

Official Errata, January 2021

The following errata correct errors in *Battletome: Seraphon.* The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in magenta. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Page 55 – Ways of the Seraphon, The Sage's Staff Change the first line of rules text to: 'At the start of the hero phase, pick 1 friendly **SERAPHON WIZARD**.'

Page 61 – Lore of Celestial Manipulation, Bind Endless Spell Change the second sentence of the rule to: 'If successfully cast, pick 1 endless spell within 18" of the caster that is not soul-linked and is visible to them.'

Page 64 – Dracothion's Tail, Appear on Command Change the first sentence of rules text to: 'Instead of setting up a friendly **DRACOTHION'S TAIL** unit on the battlefield before the battle begins, you can place it to one side and say that it is set up waiting to appear at command as a reserve unit.'

Page 65 – Fangs of Sotek, Parting Shot Change the rule to:

'You can use this command ability when an enemy unit ends a charge move within 3" of a friendly FANGS
OF SOTEK unit from the Skinks or Chameleon Skinks warscroll that is wholly within 18" of a friendly FANGS
OF SOTEK HERO. If you do so, that unit can shoot. After you have resolved all of that unit's shooting attacks, roll

a dice. On a 4+, that unit must retreat but cannot run. A unit cannot benefit from this command ability more than once per phase.'

Page 93 – Ripperdactyl Chief, Ripperdactyl Assault Add the following to the end of the rule: 'The same unit cannot benefit from this command ability more than once per phase.' **Page 94** – Stegadon, Damage Table Change the fourth row of the 'Wounds Suffered' column to: '7-8'

Page 94 – Stegadon, DescriptionAdd the following paragraph:'MOUNT: If this model includes a Skink Chief, theStegadon becomes this model's mount.'

Page 95 – Engine of the Gods, Description Change the description text to: 'An Engine of the Gods is a single model.

SKINK PRIEST: An Engine of the Gods is commanded by a Skink Priest.

CREW: This model has a skink crew that attack with Meteoric Javelins. For rules purposes, the crew are treated in the same manner as a mount.

MOUNT: This model's Stegadon attacks with its Massive Horns, Grinding Jaws and Crushing Stomps.'

Page 96 – Bound Balewind Vortex, Summon Balewind Vortex Change the second sentence of rules text to: 'Only SERAPHON WIZARDS with a Wounds characteristic of 9 or less and that are not already on a Balewind Vortex can attempt to cast this spell.'

SERAPHON WARSCROLL	UNIT MIN	SIZE MAX	POINTS	BATTLEFIELD ROLE	NOTES
Engine of the Gods	1	1	260	Artillery, Leader, Behemoth	
Saurus Warriors	10	40	90/320	Battleline	
Bastiladon	1	1	220	Behemoth	
Stegadon	1	1	240	Behemoth	Battleline if Thunder Lizard
Lord Kroak	1	1	320	Leader	Unique
Ripperdactyl Chief	1	1	80	Leader	1
Saurus Astrolith Bearer	1	1	140	Leader	
Saurus Eternity Warden	1	1	110	Leader	
Saurus Oldblood	1	1	110	Leader	
Saurus Scar-Veteran on Cold One	1	1	110	Leader	
Saurus Sunblood	1	1	130	Leader	
Skink Priest	1	1	70	Leader	
Skink Starpriest	1	1	120	Leader	
Skink Starseer	1	1	140	Leader	
Slann Starmaster	1	1	260	Leader	
Terradon Chief	1	1	70	Leader	
Saurus Oldblood on Carnosaur	1	1	230	Leader, Behemoth	
Saurus Scar-Veteran on Carnosaur	1	1	210	Leader, Behemoth	
Skink Oracle on Troglodon	1	1	220	Leader, Behemoth	
Stegadon with Skink Chief	1	1	250	Leader, Behemoth	
Chameleon Skinks	5	20	90		
Kroxigor	3	12	140		
Razordon Hunting Pack	4	12	80		
Ripperdactyl Riders	3	12	80		
Salamander Hunting Pack	4	12	110		
Saurus Guard	5	20	100		Battleline in Seraphon army
Saurus Knights	5	20	100		Battleline in Seraphon army
Skinks	10	40	60		Battleline in Seraphon army
Terradon Riders	3	12	90		
Eternal Starhost	-	-	200	Warscroll Battalion	
Eternal Temple-host	-	-	180	Warscroll Battalion	
Firelance Starhost	-	-	160	Warscroll Battalion	
Firelance Temple-host	-	-	160	Warscroll Battalion	
Shadowstrike Starhost	-	-	170	Warscroll Battalion	
Shadowstrike Temple-host	-	-	150	Warscroll Battalion	
Sunclaw Starhost	-	-	160	Warscroll Battalion	
Sunclaw Temple-host	-	-	140	Warscroll Battalion	
Thunderquake Starhost	-	-	130	Warscroll Battalion	
Thunderquake Temple-host	-	-	150	Warscroll Battalion	
Bound Aethervoid Pendulum	1	1	60	Endless Spell	
Bound Balewind Vortex	1	1	50	Endless Spell	
Bound Burning Head	1	1	40	Endless Spell	
Bound Chronomantic Cogs	1	1	90	Endless Spell	
Bound Emerald Lifeswarm	1	1	60	Endless Spell	
Bound Geminids of Uhl-Gysh	1	1	70	Endless Spell	
Bound Malevolent Maelstrom	1	1	20	Endless Spell	
Bound Prismatic Palisade	1	1	40	Endless Spell	
Bound Purple Sun of Shyish	1	1	60	Endless Spell	
Bound Quicksilver Swords	1	1	40	Endless Spell	
Bound Ravenak's Gnashing Jaws	1	1	40	Endless Spell	

Warhammer Age of Sigmar – Pitched Battle Profiles Update, January 2021

The profiles printed here take precedence over any profiles with an earlier publication date and also take precedence over profiles that have no publication date at all. Profiles that have changed since their last publication are marked with this symbol: *

SERAPHON	UNIT	UNIT SIZE			NOTES
WARSCROLL	MIN	MAX	POINTS	BATTLEFIELD ROLE	NOTES
Bound Soulsnare Shackles	1	1	50	Endless Spell	
Bound Suffocating Gravetide	1	1	30	Endless Spell	
Bound Umbral Spellportal	1	1	80	Endless Spell	
Realmshaper Engine	1	1	0	Scenery	