




# The Chosen of the Spirit Tree



## Faction rules



### P 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.

### Forest Guardian Blessing

When a CHOSEN OF THE SPIRIT TREE unit ends an activation with at least one model within a FOREST terrain feature, this unit may remove 1 point of damage. Additionally, when a CHOSEN OF THE SPIRIT TREE unit, that started its activation within a FOREST terrain feature, completely exits the same terrain feature during a move action, you may immediately add  to your essence reserve. You can only generate 1  each activation due to “Forest Guardian Blessing”.



SHROUDDFALL

# First Servant of the Spirit Tree

MOV

M

DEF

6

ARM

4



A

Melee

Perfected Chi Strike



Like a leaf in the wind

Units in this army gain the following common passive ability: “Elusive (+1)”.




Fury of the Spirit Dragon

One model in this unit may target an enemy model within 2” and make a melee hit roll. If the target is hit, it suffers the “Stunned” condition. This ability can only be used once per activation.



Chi Step

Choose another friendly model within 2” of a model in this unit and place this model within 1” of the chosen model. Each time you use this ability, increase its cost by  until the end of this unit’s activation.



Chi Deflection

A /

Enemy models suffer -2 RNG on arcane and ranged 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 melee attack**, this model may use this ability. This model may immediately make a melee attack, targeting the attacking enemy model.

Base 50 mm | CHOSEN OF THE SPIRIT TREE, ESSENCE WEAVER,  
1 model | AILUR, HARMONY, DISCORD, 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 melee attack**, it may immediately use its active essence ability “Chi Step” without paying its essence cost.

## P Perfected Chi Strike

When a model in this unit **hits an enemy model with a melee attack**, 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

When you remove all essence from your essence reserve at the end of a game round, you may choose one essence crystal and add it to your essence reserve at the beginning of the next game round.

## P Duelist


## P Pathfinder (Forest)

## P Rooted

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

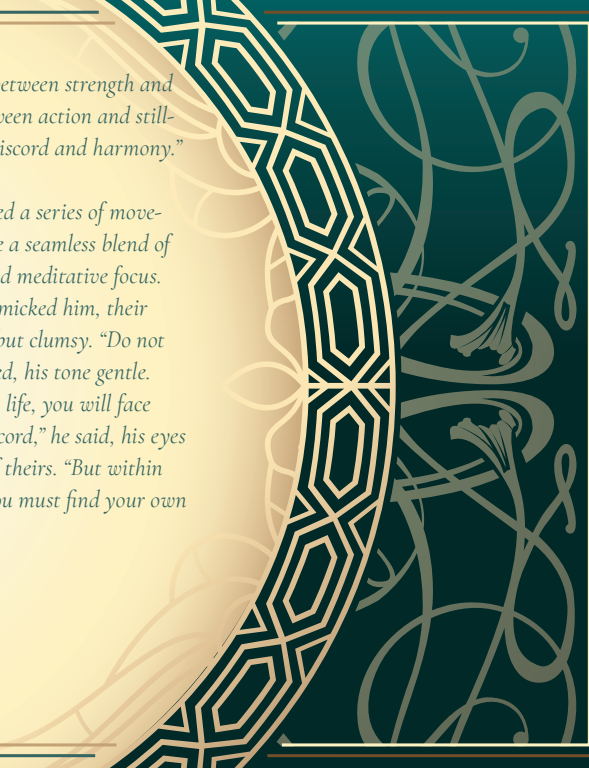
*“Welcome, young Chosen,” the First Servant began, his voice carrying the calm authority of centuries of wisdom. “You are here not just to learn to fight, but to understand the deeper truths that bind us to the Spirit Tree and to this world.” He moved with a fluid grace, his presence both serene and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

A

Melee

Rockslide Strike

1"

Arcane

Lightning Strike

8"



## Elemental Overload

If an enemy unit would suffer a condition which it is already suffering, you may choose another enemy unit within 4" of it. The chosen unit suffers the condition instead.



## Wave of Magma

A /



A model in this unit may immediately make the following arcane attack: B4" . Units hit suffer the "Burning" condition. 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 arcane hit roll. Models hit suffer a arcane damage roll and the "Frostbite" condition. Other models within 1" of the model hit suffer a non-infuseable arcane damage roll.



## Look out, Sir!



When a model in this unit is **hit by an enemy arcane or ranged 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 active essence ability without paying its essence cost once 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



Arcane



Rockslide Strike





Lightning Strike



## R Headwind

When an **enemy model ends a move within 8"** of a model in this unit, after its unit has finished moving and after checking for unit coherency, you may use this ability to immediately push the enemy model 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 unit within 6" that is suffering the "Burning" and/or the "Frostbite" and/or the "Shocked" condition. Additionally, when attacking a model that is suffering one of these conditions, this unit's hit and 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" weapon, 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" weapon, the model hit suffers the "Shocked" condition.

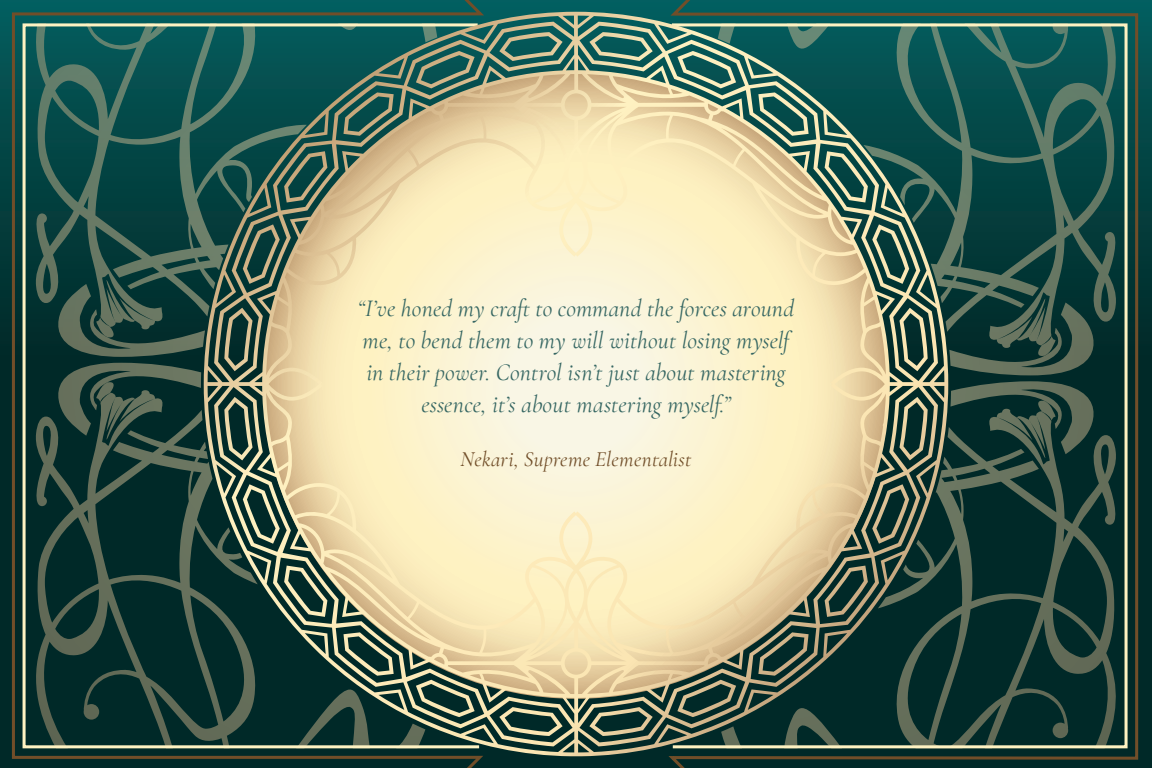
## P Flying

## 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*

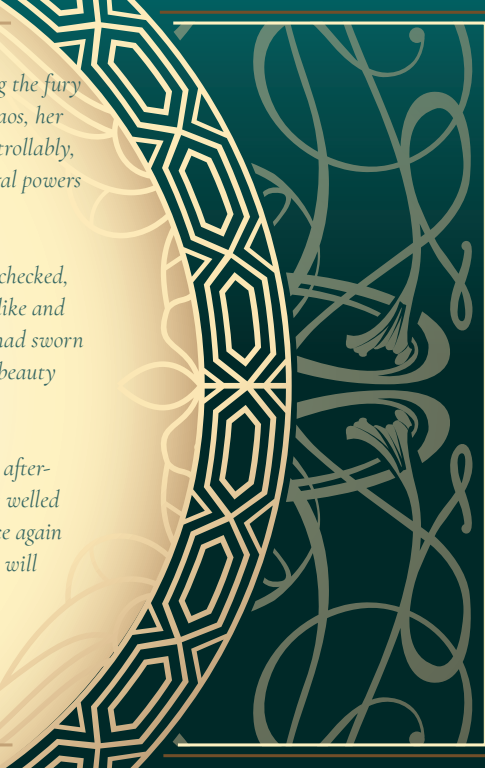
*Nekari stirred from her slumber amidst the memory of a nightmare that haunted her again and again. As she closed her eyes, memories of a tumultuous battle surged to the forefront of her mind — a clash with an army of humankind and their formidable machines. A struggle that had tested her skills and 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

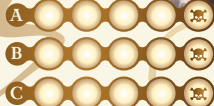
S

DEF

4

ARM

4



Melee



Chi Strike



**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. Shared burden 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, you may use this ability. Reduce the damage suffered by this model by 1. This ability can only be used once per enemy attack.

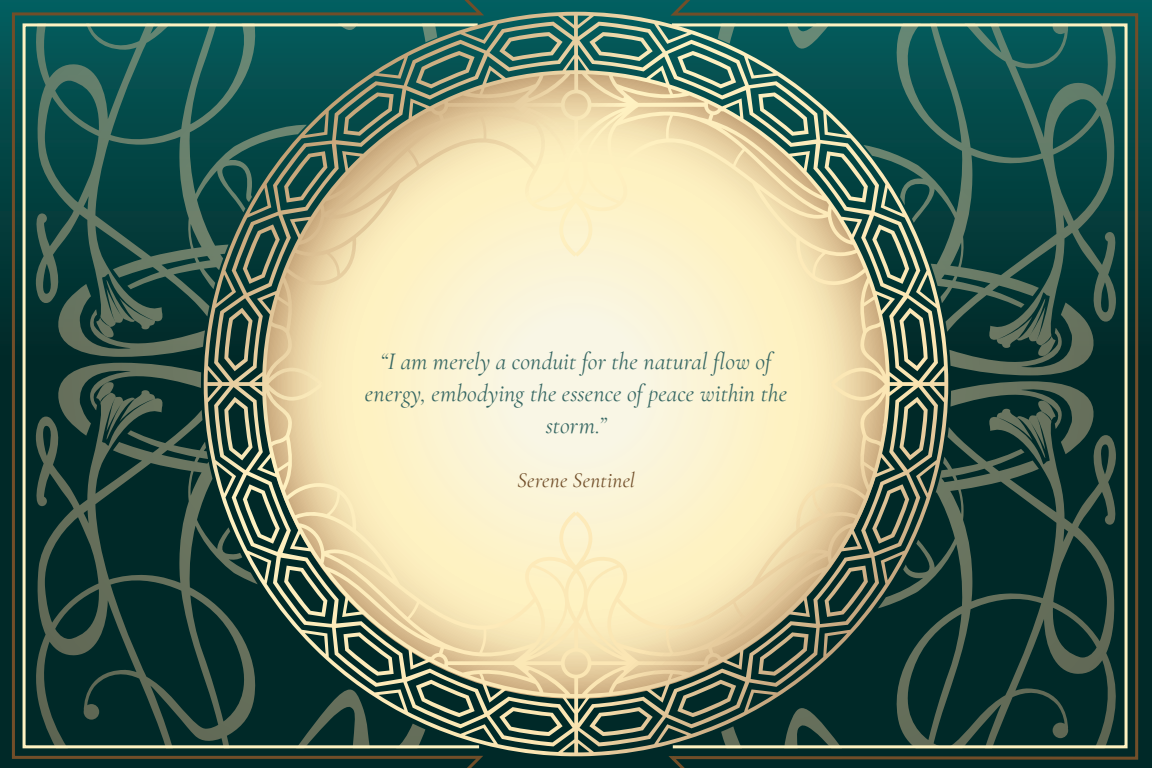
**P** Flow like an Ailur

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

**F** Attuned

This unit gains the common passive ability "Reposition (1)" until the end of this unit's activation.

**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

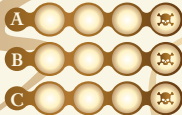
S

DEF

5

ARM

4



Melee

Crescent Moon



A

Resonating Strike

A /



One model in this unit may target an enemy model within 2" and make a melee hit roll. If the target is hit, it suffers the "Shattered" condition. This ability can only be used once per 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

Reverse Karma



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

F

Attuned

Until the beginning of this unit's next activation, models in this unit gain the following common passive ability 'Cleaving Strike'.

P

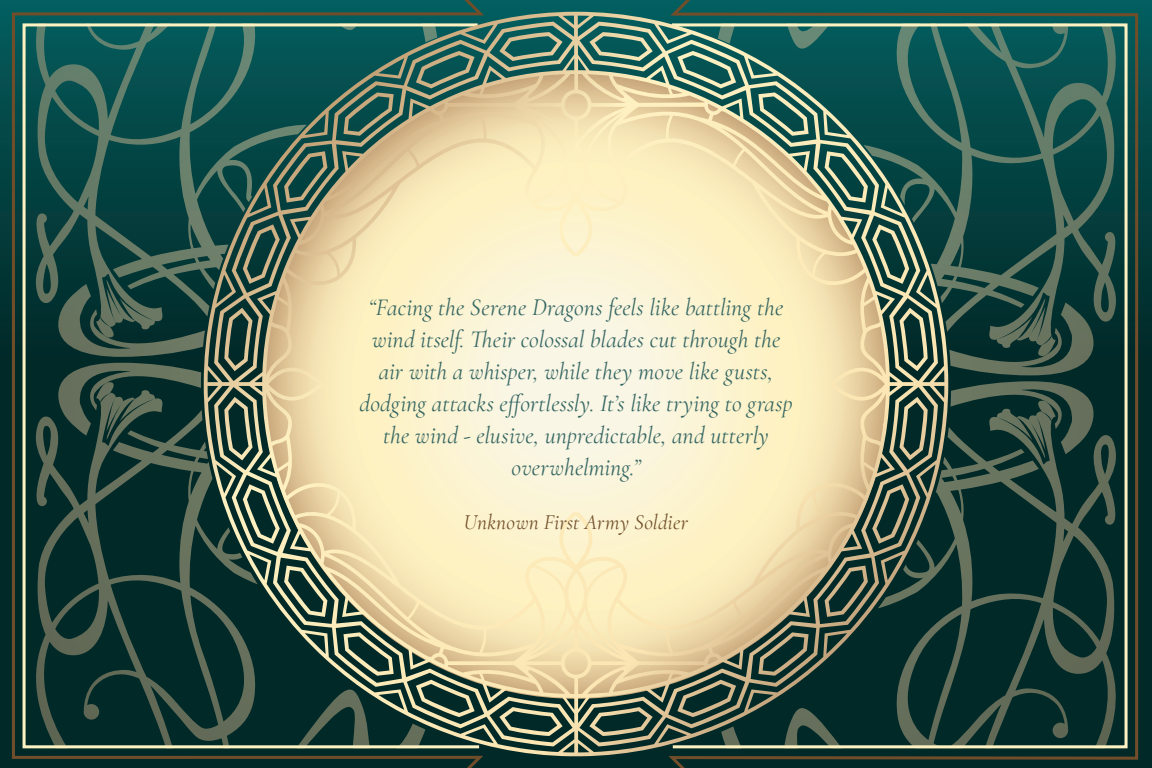
Pathfinder (Forest)

P

Duelist

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

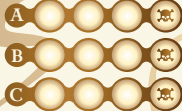
S

DEF

4

ARM

4



Melee

Bamboo Staff



Arcane

Chi Disruption



A

Chi Shift

A +



Choose a friendly unit within 6" of a model in this unit. Immediately place each model in the chosen unit within 2" of itself. This ability can only be used once per activation.

R

Spirit Blades



**When another friendly unit within 6" of a model in 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 2" of itself.

P

Chi Disruption

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

P

Guided by the Great Spirit

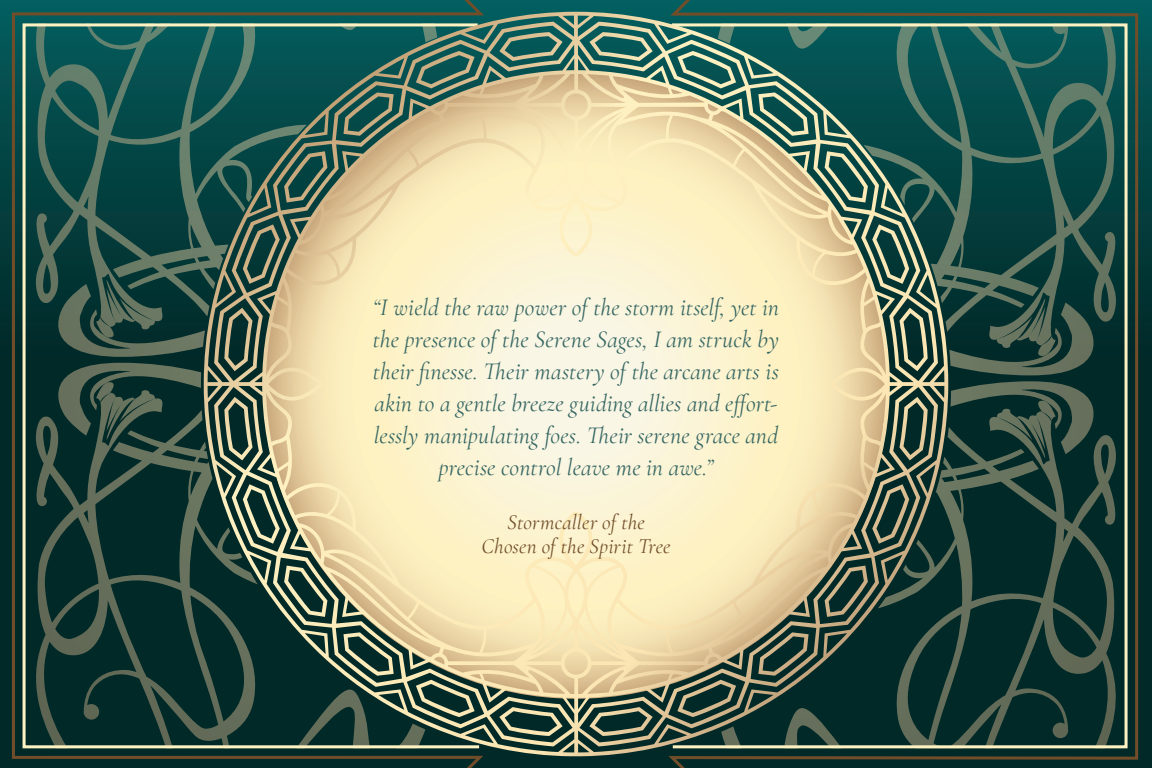
Arcane attacks from models in this unit ignore all DEF and ARM bonuses from essence abilities and terrain.

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



Melee



Pawstrike

Arcane



Lightning Strike



A

Thunderstorm

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

A

Volarcanum Cataclysm A+

Target a model within 8” and make an arcane hit roll. Models hit suffer a arcane 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)

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

R

Lightning reflexes

When an **enemy model ends a move in melee with a model of this unit**, this unit may use this ability. This unit may immediately make a S MOV away from the enemy model. This unit gains the common passive ability “Parry” for the duration of this move.

P


Lightning Arc

When a model in this unit hits a model with an arcane attack, before damage is dealt, choose another model within 2” of the model hit. The chosen model suffers a non-infuseable arcane damage roll.

F

Attuned

Change this unit’s arcane hit value to until the end of its activation



*“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

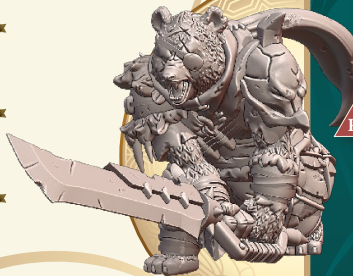
S

DEF

4

ARM

5



Melee



Dragonclaw

## 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.

## R Defensive Strike

When an **enemy model ends a move within melee range of a model in this unit**, you may use this ability. This model may immediately make a melee attack targeting the enemy model.

## R Bond of brothers

When a friendly “Chaku” model hits an enemy model with a melee attack, you may use this ability. This model may immediately make a melee attack targeting the enemy model.

## F Attuned

Models in this unit gain the common passive ability “Backswing” until the beginning of its next activation.

## P Together ...


While this unit is within 2” of a friendly “Chaku” unit, models in this unit gain +2 DEF against melee attacks. When a friendly “Chaku” unit is destroyed by an enemy attack while within 6” of this unit, this unit may immediately make a S MOV towards the attacking model, followed by a melee attack targeting the attacking model.

## P Giant Slayer

## P Pathfinder (Forest)

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





*“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, Dragonfang*



# Chaku, The Dragonfang



Melee

Dragonfang



## A Calm Leadership A/

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

## R Brotherhood Bond

When a friendly 'Razhu' model **ends a move action within 6"** of this unit, a model in this unit may use this ability. This unit may immediately make a S MOV towards the friendly 'Razhu' unit. This ability can only be used once per activation.

## F Attuned

Until the beginning of this unit's next activation, when a model in this unit hits an enemy model with a melee attack, the model hit suffers the "Shattered" condition.

## R Reverse Karma

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


## P ... till the end

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

## P Giant Slayer

## P Pathfinder (Forest)

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



*“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, Dragonclaw*

# Brewmaster

MOV  
S

DEF  
4

ARM  
4



A

B

Melee 1"

Arcane

Barrelstrike

**A** Dragonfire Breath A /

This model may immediately make the following attack: Arcane B4" . Units hit by this attack suffer the "Burning" condition. This ability can only be used once per activation.

**A** The good stuff

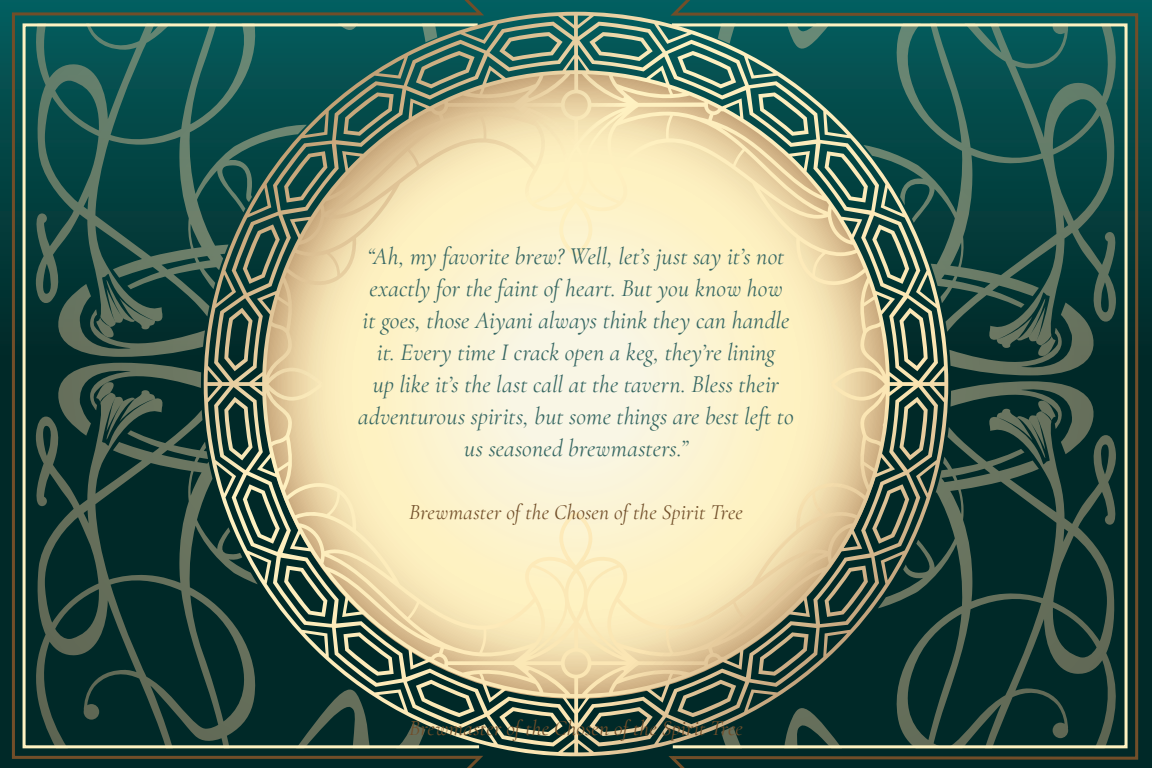
Place one 32mm "The good stuff" manifestation within 8" of one model in this unit. While within 2" of this manifestation models suffer -1 DEF and damage rolls due to the "Burning" condition are infused . This ability can only be used once per activation.

**A** Another Round A /

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

- 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

A

Wrath of the Spirit Tree



Place one 32mm 'Wrath of the Spirit Tree' 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 the common passive ability "Pathfinder (Forest)" **entering or completing an action** within 2" of the manifestation suffer a arcane 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 the "Burning" condition. This ability can only be used once per activation.

F

Attuned

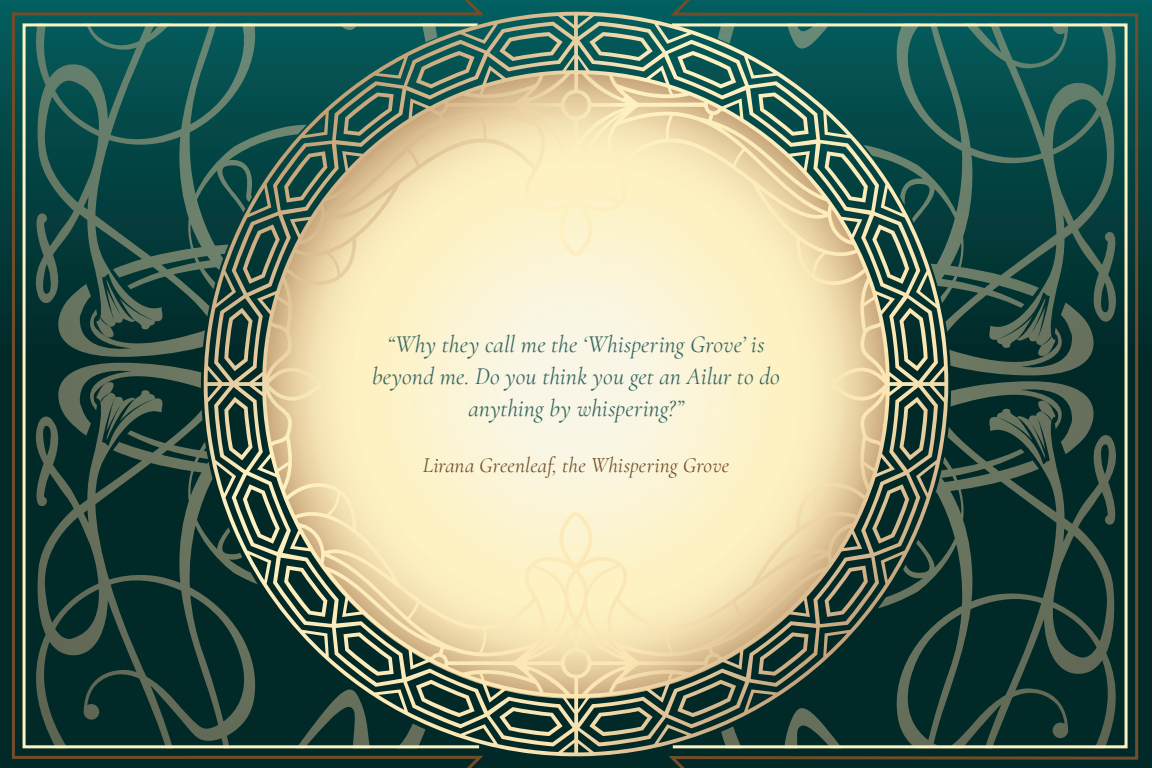
**At the end of this unit's activation**, choose a friendly model within 4" of this unit. Remove one point of damage from the chosen model.

P

Pathfinder (Forest)

Base 32 mm  
1 model

CHOSEN OF THE SPIRIT TREE  
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 Carnage
 

When a model in this unit destroys an enemy model with a melee attack, it may immediately push itself 1" in any direction. Then, if there is another model within 2" of it, this model must make an additional melee attack. This ability lasts until the end of this unit's activation.


R Anger Issues
 

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

F Attuned

**At the beginning of this unit's activation**, each model in this unit may make a S MOV.

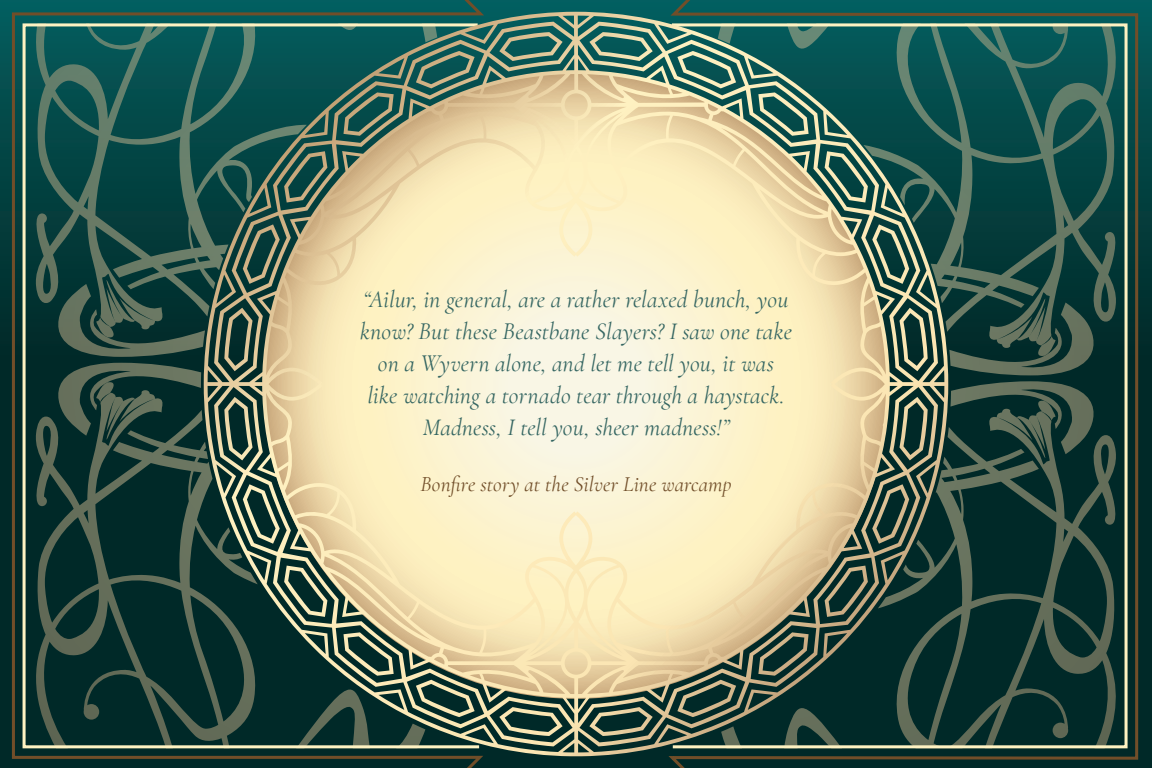
P Winding up

While this unit has 4 or less HP remaining, its melee hit and damage rolls are infused . While this unit has 2 or less HP remaining it additionally gains +1 on all melee hit and damage rolls.

P Brawler

P Pathfinder (Forest)

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



*“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*





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