




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”.

First Servant of the Spirit Tree

MOV

M

DEF

5

ARM

5




Melee

Perfected Chi Strike





L Like a leaf in the wind


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

A 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.

A Chi Step 

Choose another friendly model within 2" 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 units activation.

A 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.

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 immediatly 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

5

ARM

5



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 the 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 the essence from your essence reserve at the end of a game round, you can pick one essence crystal and add it to your essence reserve at the beginning of the next game round.

P Pathfinder (Forest)

P Rooted

P Duelist

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



Serene Sentinels

MOV
S
DEF
4
ARM
4



A

B

C

Melee

Chi Strike

2"

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 Meditation 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

R Redirect Force

When an enemy attack or essence ability would inflict damage on 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.

P Flow like an Ailur

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

P Attuned

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

P Pathfinder (Forest)

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

Serene Dragons

MOV

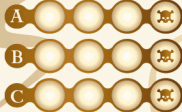
S

DEF

4

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. All other models in this unit within 2" of the chosen model may immediately place themselves within 1" of the chosen model. This ability can only be used once per activation.

R 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 melee attack, targeting the attacking enemy model.

P Attuned

During this activation this unit may use one of its active essence abilities, without paying its essence cost.

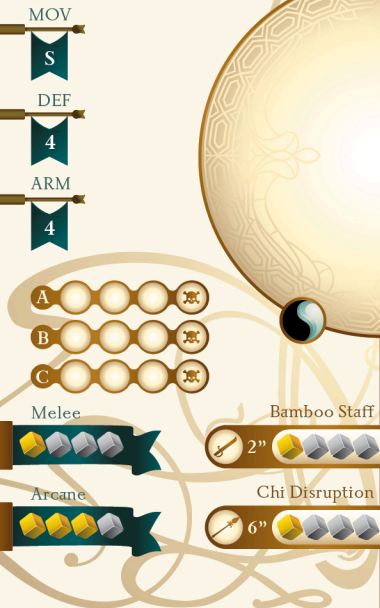
P Pathfinder (Forest)

P Duelist

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



Serene Shifters



MOV
S

DEF
4

ARM
4

A

B

C

Melee

Bamboo Staff

2"

Arcane

Chi Disruption

6"

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.

P Chi Disruption

Enemy models hit by an arcane attack of a model in this unit may be pushed directly away or directly towards this unit 2". 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 of models in this unit ignore all DEF and ARM boni from essence abilities and terrain.

P Pathfinder (Forest)

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



Windrunners

MOV

M

DEF

7

ARM

3



Melee



Dagger

A Gang

Until the end of this unit's activation, when a model in this unit makes a melee attack targeting an enemy model that is in melee with another model in this unit, add +2 to all melee hit and damage rolls.

A Windrush

This unit may immediately make a M MOV. This ability can only be used once per activation.

A Storm's Embrace A /

While within 4" of a model in this unit, models cannot make ranged attacks. This effect lasts until this unit's next activation.

P Attuned

Change the effect of Windrush to: This unit may immediately make a L MOV. This ability can only be used once per activation.

P Pathfinder (Forest)

P Elusive (1)

P Parry

P Stealth

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 Voltarcantum 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)

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.

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.

P Attuned

Change this models lightning strike hit value to .

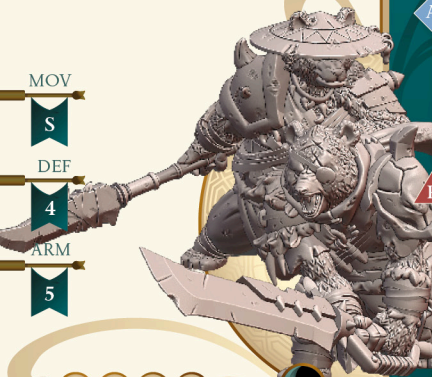
Base 32 mm | CHOSEN OF THE SPIRIT TREE
3 models | AIYANI, DISCORD

Razhu and Chaku

MOV
S

DEF
4

ARM
5



A Chaku

B Razhu

Melee Dragontail (Chaku)

2"

Melee Dragonclaw (Razhu)

2"

A Charge A+

This unit may immediately take 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 of this unit, this model may use this ability. This model may immediately make a melee attack targeting the enemy model.

P Pathfinder (Forest)

P Giant Slayer

P Together till the end ...

While Razhu and Chaku are within 2" of each other, they gain +2 DEF against melee attacks. When either Razhu or Chaku is destroyed by an attack, the remaining model may immediately make a S MOV towards the attacking model, followed by a melee attack targeting the attacking model.

P Attuned

Razhu gains the common passive ability "Backswing" until the end of this unit's activation. Chaku gains the following passive ability until the end of this unit's activation: When a model is hit by a melee attack of this model, it immediately suffers the 'Shattered' condition.

Base 50 mm | CHOSEN OF THE SPIRIT TREE, AILUR,
2 models | ESSENCE BEAST HUNTER, DISCORD, CHARACTER



Brewmaster



MOV

S

DEF

4

ARM

4

A

B

Melee

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

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 a **OBSCURING** area terrain. 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.

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.

R

Essence Barrier



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

P

Attuned

At the end of this units activation, choose a friendly model within 4" of a model in this unit. 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

Beastbane Slayer



MOV

S

DEF

4

ARM

4



Melee



Savage Fang



A Carnage

When a model in this unit destroys a model with a melee attack, it may immediately push itself 1" in any direction. Then it must make an additional melee attack, if there is another model within 2" of it. 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.

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

This model gains +1 ARM against melee attacks.

P Attuned

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

P Pathfinder (Forest)

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



SHROUDDFALL