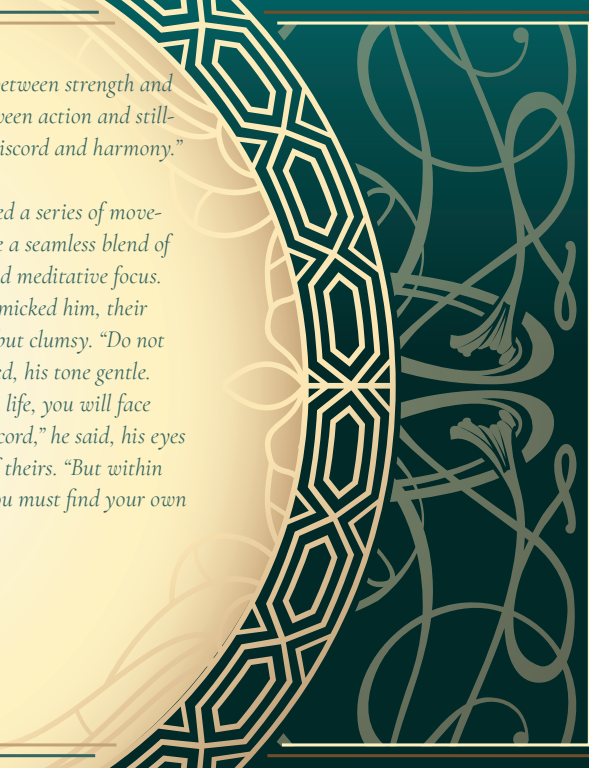
*“Welcome, young Chosen,” the First Servant began, his voice carrying the calm authority of centuries of wisdom. “You are here not just to learn to fight, but to understand the deeper truths that bind us to the Spirit Tree and to this world.” He moved with a fluid grace, his presence both serene and powerful. “In every movement, in every breath, there must be bal-*

*ance. Balance between strength and gentleness, between action and stillness, between discord and harmony.”*

*He demonstrated a series of movements, each one a seamless blend of martial skill and meditative focus.*

*The recruits mimicked him, their efforts earnest but clumsy. “Do not rush,” he advised, his tone gentle.*

*“In battle, as in life, you will face moments of discord,” he said, his eyes meeting each of theirs. “But within that discord, you must find your own harmony.”*



# Nekari, Supreme Elemental



MOV

M

DEF

8

ARM

3



Melee



Arcane



Rockslide Strike



Lightning Strike



## Elemental Overload

If an enemy unit suffers a condition, which it is already suffering, you may choose another enemy unit within 4" of it, that isn't suffering the same condition. The chosen unit suffers the condition instead.



## Wave of Magma

A /

A model in this unit may immediately make the following attack: B4" . Units hit suffer after this attack is resolved. Each time you use this ability, increase its cost by until the end of this unit's activation.



## Stone Armour



Choose a friendly unit within 6". The chosen unit gains +1 ARM until the beginning of its next activation. This ability can only be used once per activation.



## Flashfreeze



Target a model within 8" and make an hit roll. Models hit suffer a damage roll and . Other models within 1" of the model hit suffer a non-infuseable damage roll.



## Look out, Sir!



When a **model in this unit is hit by an enemy attack**, this model may use this ability. You can select another friendly model within 2" of this model to become the target of the attack, disregarding LOS and RNG.



## Attuned



This unit may use one of its without paying its essence cost once during this activation.

Base 40 mm | CHOSEN OF THE SPIRIT TREE, ESSENCE WEAVER,  
1 model | AIYANI, DISCORD, CHARACTER



# Nekari, Supreme Elemental

MOV

M

DEF

8

ARM

3



Melee



Rockslide Strike



Arcane








Lightning Strike




## R Headwind

When an **enemy unit ends a move within 8"** of this unit, after checking for unit coherency, this unit may use this ability. Immediately push a model of the enemy unit, that is within 8" of this unit, 2" directly away. This ability may only be used once per activation.



## P Elemental Crescendo

At the beginning of this unit's activation, you may add  to your essence reserve for each enemy unit within 6" that is suffering  and/or  and/or . Additionally, when attacking an enemy model that is suffering one of these conditions, this unit's damage rolls are infused .

## P Rockslide Strike

When a model in this unit hits an enemy model with an attack made with its 'Rockslide Strike' , the model hit may be pushed 2" directly away.

## P Lightning Strike

When a model in this unit scores a critical hit with an attack made with its 'Lightning Strike' , the model hit suffers the  condition.

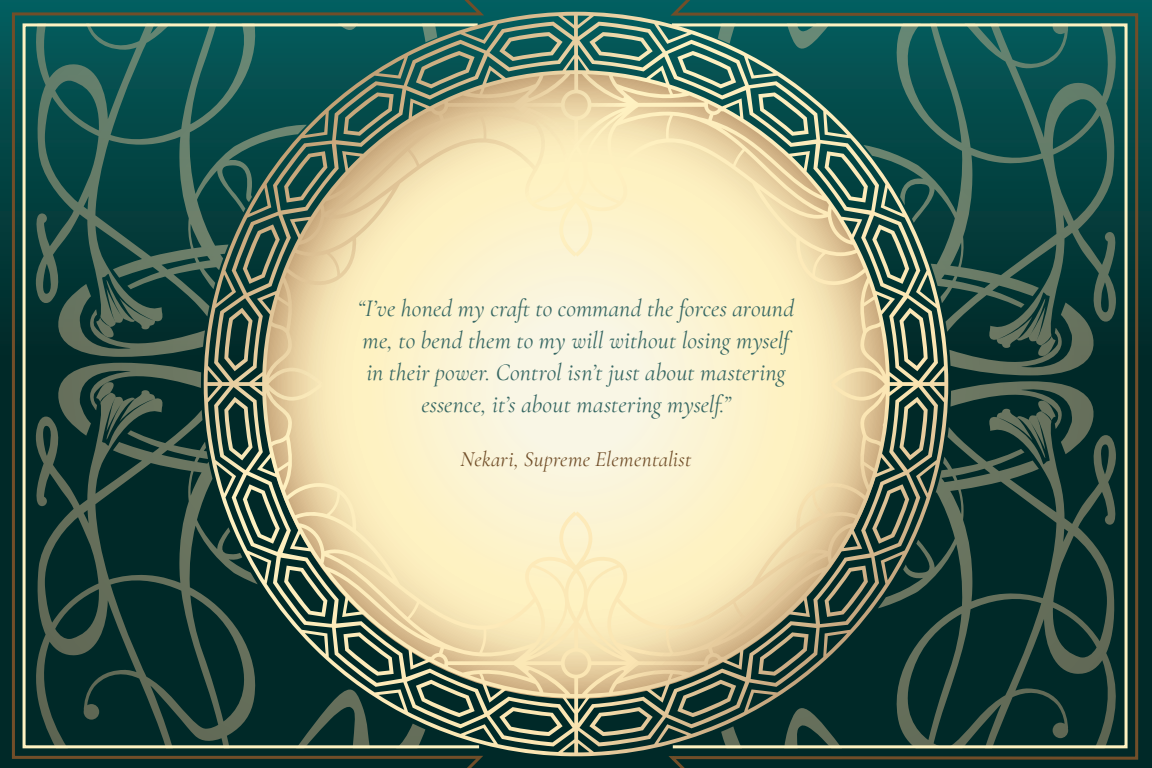
## P Flying

## P Immunity (Burning, Frostbite, Shocked)

## P Spellblade

Base 40 mm | CHOSEN OF THE SPIRIT TREE, ESSENCE WEAVER,  
1 model | AIYANI, DISCORD, CHARACTER





*“I’ve honed my craft to command the forces around me, to bend them to my will without losing myself in their power. Control isn’t just about mastering essence, it’s about mastering myself.”*

*Nekari, Supreme Elementalist*

*Nekari stirred from her slumber amidst the memory of a nightmare that haunted her again and again. As she closed her eyes, memories of a tumultuous battle surged to the forefront of her mind — a clash with an army of humankind and their formidable machines. A struggle that had tested her skills and her bond with the elements to the limits. She remembered the relentless advance of soldiers, their armors gleaming with polished silver and driven by a relentless determination to conquer.*

*In the heat of that conflict, Nekari had fought with unwavering resolve. She had summoned torrents of water to halt the enemy's advance and unleashed flames that danced along her*

*fur, their intensity matching the fury of battle. But amidst the chaos, her emotions had surged uncontrollably, and with them, her elemental powers had spiraled out of control.*

*Her powers had erupted unchecked, consuming foe and friend alike and hurting the very forest she had sworn to protect, its once-vibrant beauty marred by devastation.*

*Now, as she sat in the quiet aftermath of that memory, tears welled in Nekari's eyes and she once again softly whispered her vow: "I will never again lose control".*



## Serene Sentinels



MOV

S

DEF

4

ARM

4



Melee



Chi Strike



27.02.2025

### A Shared Burden A /

When one or more models in this unit would suffer damage, instead of directly suffering damage, you may freely distribute the total damage suffered among all remaining models in this unit. A model cannot be assigned more damage than it has remaining HP due to this ability. This ability lasts until this unit's next activation.

### A Accelerated Healing A /

This unit may immediately remove up to 2 points of damage, divided freely between all remaining models in the unit. This ability can only be used once per activation.

### P Claim Ground (2)

### P Rooted

Base 40 mm | CHOSEN OF THE SPIRIT TREE  
3 models | AILUR, HARMONY


### R Redirect Force

When an **enemy attack or essence ability inflicts damage** to a model in this unit, this model may use this ability. Reduce the damage suffered by this model by 1. This ability can only be used once per enemy attack.

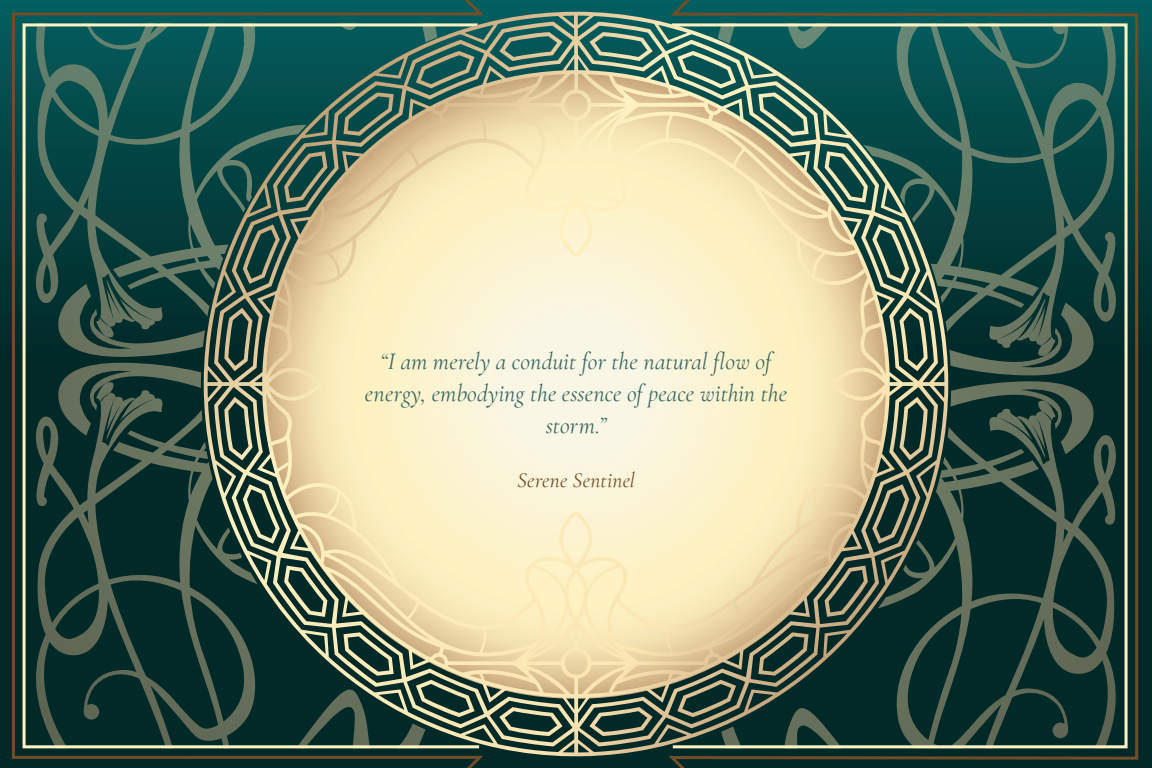
### F Attuned

This unit gains **P** 'Reposition (1)' until the end of this unit's activation.

### P Flow like an Ailur

When a model in this unit hits an enemy model with a  attack, you may immediately push the model hit up to 2". Each model can only be pushed once per activation due to this ability.

### P Pathfinder (Forest)



*"I am merely a conduit for the natural flow of  
energy, embodying the essence of peace within the  
storm."*

*Serene Sentinel*



## Serene Dragons



MOV

S

DEF

5

ARM

4

A

B



C


Melee

Crescent Moon

2"



A Deflection A / 

This unit gains +1 DEF against  and  attacks. Additionally models from other units treat models in this unit as LINEAR TERRAIN granting +1 DEF for the purpose of attacks. This ability lasts until this unit's next activation.

A Cunning Leap 

Choose a model in this unit. Place another model in this unit, that is within 2" of the chosen model, within 1" of the chosen model. Each model in this unit may only be placed once each activation due to this ability.

R Reversal 

When a **model in this unit is missed by an enemy**  **attack**, this model may use this ability. This model may immediately make a  attack, targeting the attacking enemy model.

## F Attuned

This unit gain  'Cleaving Strike' until the end of its activation.

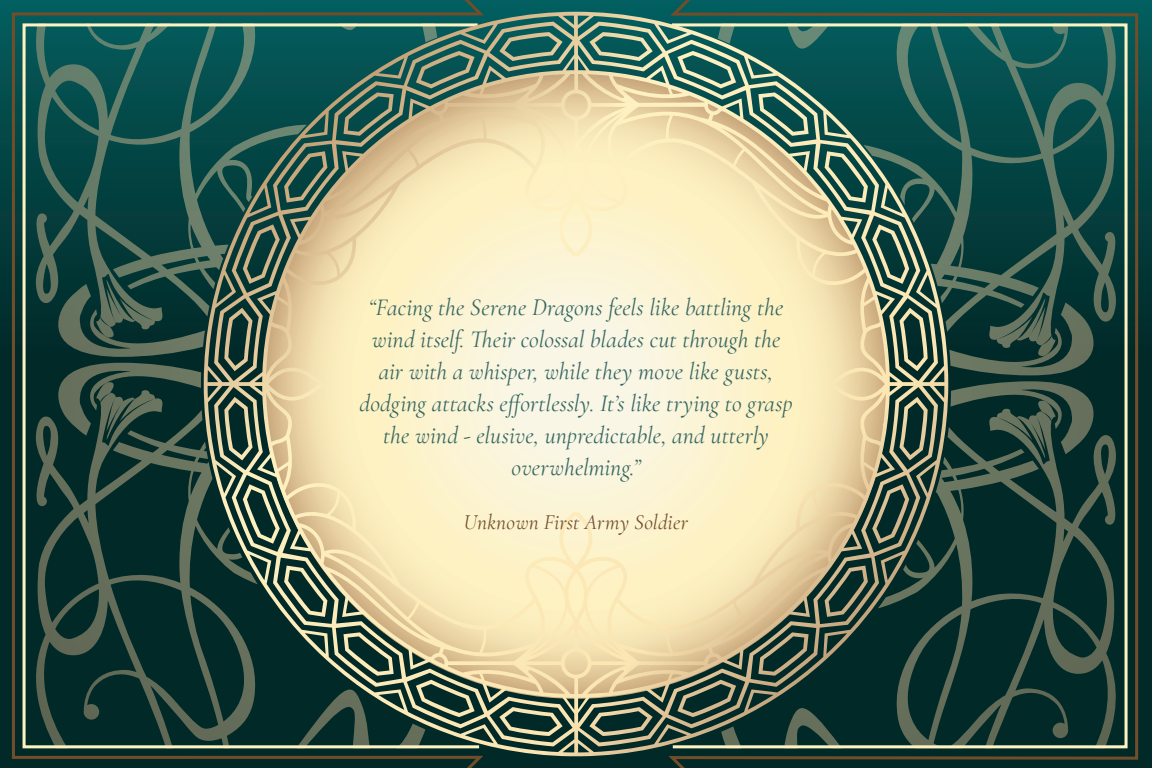
## P Duelist

## P Brutal Strike (1)

## P Pathfinder (Forest)

Base 40 mm | CHOSEN OF THE SPIRIT TREE  
3 models | AILUR, DISCORD





*“Facing the Serene Dragons feels like battling the wind itself. Their colossal blades cut through the air with a whisper, while they move like gusts, dodging attacks effortlessly. It’s like trying to grasp the wind - elusive, unpredictable, and utterly overwhelming.”*

*Unknown First Army Soldier*

## Serene Sages

MOV

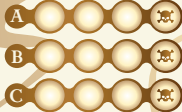
S

DEF

4

ARM

4



Melee

Bamboo Staff




Arcane

Chi Disruption



## A Chi Shift

Choose another friendly unit within 6" of a model in this unit. Immediately place each model in the chosen unit within 1" of itself. Each model can only be placed once per activation due this ability. Each time this unit uses this ability, increase its cost by  until the end of this unit's activation.



## R Spirit Blades

When another **friendly unit within 6" of this unit activates**, you may use this ability. The activated unit may ignore all DEF and ARM boni from essence abilities and terrain until the end of its activation.

## F Attuned

At the beginning of this unit's activation, you may place each model in this unit within 1" of itself.

## P Chi Disruption

When a model in this unit hits an enemy model with an  attack, you may push the enemy model 1" directly away from or directly towards this model. Additionally, models in this unit may reroll one blank when making an  damage roll against a model within 2" of themselves.

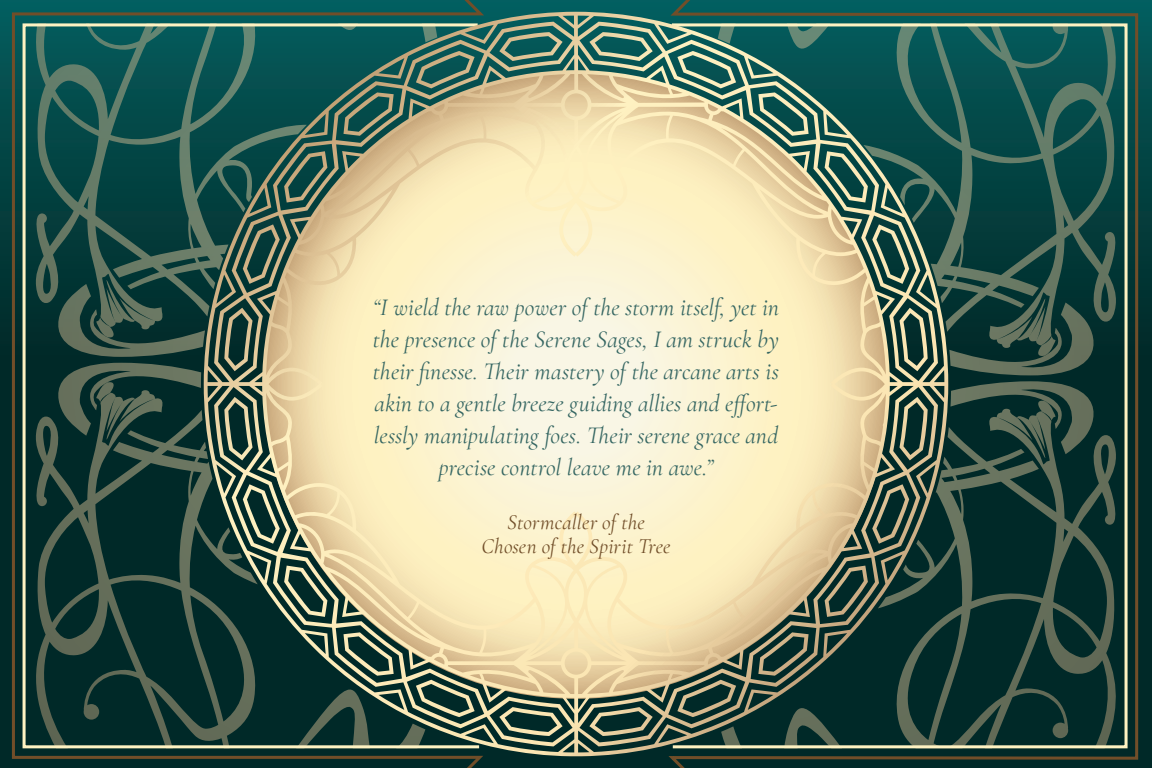
## P Guided

Attacks from models in this unit ignore all DEF and ARM bonuses from essence abilities and terrain.

## P Pathfinder (Forest)

Base 40 mm | CHOSEN OF THE SPIRIT TREE  
3 models | AILUR, HARMONY





*“I wield the raw power of the storm itself, yet in the presence of the Serene Sages, I am struck by their finesse. Their mastery of the arcane arts is akin to a gentle breeze guiding allies and effortlessly manipulating foes. Their serene grace and precise control leave me in awe.”*

*Stormcaller of the  
Chosen of the Spirit Tree*

## Stormcallers

MOV

M

DEF

7

ARM

3

A

B

C

Melee

Arcane

27.02.2025



Pawstrike







1"  

Lightning Strike

8"  







A

Thunderstorm 

Place one 32mm 'Thunderstorm' manifestation within 8" of one model in this unit. Models entering or completing an action within 2" of the manifestation suffer a      damage roll and . This ability can only be used once per activation.

A

Volarcanum Cataclysm A+ 

Target a model within 8" and make an  hit roll. Models hit suffer a      damage roll. If the base ARM value of the model hit is 6 or higher and this attack inflicts damage, increase the damage inflicted by +1.


P



Pathfinder (Forest)

P

Immunity (Shocked)



R

Lightning reflexes 

When an **enemy model ends a move within  range of a model in this unit**, this unit may use this ability. This unit may immediately make an S MOV away from the enemy model and gains  'Parry' for this move.







F

Attuned


Until the end of this unit's activation, when a model in this unit scores a critical hit with an  attack, the model hits suffers .

P

Lightning Arc

When a model in this unit hits a model with an  attack, you may choose another model within 2" of the model hit. The chosen model suffers a non-infuseable      damage roll in addition.

Base 32 mm | CHOSEN OF THE SPIRIT TREE  
3 models | AIYANI, DISCORD 



*“Fighting lightning mages in metal armor? Let’s  
just say it’s not a winning strategy.”*

*Count Wealton Adamant, the Third*

# Razhu, The Dragonclaw

MOV

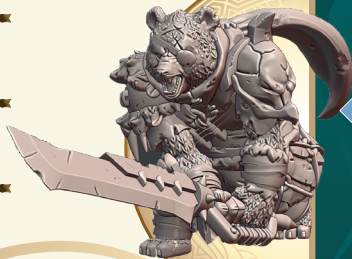
S

DEF

4

ARM

5



A

Melee

Dragonclaw

2"

27.02.2025

A

Unyielding Offense

One model in this unit may immediately make an attack. This ability can only be used once per activation.

A

Furious Roar

A/

While within 4" of a model in this unit, friendly models gain +1 to all damage rolls. This ability lasts until this unit's next activation.

R

Countercharge

When an **enemy model ends a move within 4" of a model in this unit** and this unit is not in melee, this unit may use this ability. This unit may immediately make an S MOV towards the enemy model, followed by a attack targeting the enemy model.

P

Backswing

Base 50 mm | CHOSEN OF THE SPIRIT TREE, AILUR,  
1 model | BEASBANE, DISCORD, CHARACTER

F

Attuned

This unit gains P 'Brutal strike (1)' and may immediately make an S MOV towards a friendly 'Chaku' unit on the battlefield.

P

Together ...

While this unit is within 2" of a friendly 'Chaku' unit, models in this unit gain +2 DEF against attacks. When a friendly 'Chaku' unit is destroyed by an enemy attack while within 6" of this unit, this unit may immediately make an S MOV towards the attacking model, followed by a attack targeting the attacking model. This unit gains P 'Parry' for the duration of this move.


P

Giant Slayer

P

Pathfinder (Forest)





*“I have seen him take on horrors that’d give anyone else nightmares. Comes out of it grinning like he’s won a prize. He drives me insane, but I can’t deny, he gets the job done.”*

*Chaku, The Dragonfang*



# Chaku, The Dragonfang



Melee

Dragonfang



27.02.2025

## A Resonating Strike

One model in this unit may target an enemy model within range and make a hit roll. If the target is hit, it suffers . This ability can only be used once per activation.

## A Inspiring Roar A/

While within 4" of a model in this unit, friendly models gain +1 to all hit rolls. This ability lasts until this unit's next activation.

## R Reverse Karma

When a **model in this unit is missed by an enemy attack**, this model may use this ability. The missed model may immediately make a attack, targeting the attacking enemy model.

## P Reach 3" (Dragonfang)

Base 50 mm | CHOSEN OF THE SPIRIT TREE, AILUR,  
1 model | BEASTBANE, HARMONY, CHARACTER

## F Attuned

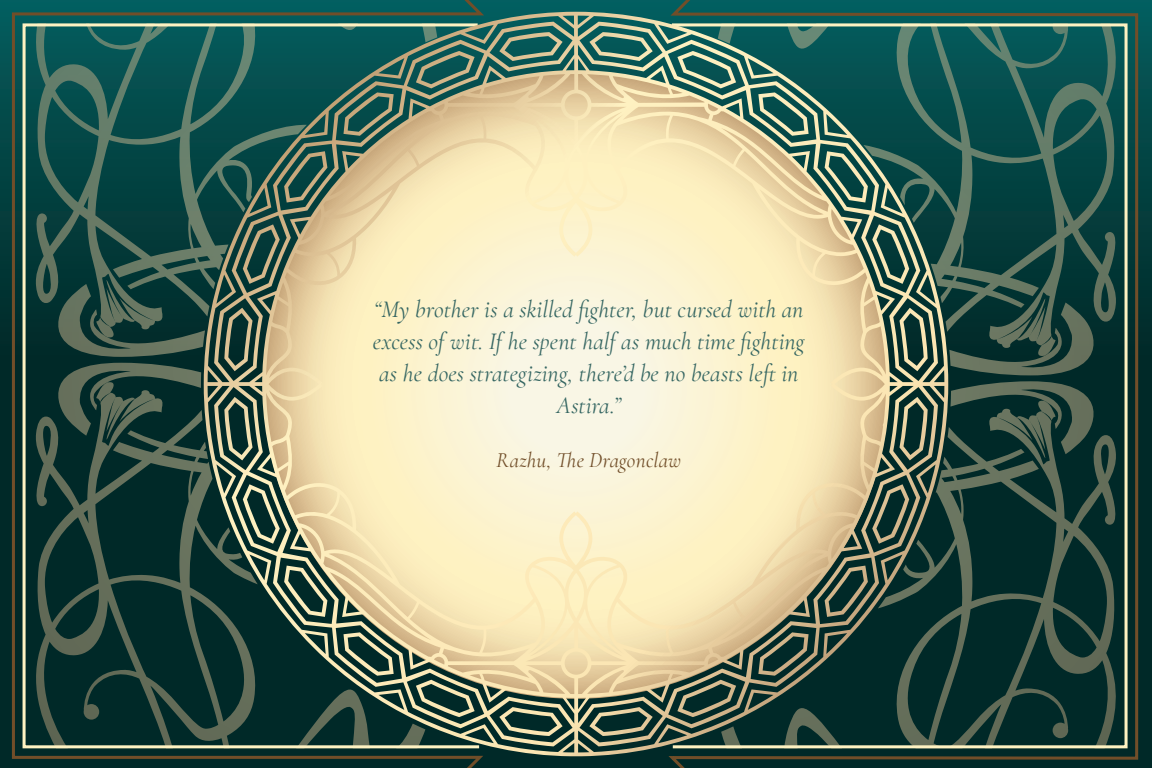
This unit gains 'Accurate Strike (1)' and may immediately make an S MOV towards a friendly 'Razhu' unit on the battlefield.

## P ... till the end

While this unit is within 2" of a friendly 'Razhu' unit, models in this unit gain +2 DEF against attacks. When a friendly 'Razhu' unit is destroyed by an enemy attack while within 6" of this unit, this unit may immediately make an S MOV towards the attacking model, followed by a attack targeting the attacking model. This unit gains 'Parry' for the duration of this move.

## P Giant Slayer

## P Pathfinder (Forest)



*“My brother is a skilled fighter, but cursed with an excess of wit. If he spent half as much time fighting as he does strategizing, there’d be no beasts left in Astira.”*

*Razhu, The Dragonclaw*

# Brewmaster



MOV

S

DEF

4

ARM

4

A  

B  



Melee




Barrelstrike

 1" 

Arcane



**A** Dragonfire Breath A / 

A model in this unit may immediately make the following  attack: B4" . Units hit suffer  after this attack is resolved. This ability can only be used once per activation.

**A** Another Round A / 

While within 4" of this unit, friendly models gain Elusive (1). This ability lasts until this unit's next activation.

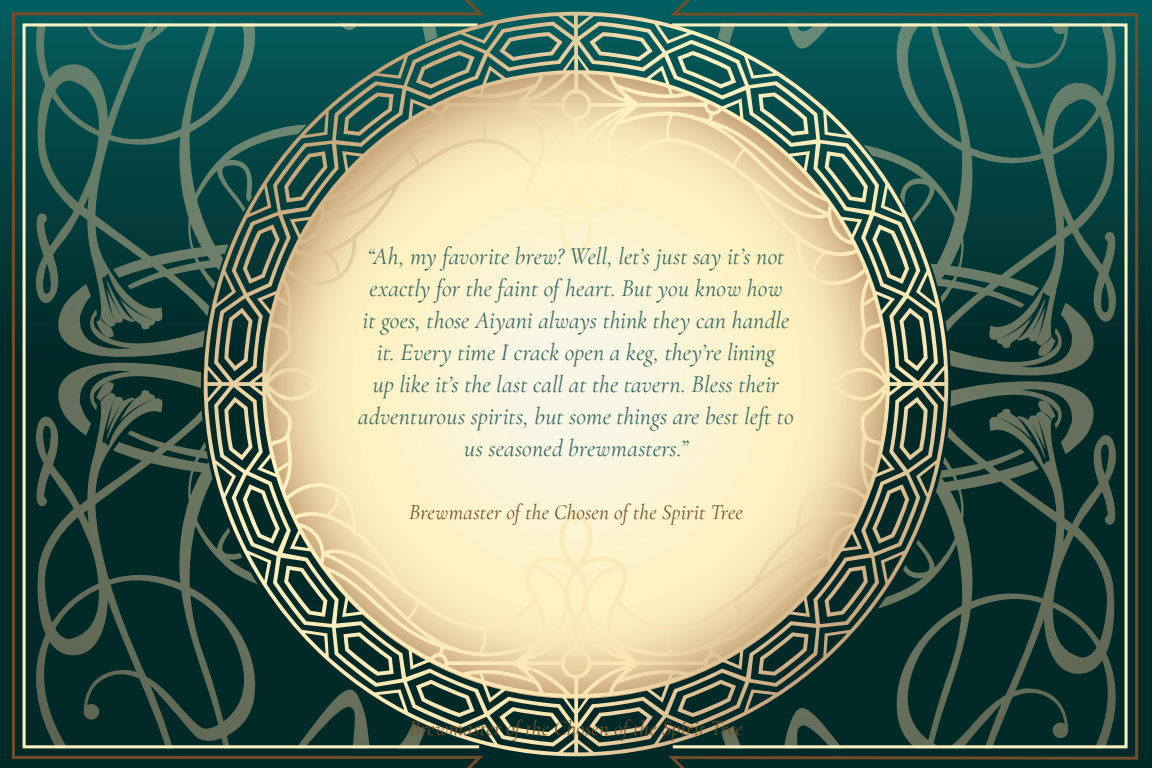
**A** The good stuff A / 

Place one 32mm 'The good stuff' manifestation within 4" of this unit. While within 2" of this manifestation, models suffer -1 DEF. When a friendly model ends its activation within 2" of this manifestation, you may place it within 1" of itself.

**P** Pathfinder (Forest)

**P** Claim Ground (2)

Base 40 mm | CHOSEN OF THE SPIRIT TREE  
1 model | AILUR, HARMONY, DISCORD



*“Ah, my favorite brew? Well, let’s just say it’s not exactly for the faint of heart. But you know how it goes, those Aiyani always think they can handle it. Every time I crack open a keg, they’re lining up like it’s the last call at the tavern. Bless their adventurous spirits, but some things are best left to us seasoned brewmasters.”*

*Brewmaster of the Chosen of the Spirit Tree*

# Lirana Greenleaf, the Whispering Grove

MOV

M

DEF

7

ARM

3



Melee

Pawstrike



Arcane

Water blade



27.02.2025

## A Wrath of the Forest

Place one 32mm 'Wrath of the Forest' manifestation within 8" of one model in this unit. The area within 2" of the manifestation counts as AREA TERRAIN with the keywords OBSCURING and ROUGH (Forest). Models without

P 'Pathfinder (Forest)' entering or completing an action within 2" of the manifestation suffer a damage roll. This ability can only be used once per activation.

## R Essence Barrier

When a **friendly model within 4" of this unit suffers damage**, this unit may use this ability. Reduce the damage suffered to 1.

## A Reinvigorate

A /

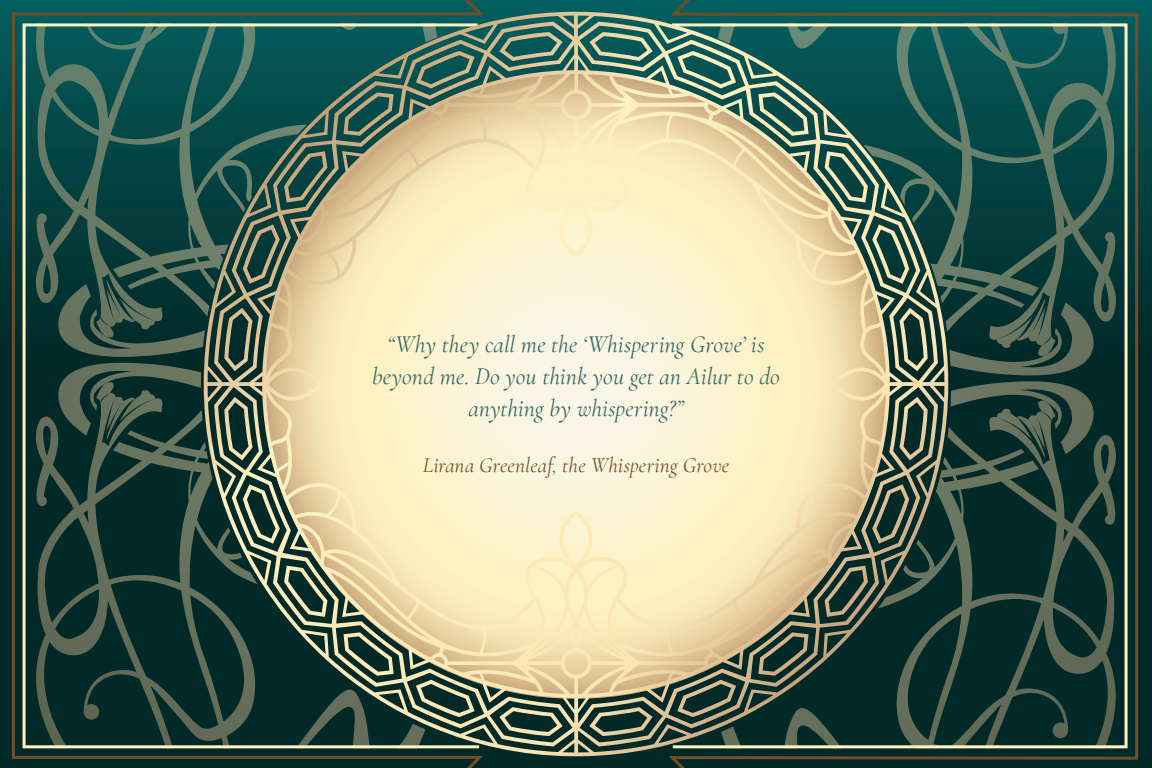
Choose a friendly non-CONSTRUCT unit within 6". All models in the chosen unit may immediately remove 1 point of damage and the chosen unit may remove . This ability can only be used once per activation.

## F Attuned

At the end of this unit's activation, choose a friendly model within 4". Remove one point of damage from the chosen model.

## P Pathfinder (Forest)

Base 32 mm | CHOSEN OF THE SPIRIT TREE  
1 model | AIYANI, HARMONY, CHARACTER



*“Why they call me the ‘Whispering Grove’ is  
beyond me. Do you think you get an Ailur to do  
anything by whispering?”*

*Lirana Greenleaf, the Whispering Grove*

# Beastbane Slayer



MOV

S

DEF

4

ARM

4



Melee


Savage Fang




## A Uncontrollable Rage A+

This unit may immediately make a move action, followed by an attack action. This ability can only be used once per activation.


## A Intimidating Roar A /

While within 4" of a model in this unit, enemy models suffer -1 to all  damage rolls. This ability lasts until this unit's next activation.



## R Fighting Frenzy

When a **model in this unit destroys an enemy model with a  attack**, this model may use this ability. This model may immediately make a melee attack.

## F Attuned

This unit gains **P** 'Critical: Devastating Strike (

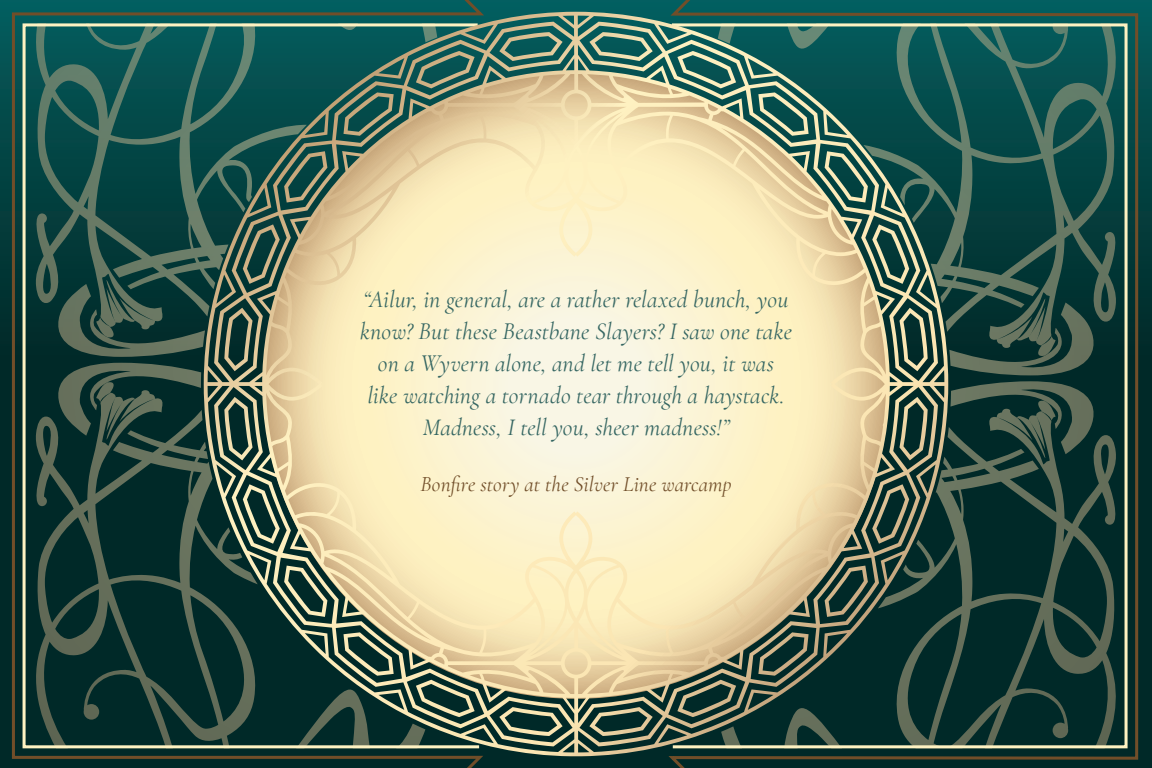
## P Winding up

While this unit has 3 or fewer HP remaining, it gains +1 on all  hit and  damage rolls.

## P Brawler

## P Pathfinder (Forest)

Base 40 mm | CHOSEN OF THE SPIRIT TREE  
1 model | AILUR, BEASTBANE, DISCORD



*“Ailur, in general, are a rather relaxed bunch, you know? But these Beastbane Slayers? I saw one take on a Wyvern alone, and let me tell you, it was like watching a tornado tear through a haystack. Madness, I tell you, sheer madness!”*

*Bonfire story at the Silver Line warcamp*



# Beastbane Vanguard

MOV

S

DEF

4

ARM

4



Melee

Hunting Knife



Ranged

Bamboo Greatbow



27.02.2025

A

Chillwind Arrow



One model in this unit may target an enemy model within 8" and make a ☞ hit roll. If the target is hit, it suffers ☹. This ability can only be used once per activation.

A

Acrobatic Leap

A +



Immediately place all models in this unit within 1" of their current position. Then this unit may take an attack action. This ability can only be used once per activation.

F

Attuned

Until the end of this unit's activation, when a **model in this unit critically hits an enemy model with a ☞ attack**, after the attack is resolved, but before removing destroyed models, this model may make another ranged attack targeting an enemy ☞ within 4" of the original model hit, with the original model hit as the origin of the attack. Attacks generated due to this ability cannot generate further attacks.

P

One with the Forest

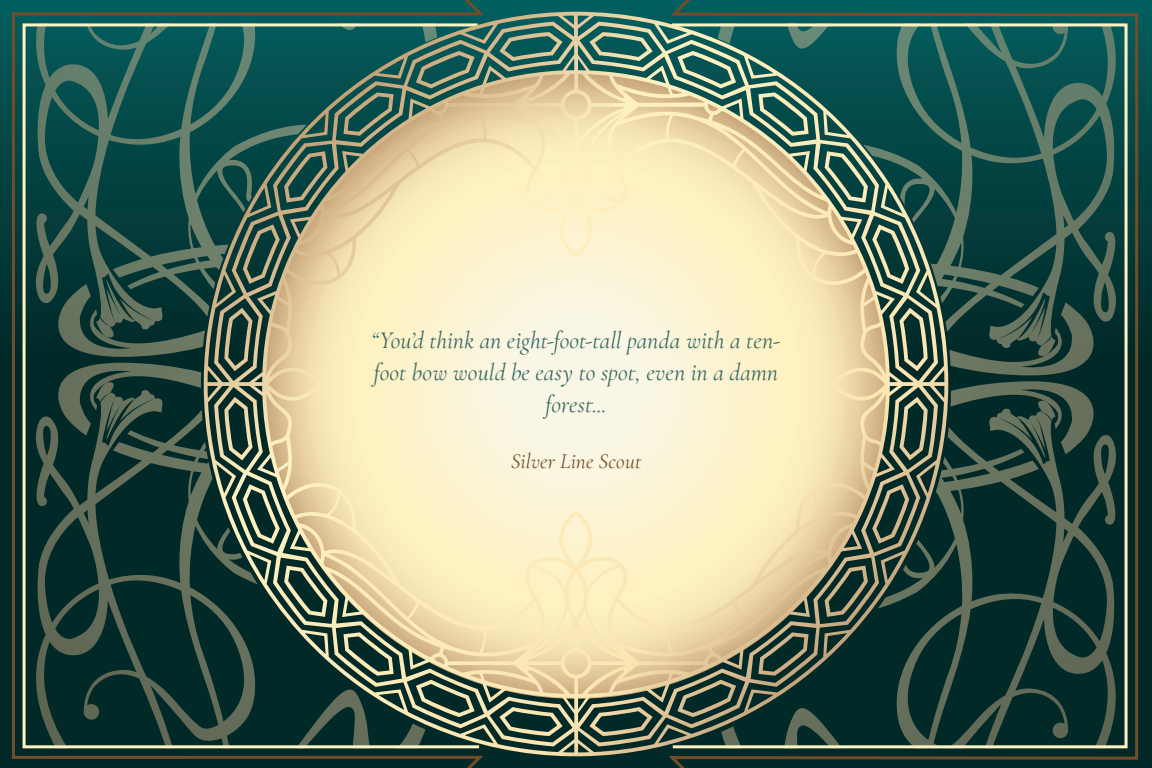
While a model in this unit benefits from a FOREST terrain feature it gains P 'Stealth' and +1 DEF against ☞ attacks.

P

Pathfinder (Forest)

Base 40 mm | CHOSEN OF THE SPIRIT TREE  
1 model | AILUR, BEASTBANE, HARMONY





*“You’d think an eight-foot-tall panda with a ten-foot bow would be easy to spot, even in a damn forest...”*

*Silver Line Scout*