



## BATTLETOME: SERAPHON

### 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, Description**  
Add the following paragraph:  
**'MOUNT:** If this model includes a Skink Chief, the Stegadon 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.'