

WARHAMMER

AGE OF SIGMAR



— ORDER BATTLETOME —
SERAPHON



To some they are the uncompromising, unfeeling vengeance of the heavens. To others they are a race of bloodthirsty reptilian monsters marching forth from the steaming jungles to bring death to those who would intrude upon their sacred grounds. Yet the Seraphon are both these things, and more besides. They are the true children of Azyr, filled with the light of the stars, and they fight to enact a cosmic plan that spans all of creation.

From meditation chambers deep within void-faring ziggurats, the Slann Starmasters, servants of the mysterious Old Ones, seek to cast down the Ruinous Powers themselves. Few understand the Seraphon, for to mortal eyes their wars can seem fickle and strange. They fight not for territory, nor for gold or even the sheer joy of battle. Every action they take is dedicated solely to the destruction of Chaos, every warrior or army sacrificed part of a greater plan. Such is little comfort to those who die under the heavens-blessed blades of the Seraphon, for the blood of these reptilian creatures runs cold, and they are remorseless in carrying out the commands of their masters.

In battle the hosts of the Seraphon present a striking image. Hulking warriors with iron-hard scales carve a trail of single-minded destruction, while their smaller, swifter kin burst from every shadow to assail the foe. Marching alongside them are terrifying primeval giants, each fashioned by the Seraphon into a deadly weapon. All these reptilian creatures fight under the command of their celestial priest-lords; these mages cast their eyes to Azyr even as they harness the power of the realms themselves, reading the patterns of the stars.

Though the years grow darker, these most ardent foes of Chaos have not faltered in their duty. The Soul Wars have rocked the heavens to their core, yet one portent remains clear.

The time of deliberation is over. Now comes the age of annihilation.



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Even the most diabolical of foes cannot stand before the wrath of the Seraphon, for these reptilian warriors are the might of Order given form and deadly purpose.



REPTILIAN MAJESTY

The Seraphon are the implacable turning of the cosmos personified. No mercy lies in their hearts – only a chillingly single-minded dedication to their goal. They are an enigmatic force in the Mortal Realms, an ancient race from beyond the stars born from an amalgam of celestial power, alien technology and a core of pure savagery.

It is those who look to the heavens that first realise something is amiss. The stars appear to shine brighter, rearranging into precisely plotted patterns. Next comes the sound of primeval drums, beating sonorously on the edge of hearing. Louder and louder they grow, the air crackling with zephyrs of celestial power.

Then, in a flash of brilliant light, the hosts appear. Cohorts of brutal saurians advance in perfect lockstep, bellowing wordless war cries and tearing through the ranks of the foe with blade and jaw. The ground shakes as herds of titanic monsters charge forth, carrying upon their backs weapons of strange and terrible power. Those who attempt to flee find their escape cut off by packs of stealthy skirmishers and shrieking aerial predators. Commanding them are ancient warlords mounted on terrifying warbeasts, and mages who turn the cosmos themselves into a deadly weapon. These are the armies of the Seraphon, and few can hope to stand before their reptilian wrath.

The term 'Seraphon' refers to several subspecies of bipedal lizardfolk. They are not born, but instead spawned, emerging from mystical pools deep within their golden temples. Most numerous are the skinks, small creatures blessed with sharp minds and dexterous limbs. Working alongside them are towering crocodilians known as Kroxigor, slow-witted brutes who can employ their mammoth strength for days on end when set to a task. The warrior-caste is populated by saurus, strong and obedient soldiers bred purely for battle. At the apex of the Seraphon hierarchy sit the Slann Starmasters. Though they have the bodies of bloated amphibians, their magical mastery is almost unmatched. Even an entire cabal of sorcerer-kings will struggle to match a slann in a mystic duel, for they wield the arcane as deftly as a champion warrior does a blade.

Yet the slann are more than just powerful wizards. They are the last link the Seraphon have to their creators – the mythical Old Ones. Mysterious figures beyond the knowledge of even the gods, the Old Ones possessed a plan for all of creation. It is the slann's purpose to interpret this Great Plan, and through their will every action taken by the Seraphon race is bent towards its completion.



THE STARLIT AND THE SAVAGE

The Seraphon have long been active in the Mortal Realms – throughout the palaces and colleges of Azyrheim stand frescos from the Age of Myth depicting reptilian warriors glowing with starlight. At the beginning of the Age of Sigmar, many who encountered the Seraphon presumed them to be manifestations of Azyr not entirely dissimilar to the Stormcast Eternals. From the heavens they came, arriving in beams of luminescent brilliance.

The truth is somewhat more complex. Seraphon are fundamentally creatures of flesh and blood, albeit with celestial magic glimmering in their veins. The first of their number dwelt within vast temple-ships amid the darkness of the aetheric void. These ships soon found themselves drawn to the uppermost reaches of Azyr, where their spawning pools became

permeated by starlit magic. Before long the Seraphon that emerged from within, as well as those dwelling within the ships themselves, were more akin to heavenly beings than living creatures as most mortals would understand them.

Many Seraphon still persist in this fashion. Charged with the energies of Azyr, these 'Starborne' exist on a slightly different wavelength to the other realms; their weapons crackle with celestial fury, and when slain they disincorporate into blasts of pure starlight. Using the translocation portals found within their arcane vessels, these beings strike precisely and without mercy. It is the slann that bind the essence of the Starborne into reptilian form. Many Starmasters can 'conjure' warriors directly from their temple-ships with but a gesture; to those who witness this feat, it can seem as though the slann are crafting these creatures whole from the energies of the stars, or even their thoughts alone.

The Starborne can interact with the tangible world, but their deep connection to Azyr prevents them from achieving true physicality. As the centuries have passed however, some Seraphon temple-fleets have descended from Azyr and established permanent settlements in the Mortal Realms. As a Seraphon lingers within a realm, their inherent Azyrite nature mixes with the magical energy that forms that realmsphere. Just as the different winds of magic grew concentrated enough over time to take on physical form as the realms themselves, the Starborne will eventually gain true permanence.

Known as the Coalesced, these Seraphon have embraced their primal instincts as the light of the heavens fades within them. Thick jungles spread around their landed temple-cities, their growth hyper-accelerated by the strange waves

of power that emanate from the arcane Realmshaper Engines that dot their territory. Whilst they may lack the Starborne's mastery of space and time, the primeval fury of the Coalesced more than compensates. Whether Starborne or Coalesced, all Seraphon fight for a unified goal – the fulfilment of the Old Ones' Great Plan, and the annihilation of Chaos.

MERCILESS ORDER

Chaos is the greatest foe of the Seraphon, known to them as the Eternal Enemy. The friezes carved across the walls of their spawn-sanctums tell of battles against the Ruinous Powers that stretch back beyond the dawn of creation itself.

It is the single-minded nature of this crusade that has made the Seraphon appear so strange to the other peoples of the realms. Rarely do they fight for territory or material gain, and in their battle against Chaos no quarter is ever asked for or offered.

Around flickering campfires across the realms, countless tribes speak of ferocious lizard-warriors descending without warning from the heavens, wiping out entire cultures before disappearing just as swiftly.



These actions are not driven by malice, but necessity; the slann are eternally occupied with matters celestial, and the knowledge that they alone can be trusted to prosecute the Great Plan weighs heavily. Any beings who would jeopardise strategies millennia in the making, intentionally or otherwise, are removed from the grand cosmic equation with extreme prejudice.

With the slann's powers of foresight, many of these threats are put down before they can truly manifest. Rampaging orruk warclans, Necromancers pursuing secrets best left alone, outposts of Order destined for madness and corruption – all have been obliterated by the sudden strike of a Seraphon host, never knowing the reason behind their demise. On occasion the Seraphon will even fight amongst themselves, their varying methods of pursuing the Great Plan deemed incompatible by their Starmasters. Yet even these internecine conflicts contribute to triumph over the Eternal Enemy, primeval tests of strength that ensure only the most worthy may prosper.

Never have the Seraphon stood as part of Sigmar's pantheon; theirs is a war that stretches beyond realms, beyond the concerns of mortals or gods. It is a war they fight alone, pitiless yet selfless in their savage dedication to Order and the downfall of Chaos.

THE OLD ONES

Who, or what, the Old Ones were remains a mystery; even the most ancient slann can only dimly recall the great catastrophe that severed them from their creators. All that is known for certain is that they were beings of unfathomable intellect and power that possessed a great design for all of creation. Long ago they came from beyond the stars in majestic silver ships, bringing with them favoured servants granted a portion of their masters' godly might. Most blessed, and most trusted, were the original slann. It was they who were responsible for constructing the first temples of the Seraphon in the dim and distant past; more than simple dwellings, these structures were designed to act as relays and reservoirs for the power of magic, as well as possessing great arcane technologies that would one day transform them into the ziggurat-ships of the Seraphon fleets.

Even the original names of these near-mythical beings have been forgotten. The ancient plaques stored within the vaults of the Seraphon speak of the Old Ones and their plans, but many have been lost, damaged throughout centuries of war, or are facsimiles recreated by skink scribes who struggle to grasp the cosmic intricacies of their message. In the face of this limited knowledge many Seraphon, particularly those that have coalesced throughout the realms, have ascribed godly personification to the Old Ones. From stealthy Huanchi to inscrutable Tepok these creator-

figures are venerated by their stranded children, but their true identities remain unknown.

To the Old Ones, science and magic were one and the same. Like a cabal of alchemists engaged in a grand experiment, they wielded arcane power to shift the laws of reality to suit their will. The many technosorcerous relics left behind by the Old Ones – from the sunbolt gauntlets to the reality-warping power of the Engines of the Gods – may not originally have been intended as weapons, though what function they served is knowledge possessed only by the Old Ones themselves. They have, however, proven invaluable to the Seraphon's endless war against Chaos.

It is possible that the greatest achievement of the Old Ones were the Realmgates; ancient Azyrite texts mention an enigmatic race involved in their creation, and the slann seem to possess knowledge concerning the functioning of the inter-realm portals. They are able to teleport their servants through the aetheric void with a thought, or – though it requires drawing on the deepest reserves of their power – manipulate the Realmgate network to send enemies astray. Throughout the Realmgate Wars the slann interceded on several occasions to waylay those who would menace the forces of Order – though they were careful never to strain the network too much, perhaps wary of the limits to their own understanding and the instability they threatened to create.



Many times have the forces of Chaos sought to lay low the Seraphon. Yet the savage children of the Old Ones stand forever ready to answer any such challenge. As saurian warhosts tear through the foe, the ancient technology of their lost creators turns the power of the realms themselves into a weapon with which to further the Great Plan.



WARRIORS OF THE STARS

Many races of the Mortal Realms have only scant recollection of how they came to be. For most, the truth is buried under layers of mythology. So it is with the Seraphon, but though much knowledge regarding this race remains mysterious, one thing is certain: their origins lie amongst the stars.

Even the divine cannot say for sure how the temple-ships of the Seraphon came to the Mortal Realms. Perhaps the slann know, but they do not speak of it. Certainly no saurus or skink recalls anything before crawling from the spawning pools deep within their star-vessels. Those civilisations that have encountered the Seraphon, as well as the ever-curious skinks themselves, hold to different beliefs concerning the genesis of the reptilian race. Whether any of them come close to the truth is beyond the ken of mortals.

Of all the human cultures of the realms, few meditate upon the cosmos as deeply as the venerable Moon Monks of Hysh. The nature of the lunar bodies within their own realmsphere and beyond form the obsession of this monastic fellowship. Through their extensive

contemplations of the heavens the Monks have, almost inadvertently, come to possess much of the accumulated lore on the Seraphon. Even this does not amount to much, but on one thing they are clear: the slann are not native to the Mortal Realms. In all of creation they are alone. Thus, the Monks conclude, the temple-ships of the Seraphon must originate from outside the Mortal Realms – or perhaps even predate them.

The first Seraphon were survivors of the destruction of the world-that-was. The temple-cities established across the realms are not new constructs but merely the latest rendition of a reptilian empire – the vessels that comprise these cities, and the beings that dwelt within them, were forced to launch a great exodus into the heavens as the world fell. Even as the temple-vessels were

rejuvenated under the light of the stars, however, the cold-blooded nature of their occupants began to tell within the lightless void.

In an effort to save at least a measure of their servants the slann magically compelled the majority into a state of suspended animation; with their temple-ships gradually losing power around them, their arcane energies unable to be replenished within the aetheric void, the slann began a lonely voyage through the stars, meditating on how to strike back against the powers that had destroyed their world.

It was the godbeast Dracothion, the celestial Great Drake, who discovered the ice-wreathed ships floating through the Great Nothing. It was he who breathed the light of the stars over them and brought their occupants to wakefulness.



Some skink scholars postulate that the earliest Seraphon were literally formed of Dracothion's breath. Others consult examples of ancient stellar cartography of Azyr and note the first appearances of anomalies now known to be temple-fleets. They believe that Dracothion re-energised the ziggurat-vessels and gave them the ability to independently traverse the void, as well as inundated the long-dormant spawning pools with the magic of the heavens. It was this moment that marked the creation of true Seraphon, reborn through the touch of Azyr.

Still others claim that as Dracothion looked upon the fleets with curiosity, the slann formed a telepathic link with the godbeast. Wracked with visions of the destruction of the world-that-was, the Great Drake wept silver tears – perhaps a metaphor for the formation of flame-lit comets or a rain of shooting stars – that guided the slann and their vessels to the Celestial Realm.

There may be a measure of truth in each of these tales. Other cultures possess their own legends as to how the Seraphon came to be; the shamanistic Woad Lords, for instance, claim that hidden amongst the uppermost reaches of Azyr is the kingdom of the true gods, of which the Seraphon fleets are merely scouts and outriders.

There are even those who suggest that the slann's masters were in some measure responsible for the formation of the Mortal Realms. Such is not beyond the bounds of possibility, for if any beings are mighty enough to have played a part in binding the wild energies of magic into physical form then it is surely the Old Ones and their servants. The slann's knowledge of the Realmgates, and how to circumvent or redirect them in times of need, lends further credence to this belief. Some skink legends say that the first Seraphon were themselves little more than crude forms of reptilian life, uplifted

and remade to serve a new purpose by the Old Ones. It is the nature of the slann to manipulate lesser forms of life in the name of the Great Plan – under the direction of their long-lost masters, this meddling could well have extended to crafting the very cosmos itself.

Unless the slann choose to reveal the secrets of their past, it is unlikely the whole truth shall ever be known. It is undeniable, however, that the Seraphon now dwell within the high heavens of Azyr. Their star-fleets have explored much of this enchanted firmament, dwelling far beyond even the golden majesty of Sigmoron and the brilliant light of the High Star, Sigendil. The great temple-ships that comprise these fleets are amongst the last surviving relics of the world-that-was. It is fitting therefore that within these stellar ziggurats many Starmasters remain, contemplating the cosmic order and how best to bring about the final defeat of Chaos.

ZIGGURAT SHIPS

The cosmic vessels of the Seraphon are a far cry from the ocean-plying ships of other races. Their fleets are more akin to entire floating cities cast into the heavens, replete with all manner of strange and arcane technologies. Beneath the stately pyramids and mystic obelisks are great star engines and world-morphing instruments, charged with magical force to be employed at the direction of the slann.

Ziggurat-ships typically hover within the upper reaches of Azyr, or traverse the darkness of the aetheric void. When the warriors within attack, miniaturised Realmgates are opened via the technology of the Old Ones to send the Seraphon directly into the realms beyond. The blinding light of these teleportation beams is often misinterpreted as being projected directly from the stars, and contributes to the oft-held belief that Starborne Seraphon are entirely manifestations of Azyr.

The geometry of these fortress-ships is beyond the understanding of mortals, though the ordered and rational minds of the Seraphon have adapted well to navigating their confines. Within each ziggurat-ship the scientific mixes with the arcane and the primitive in near-seamless fashion. Stellariums and orreries dominate entire chambers, through which the seers of the Seraphon observe the tapestry of the heavens and divine the paths of the future. Glyph-covered walls are

replete with snaking circuitry. Starlit sigils of warding mark the entrance to vast hatcheries, where rank upon rank of eggs – the next generation of reptilian monsters bred by the Seraphon – are incubated, attended to by coteries of fretful skink handlers.

Most Seraphon aboard a temple-ship will reside within the world-chambers. A product of the mystic Realmshaper Engines of the Old Ones, these environs swelter with tropical heat, their basins filled with thick jungle and meandering rivers. Here the Seraphon live and hunt when not at war. From tiered balconies and glittering star-bridges the Skink Priests observe their kin, marking those destined for greatness.

Deep within many temple-vessels are the spawning pools. These emerald lakes glisten with Azyrite magic, starlight eternally dancing across their still surface. Through turning great wheels and pressing golden plaques in sequence, the Seraphon feed unfathomable energies into these pools, bringing new generations of their kin into being. The spawning pools are of incomparable value to the Seraphon, for they are the means through which they produce new warriors to fight against the Eternal Enemy. Saurus champions guard the entrance to these sacred chambers, and many Starborne fleets choose to remain amidst the heavens purely to ensure these engines of life are kept beyond the greed of those astromancers and daemons that seek to study or despoil them.



MASTERS OF ORDER

The slann have neither forgotten nor forgiven a single cruelty wrought by the powers of Chaos, nor have they neglected their grand mission to defeat the Ruinous Powers once and for all. Always are their minds turned to the defeat of this most ancient foe, for such was the will of their creators, the unfathomable Old Ones.

Though they may appear somnolent at times, the Slann Starmasters shoulder a burden only the gods can hope to understand. It is they who are charged with bringing the Great Plan to fruition. The slann's memories of this cosmic mission's particulars are hazy, perhaps in a deliberate effort by the mage-lords to protect themselves from the mind-blasting horrors of the dark days that saw the Old Ones lost. Yet although each recalls the finer details of Great Plan differently, all slann agree on its purpose – the destruction of Chaos, the Eternal Enemy.

Such a lofty goal may seem impossible, but the slann have had centuries to plan their war. The powers of Chaos, by contrast, are locked in an eternal cycle of internecine conflict. The coming of the Age of Sigmar has reduced the dominion of the Ruinous Powers over the realms, and divided the attentions of the dark pantheon. Even if the Chaos Gods concentrated all their efforts upon the destruction of the Seraphon, it is likely one of the brothers in darkness would upset the balance through an attempted power grab. So are the Seraphon able to contest with the power of the gods themselves – a contest in which, one day, they may even emerge triumphant.

THE ASTROMATRIX

The favoured targets of the Seraphon are those places where magical energy pools, or where the ley lines of arcane power that cross the aetheric void – akin in some way to the Realmgate network, and visible to those with mage-sight only under illumination from the high Azyrite star known as Sigendil – join. By taking control of these mystic nodes and purifying them of any lingering Chaotic taint, the slann impose order upon this strange web of conjunctions that spans across – and between – the realms.

What precisely the slann seek through binding these arcane sites together is unknown, save that it must contribute in some fashion towards the defeat of the Eternal Enemy. It is possible that by imposing stringent order upon these magical wellsprings, the slann stabilise the land against the powers of Chaos – the aelven Wanderers pursue a similar goal in planting their waystones along the ley lines, though they have just as often come into conflict with the servants of particularly uncompromising slann as they have been aided by the Seraphon. Alternatively, perhaps by connecting these nodes the slann are creating a reservoir of each realm's magical essence they can tap into; when the stars of Azyr align, these ley lines glow with potent sorcerous energies that can be turned to the will of the Starmasters.



This single-minded focus has done much to contribute to the Seraphon's reputation for seemingly disproportionate vengeance. They may permit a fortune in golden artefacts to be taken by avaricious treasure-hunters, but should even a single grain of sand upon a beach that resonates in the grand cosmic conjunction be disturbed then violent retribution is soon to follow.

The Seraphon's network of magical power is known by a variety of names – the Astromatrix Arcane,

the Realmweave, the Great Web and others besides. Some of the skink priesthood believe that the Astromatrix echoes a similar construct from the long-lost home of the Seraphon, whilst others are adamant that its cords in fact mirror the strange glowing circuitry that criss-crosses the walls of their temple-vessels. Both these notions are in fact true, for as the Old Ones once wrought, so must the slann replicate within the Mortal Realms at large.

THE TIME OF SLAIN STARLIGHT

For all their powers of foresight, the slann are not infallible. To catch them unawares is a difficult task – difficult, but not impossible.

Nagash's necroquake, the culmination of a centuries-spanning plot by the god of death, shook the realms to their core. Even Azyr was not safe from the effects of this aetheric shock wave. Stars themselves began to die, blinking from existence as a tide of amethyst magic swept the cosmos. For the Seraphon, tied so intrinsically to the celestial bodies, this proved disastrous. The infinite patience employed by Nagash in his scheme had rendered even the Starmasters blind to the impending cataclysm, so focused were they on the war against Chaos. Entire temple-vessels went dark as morbid energies suffused them, their slann falling into a deathly state as bubbling spawning pools fell silent.

Even more troublesome was the inversion of Shyish's magical polarity as a result of Nagash's darkling scheme, shifting the greater concentration of that realm's energies from its edge to the centre and forming the Shyish Nadir. This proved disastrous for the arcane web of the Astromatrix. Only through drawing on the deepest reserves



of their sorcerous strength did the Starmasters prevent the magical backlash tearing Shyish apart at the seams as many of the arcane ley lines were shredded or rewritten with spectacular force. The dawning of the Arcanum Optimar that followed the necroquake, and the powerful, lingering arcane phenomena it created, further threatened the Seraphon's control over the wellsprings of magic found across the realms. The other races displayed little hesitation in harnessing these devastating sorceries; in doing so, they threatened to plunge the realms into an even deeper state of magical instability.

As if to pile insult upon injury, the Gloomspite Gitz – likely without even realising as much – sent the Great Plan even further awry. The Bad Moon, their leering lunar god, rampaged on an erratic path through the heavens; stellar alignments were twisted into new

and unwholesome forms, throwing off the precise celestial calculations of the Starmasters. Behind all these calamities echoed the laughter of the Dark Gods, for they took foul glee in the setbacks of their ancient foe.

It is a testament to the unwavering resolve of the Seraphon that they did not succumb to despair. For the first time in an age, many slann met in telepathic conference, projecting their powerful minds from both aloft star-vessels and landed temple-cities. After months of deliberation, unanimous conclusion was reached; though the war against Chaos would always remain the greatest priority of the Seraphon, for too long had they turned a blind eye to the machinations of other powers.

The Seraphon struck across every realm, crushing any who stood in their way as they fought to re-establish the Astromatrix – particularly in Shyish, where the

inversion of that realm's magical energies had rewritten the plotting of many ley lines. Through this they reasserted a measure of control over the wild magic ravaging the realmspheres; by drawing upon the Astromatrix's carefully hoarded power, Seraphon wizards were even able to manipulate the roaming spell-constructs to an extent other races could only dream of. Moonclan lurklairs and Spiderfang nests were purged in an effort to starve the Bad Moon of worshippers. The mortal astromancer Palanis the Mad even claimed to have witnessed temple-ships attempting to land on the surface of the grots' malignant deity, though his words were largely dismissed by many of his colleagues.

A new phase in the eternal war had begun. It was to be an era of vengeance, for all who stood in the way of the Great Plan had proven themselves deserving of nothing save obliteration.

TEMPLE-CITIES

Across the Mortal Realms, many temple-fleets have begun to land and form permanent Seraphon settlements. As the Seraphon of these fleets coalesce, becoming true creatures of the realms – gaining physical permanence the longer they linger, the opposite of their daemonic nemeses – so too does their environment change around them.

The temple-cities of the Coalesced gleam amidst the wilds of the realms, bastions of order in lands often still under the thrall of Chaos. From within these settlements the Starmasters guard the Astromatrix, drawing upon its power for their unknowable purposes. So too do the mass of the Coalesced live in the barrios and ziggurats of a temple-city, worshipping at its temples and labouring to put its technology to use in the name of the Great Plan.

When a temple-fleet lands, the slann's ability to manipulate spatial laws play a key role. The vast majority of a visible temple-city is but the proverbial tip of the iceberg; the majority of the great engines, spawning pools and secret vaults are 'phased' into the ground, hollowing out subterranean caverns below what becomes the streets of the new city. Thus do the greatest treasures of the Old Ones remain hidden from prying eyes. The displaced

terrain is hurled into the cosmos, soon forming burning meteors – bright falling stars that herald the temple-city's foundation.

The Realmshaper Engines play a crucial role in securing these strongholds. These arcane devices detach from the underside of temple-vessels and come to rest in the realms, either before the ships land to form a temple-city or while they remain in High Azyr. Even the Starborne have been known to send these gleaming golden pyramids through translocation portals, to morph areas of the material plane in line with their interpretation of the Great Plan. When charged with celestial energy, the orb atop these ziggurats glows bright, before unleashing waves of terraforming power. The rockiest ground swiftly sprouts with thick jungle; barren dust gives way to bubbling swamps, while creeping vines and venomous plants soon overtake the ruins of ancient civilisations.

This sweltering environment soon attracts a variety of reptilian life. Hosts of serpents slither through the undergrowth, while the warbeasts of the Seraphon thrive in the sweltering environment, living and hunting amidst the dense trees. The slann allow this partially for the natural barrier it forms between the Seraphon and those races who may, intentionally or otherwise, meddle in their affairs. Of course, the buzzing tropical insects attracted to the sweltering heat also provide plenty for the bloated mages to snack on when not deep in contemplation.

Many temple-cities or Realmshaper Engines are established atop critical nodes in the Astromatrix. Through tapping into these arcane wellsprings, the Starmasters empower the technologies of their lost masters. A side effect of drawing upon the Astromatrix in this fashion is that the jungles formed by the



Realmslayer Engines come to reflect the essential qualities of their home realm. Aqshian temple-cities are often surrounded by particularly sweltering forests, whereas those of Shyish are withered and emaciated, though still rife with choking vines and grasping branches. What becomes of those jungles formed in Ghur is best left unconsidered.

It is not uncommon for temple-cities created from vessels originally part of the same fleet to be located thousands of miles apart – the greatest temple-vessels are able to break down into smaller ships, or even self-replicate through the strange artifice of the Old Ones, unfolding like golden puzzle boxes. Many of these will, in the absence of a slann, be governed by a venerable Starseer. These skinks rely upon celestial divination and the inscriptions upon sacred plaques to discern the Great Plan, as well as heeding the words of the Oracles.

No two temple-cities are identical, though all are carefully aligned to channel the energies of the Astromatrix. Each stepped ziggurat will be connected by these ley lines of power. Around them stand obelisks, glyph-marked pylons and other devices that draw upon the raw energies of the realms and the cosmos alike. Like great superconductors the structures of a temple-city control the flow of magic, powering the arcane technology within and feeding into the star-rituals of the Seraphon.

This magical conduction is possible due to the specialist building material used by the Seraphon. Known as celestite – recorded in some texts as ‘obstinite’ – this material appears to be super-hardened stone, but its true nature defies the understanding of the greatest minds of the Collegiate Arcane. What is certain is that it is connected in some fashion to Azyr, for even the weapons of the Coalesced occasionally shine with heavenly light; some have proposed that celestite is in fact chunks of Azyr’s rim broken off by the wild magic of the realm’s edge and later collected by the temple-fleets of the

Starborne. Starseers, in particular, have an affinity with celestite; within many ziggurats are arcane foundries where the meteoric rock is reshaped by the magics of these senior priests and talented skink labourers.

At the heart of each settlement is a grand temple that juts towards the heavens. Within Star Chambers atop the highest ziggurats the slann sit in serene repose, contemplating the cosmos and telepathically communicating with their brethren. Smaller pyramids surround these structures, akin to foothills geometrically arrayed around a soaring peak. Some of these will be observation-posts or repositories of Old One technology, whereas others will be more traditional temples within which great throngs of Seraphon are led in highly ritualised worship of their creators.



In the most remote and primal temple-cities, it is also here that great blood sacrifices to the Old Ones’ glory take place. The verminous skaven, ancient enemies of the Seraphon, are particularly prized offerings. So many of the ratmen have perished on these gore-slick altars that the very sight of a Seraphon can induce instinctive dread within a skaven, their minds filled with the beat of booming sacrificial drums.

Temple-cities are vast conurbations, and though many of their buildings are not essential to the furtherance of the Great Plan, all contribute in some way to Seraphon society. The labourer suburbs are formed of rank upon rank of skink barrios. Here the diminutive lizard-folk dwell, leading highly structured

lives of productivity and worship. Chirruping skink overseers direct lumbering Kroxigor in where to stack celestite blocks or reinforce a damaged structure, the crocodilian brutes obeying uncomplainingly. As well as tending to the temples, skink work-gangs will plot roads and repair fortifications, cultivate foodstuffs in the great refectory domes of their ziggurats and ensure the sigils carved into each golden stele or obelisk remain magically potent. Though they may seem cold and dispassionate to outsiders, skinks possess a refined aesthetic sense. The greatest artisans labour to construct towering statues of the Old Ones, or create elaborate mosaics depicting cosmological conjunctions or the mythic cycles of the Seraphon.

The spawning pools of the skinks are typically located towards the outskirts of a temple-city, yet the birthing-pools and barracks of the saurus are deep below its heart. In times of relative peace the saurus will dwell within these caverns, patrol their territory or hunt for prey in the surrounding jungles; when the clarion call to war is sounded, however, they assemble with instinctive speed and efficiency. Throughout the temple-cities are translocation gateways, miniature and localised Realmgates constructed through the arcane knowledge of the slann. These can be activated in the blink of an eye to bring saurus cohorts into battle against besiegers, ensuring the Seraphon’s mastery of their domain.

Many temple-cities had been established for several generations by the time of the Soul Wars, and those men and women who have dared the deep jungles and managed to escape with their lives babble of arcane treasures and reptilian beasts bedecked in golden finery. Each year, expeditions are organised by champions of all races to venture into the steaming hells in search of wealth and glory. On rare occasion these treasure hunters succeed, but most find only death, whether through being devoured by lurking predators, led hopelessly astray by semi-sentient mists or torn apart by the vengeful claws of the Seraphon.

STRENGTH FROM THE STARS

Seraphon armies are built around ranks of brutal saurus, cunning skinks, and titanic monsters. Though they may appear little more than brutish reptiles, the forces assembled by the Seraphon are highly specialised. Each reptilian cohort or warbeast fulfils a carefully plotted purpose, reflecting their master's vision of the Great Plan.

Every Seraphon belongs to a grouping known as a constellation. In some ways these are analogous to a mortal tribe or civilisation, each making war in its own way and possessing its own distinctive markings and even culture. The constellations are more than this, however – they provide a tangible link back to the realm of Azyr, the name and marking they choose reminiscent of one of the great zodiacal constructs that fill the upper vaults of the heavens, such as the Fangs of Sotek or the mighty Thunder Lizard. Countless constellations can be found amidst Azyr's upper reaches or coalescing across the realms, some containing a scant number of Seraphon, others consisting of many thousands.

A senior Slann Starmaster forms the heart of most constellations. Around their grand temple-ships fly other spawning-vessels and ziggurat craft. These fleets will often be commanded by the slann to adopt a formation that mirrors a particular star pattern, in doing so attracting a measure of the power of that celestial alignment. Even after coalescence new warriors or workers will often be spawned beneath a recurring heavenly portent the Starmaster and skink priesthood judges to be most auspicious. So does 'constellation' remain an appropriate term for the subdivisions of the Coalesced.

A constellation can comprise multiple temple-fleets or temple-cities operating over multiple realms. Many of these will possess their own Starmaster to guide them; the largest constellations may have several slann for each temple-fleet or city, but most are guided by just one of these bloated mages. It is they who determine the battles a constellation must fight, and their rule is absolute, for it is divinely mandated by the Old Ones themselves. Despite this, many slann are content to allow their saurus servants to take battlefield

command in times of war, trusting to their instinctive skills and years of front-line experience. Doing so allows the mage-lords to focus always upon the wider conflict against the Dark Gods, as well as granting them the freedom to work their fearsome sorcery when they deem to take to the field.



Though the realities of war often require the slann to dispatch armies containing all manner of scaled warriors and monsters, where possible Seraphon cohorts are organised into ordered formations widely categorised as 'warhosts' – those comprised of Starborne are known as 'starhosts', whereas the Coalesced refer to their battlefield formations as 'temple-hosts'. A constellation contains multiple starhosts or temple-hosts, each formed around a particular saurus or skink leader by the will of the ruling Starmaster; some constellations may contain but a handful of these formations, whilst the largest possess many hundreds.

The four most common warhost variations are each constructed around one of the primary Seraphon subspecies or their attendant warbeasts. Sunclaw hosts are formed from massed cohorts of Saurus Warriors, whilst their mounted brethren form swift Firelance hosts. Skinks populate the Shadowstrike hosts, waiting with impossible patience before springing their deadly traps. Finally, stampedes of titanic reptiles and savage hunting

packs make up the Thunderquake hosts, their unstoppable charges trampling the foe underfoot.

The armies of the Starborne reflect their nature as pure creatures of Order. Their grand Eternal Starhosts comprise an assemblage of lesser starhosts, commanded by a slann and his intractable bodyguard. As more of a particular Seraphon subspecies gather, the heavenly power that infuses them is amplified; the coronas of energy that surround their weapons blaze all the brighter, while more reptilian warriors emerge seemingly from thin air in prismatic blasts of light. Like attracts like, and when these celestially charged Seraphon gather in number the connection between the slann and Azyr grows stronger, allowing them to summon reinforcements all the easier. So do Starborne armies form yet another part of the grand cosmic equation wrought by the Starmasters.

Coalesced constellations typically operate in the region surrounding their temple-city, or in lands connected to their domains by nearby Realmgates, which they mercilessly protect. Their armies thrum with a primal savagery; assemblages of cohorts that take the fight directly to the foe are favoured amongst the Coalesced, as are warlike champions such as the deadly Sunbloods. Their cohorts fight with unstoppable fury, the deadly jaws of the saurus ripping out their enemies' throats with terrifying ferocity whilst skink leaders use their knowledge of the local terrain to set up devastating ambushes. The slann who command the Eternal Temple-hosts, as the largest Coalesced formations are known, draw upon the stored power of the Astromatrix to reshape the very landscape into a weapon, their world-shaking magics transforming every thick forest or overgrown ruin into a primeval death-trap for their hapless foes.



A Starmaster is surrounded by an intricate web of priestly servants and bodyguards. Below them stand a constellation's warhosts, each formed around a core of disciplined reptilian warriors.



DRACOTHION'S TAIL

The Fury of Azyr, Scions of Starlight, Chosen of the Great Drake

The Seraphon of Dracothion's Tail are true children of the stars. Swift, unpredictable, and possessed of the mightiest magics, these Starborne are amongst the most active enemies of Chaos. Each blow they strike is targeted with utmost precision, their wars directed – some say – by the clawed hand of a godbeast.

The starhosts of Dracothion's Tail descend with the force of a meteor. The repercussions of their deeds may not resolve themselves for centuries, yet in time every action orchestrated by the constellation's masters delivers another blow against the Eternal Enemy. Such has ever been the case, for throughout centuries of war, few Seraphon have been as active as those of Dracothion's Tail.

Dracothion's Tail are one of the rare constellations to possess numerous Starmasters. Their temple-ships reside in the uppermost vaults of High Azyr, bathing in the heavenly winds. The slann of Dracothion's Tail are remarkably willing to lead their armies in person. They can muster the most powerful of incantations, overwhelming the foe with a continuous barrage of spells.

The slann of Starborne constellations regularly summon reinforcements directly from the temple-ships of their fleet, casting their warriors across the battlefield in the blink of an eye. With a magical knowledge deeper even than that of their kin, the Starmasters of Dracothion's Tail have elevated these powers to a deadly art. Enemies are consumed in arcane fires only for a host of mounted saurus to materialise where they stood seconds later, whilst shrieking Ripperdactyl flocks are shunted great distances instantaneously to divert the attentions of a lumbering monster that would otherwise have savaged the Seraphon ranks.

Through careful study of the constellation's path across the firmament, those Azyrite astromancers who have dedicated their lives to studying the Seraphon believe that the temple-ships of Dracothion's Tail closely follow the celestial passage of the godbeast from whom they take their name.

Those that have fought alongside Dracothion's Tail claim that the skies above their warhosts shine with countless pinpricks of starlight even in the brightest day, and if one looks closely they may catch a glimpse of a sinuous shape sending the cosmos rippling with each subtle motion. It is as if Dracothion watches the Seraphon that bear his name particularly closely. Rarely do the godbeasts involve themselves in the affairs of mortals, for they are another class of being entirely. The Great Drake has historically proved more proactive than many, and is a long-term ally of the God-King, but for Dracothion to pay such heed to the constellation's wars suggests

that these Seraphon serve him more directly than many would suspect.

The most radical scholars even propose that the creatures of Dracothion's Tail are not truly sentient, but instead mere manifestations of the Great Drake's will. If there is any truth to this the Seraphon will never tell, for they are not so much hostile to outsiders as entirely dismissive of their presence unless directed otherwise by their Starmasters. Few can deny, however, that the celestial bodies glow brighter above wherever Dracothion's Tail fights, the heavens glimmering in approval for each unclean life they take.



The Seraphon of Dracothion's Tail bear distinctive yellow markings, often in the form of celestial patterns or other symbols of the Great Drake.

FANGS OF SOTEK

The Sudden Death, the Half-Stars, Inheritors of the Serpent

The Fangs of Sotek strike with the speed of an uncoiling viper. The ambushes of their skink cohorts stretch their enemies' nerves to breaking point before the saurus appear in a blaze of starlight to deliver the killing blow. Of all Seraphon, the Fangs of Sotek are most closely aligned with fellow forces of Order – at least, so they claim...

On those nights when the heavens above shine brightest are the Fangs of Sotek most active. Its Starmaster, Zectoka, is unusually unwilling to wile away aeons in contemplation; his wars are swift and proactive, guided by a singular purpose.

When Sigmar's Tempest thundered into being, the Fangs were one of the first constellations to lend aid to the Stormcasts. Though no formal alliance was ever ratified, saurus cohorts marked with the Fangs' distinctive red crests were a common sight around those Realmgates the Stormhosts sought to claim. Waging war with their trademark vigour, the constellation eradicated numberless tainted tribes. Through these purges the Seraphon bought time for the foundation of the Stormkeepers, and through them the Cities of Sigmar.

As Order began to encroach upon the realms once more the strategy of the Fangs shifted. Though they had once been defined by massed saurus assaults, Zectoka's true desire was to forge a united front against Chaos – albeit with the Seraphon pulling the strings. The more civilised skinks, therefore, became the face of the Fangs of Sotek. Enclaves of the quick-witted reptilians began forming within the free cities, their services as crafters, scribes, and readers of oracular portents growing more renowned as decades passed. Thus have the Fangs of Sotek become a curious hybrid constellation, partially Coalesced yet keeping much of their strength hidden.

When the free cities are threatened, the Fangs are quick to march in their defence. Zectoka has expended too much effort ensuring their rise to allow them to fall. Rarely do they fight alongside a city's forces; instead, the Fangs of Sotek eliminate threats before the armies of the God-King even take note of their

existence. Javelins and blow-darts shoot from the darkness to lay low the commanders of a would-be adversary, the fluid skink formations – guided to their target by the celestial visions of their priestly leaders – evading any attempt to pin them down. With inhuman patience Zectoka monitors these shadow campaigns, dispatching his saurian cohorts at the most vital cruxes of fate to do their red work.

Yet despite their efforts to establish themselves, unsettling rumours follow the Fangs of Sotek. From the Chambers of Heavenly Justice in Hammerhal to the smoke-shrouded taphouses of Anvilgard, whispering

voices speak of strange rituals performed in the quiet quarters of the cities, disturbing sacrificial rites wrought in the name of a so-called 'serpent god'. The skinks claim ignorance to this, citing only their desire to see their adopted homes flourish. When a noble is found dumped in a canal with their heart savagely cut out, blame is quickly assigned to the bloodthirsty Daughters of Khaine – especially when it is later uncovered that the deceased possessed interests many would deem vile and blasphemous. The Daughters, however, note the fanged brands subtly carved into the flesh of the victims, and argue otherwise.



The curving mandibles of the Fangs of Sotek are witnessed on those nights where Azyr's power is at its peak, the fate of many held in their grasp.



KOATL'S CLAW

The Lost, the Beast Unleashed, the Primeval Legion of Ghur

The violence unleashed by Koatl's Claw is horrific to behold. Their massed saurus legions advance to the beating of skin-covered drums, salivating at the oncoming bloodshed. There is no subtlety to these Seraphon; for Koatl's Claw, the Great Plan was subverted centuries ago. In its place is a savage instinct to survive at any cost.

Koatl's Claw was perhaps the first constellation to coalesce. During the early years of the Age of Chaos, skaven of the Clans Pestilens manifested a gnawhole upon the hull of the constellation's primary temple-ship, seeking an ingredient for one of the Great Plagues rumoured to be created from a world's death. Though the ratmen were repulsed, the damage they wrought was devastating. Its intricate mechanisms crippled by arcane rust-phages, the temple-ship began a perilous descent that saw it impact with titanic force upon the plains of Mekitopsar, Ghur.

Tribal communities for miles around were cast into ruin by the collision's aftershocks, the survivors forced to turn to depraved gods to survive. For Koatl's Claw, worse than the mass casualties they had sustained was the realisation that their Starmaster, Lord Quex, had been gravely infected by the skaven. The mental strength of the slann prevented him from succumbing, and on occasion he could even astrally project himself to contribute to battle, but from that moment on the Starmaster was confined to his deathbed, never able to leave his ruined chambers for fear of the exertion ending him.

With their Starmaster incapacitated and his skink attendants thrown into a panic, it was left to the saurus commanders of the constellation to reassert control. They responded the only way they knew how – by preparing for war. The spawning engines that had survived the crash were pushed to the upper limits of their capacity, hundreds of saurus thrashing into life. This process was not without cost, for such accelerated spawning meant agony for the newly birthed, a scar upon their souls that would never fade and would fill them full of primal rage. Nevertheless, the Oldbloods of Koatl's Claw soon

had a host of saurus possessed of a savagery beyond any seen before at their command. Their first targets were the corrupted tribes of Mekitopsar; the tainted humans were swiftly eviscerated by the bestial saurians.

Borderline-feral saurus dominate the armies of Koatl's Claw. Their spawning pools are almost never silent; the rampant celestial energies unleashed through this constant campaign of reinforcement, when combined with the ever-hungering animus of Ghur, have supercharged those Realmshaper Engines established around the constellation's crashed vessel.

Mekitopsar is a primordial nightmare, swallowing entire armies whole – sometimes literally. Those that survive must contend with the maddened saurus cohorts. These warriors fight without heed for self-preservation; only the spawn-lords of Koatl's Claw can restrain their kin's fury long enough to enact strategies honed over centuries of war.

At the command of their savage warlords, hosts of Koatl's Claw have travelled to realms beyond Ghur. There the frenzied reptilian warriors fight any foe that presents itself, their creed of saurian supremacy roared from atop the disembowelled remains of their adversaries.



The savage animus of Ghur has all but consumed the saurus of Koatl's Claw, and inspired within them an unstoppable, bestial fury.

THE THUNDER LIZARD

The Stampede, Keepers of the Trove, Guardians of the Outerwilds

In the ancient places dwell the Seraphon of the Thunder Lizard, guardians of the Old Ones' greatest treasures. In their efforts to keep the lands free from the taint of Chaos, these Seraphon will utilise any tool at their disposal – from unleashing the technologies of the lost gods to creating the most brutish of beasts to serve their will.

The constellation of the Thunder Lizard first settled amidst the mercurial outerlands of Chamon. Like most Coalesced constellations they founded golden cities around the lynchpins of the Astromatrix, yet the Thunder Lizard also held to a second, more specialist duty. Within their great temples did they store the most powerful artefacts and machinery of the Old Ones.

Why the Thunder Lizard possess so much of the high technology of the Old Ones is unclear. Perhaps their role in the Great Plan is to stockpile these treasures until they are most needed, or maybe their ziggurats hide devices capable of stabilising the wildest arcane nodes – certainly, many of their strongholds have been established towards the perilous edge of the realms. If this alone was intended to dissuade treasure hunters, it has not succeeded, for still they come with avarice in their hearts. The Thunder Lizard, however, have an answer to this threat.

The extremities of a realm is where its magical power is most concentrated. A natural by-product of settling in these lands is increased access to realmstone. The priests of the Thunder Lizard have extensively studied these substances, and have access to ancient technology capable of refining them into a somewhat more stable form. Chamonite, a quicksilver accelerant found within the Realm of Metal, is particularly prized. The constellation's skink priesthood has become adept at introducing minute quantities of refined Chamonite – transporting caches of the realmstone across the aetheric void through the translocation technology found within their ziggurats – to the incubation machines of their temple-cities' hatcheries. Through this do they give rise reptilian monsters of truly awesome power.

These empowered creatures form the spearhead of the constellation's warhosts, and carry some of the mightiest examples of Old One technology. Solar weaponry and the legendary Engines of the Gods are common sights in the armies of the Thunder Lizard, and the skinks who crew them are well trained in their operation. Not only are these weapons devastating in open combat, but when those who have stolen the constellation's treasures seek to hide behind city walls, the reality-shaking potential of these relics – along with the physical brawn of the monsters that bear them – makes the Thunder Lizard the premier siege force of the Seraphon.

The Thunder Lizard's most complex relationship is with the fey Sylvaneth. When the constellation's far-ranging warhosts arrive to purge and resettle a corrupted site of natural power, they and the forest folk commonly find themselves with a shared foe. But in the aftermath of battle, Alarielle's children often disagree with the Thunder Lizard's imposition of rigid celestial order over nature. These disagreements will regularly boil over into warfare; armies that only recently fought for a similar cause will turn upon each other remorselessly, Treelords clashing with Stegadons in earth-shaking combat as the forests ring to the clamour of war.



Through combining ancient technology and the most terrifying of reptilian beasts, the Thunder Lizard keep safe the treasures of the Old Ones.

AEONS OF WAR

The Seraphon stand aloof from the other races of the Mortal Realms, yet their history is intimately intertwined. Many ancient myths and legends have their genesis, in some way, through the careful machinations of the slann. The battles these Starmasters fight are carefully chosen, each another telling strike against the powers of Chaos.

• AGE OF MYTH •

PRIMEVAL GENESIS

After aeons of drifting through the aetheric void within their temple-vessels, the slann decree that it is time to recommence the Great Plan. Skink attendants throughout the fleets reactive ancient spawning pools. The temple-ships take refuge in Azyr, beyond the sight of mortals. Over time the Seraphon become almost extensions of the heavenly realm.

GODS FROM THE STARS

Sigmar begins his mission to uplift the mortal tribes of the realms, gifting them the arts of civilisation. In this the Seraphon play a hidden role; the slann choose certain tribes to be granted magical secrets or even examples of Old One technology, lending them the strength to grow into mighty empires. Many of these noble cultures will, in later centuries, provide some of the first recruits for the Stormcast Eternals.

BINDING THE ASTROMATRIX

The slann's prescience foretells the stirring of their oldest adversary. The Great Plan must progress as much as possible before an age of bloodshed begins. Seraphon constellations move to claim the first nodes in what will become the Astromatrix Arcane; many mortal communities that have unwittingly settled around such magically charged sites vanish mysteriously overnight.

• AGE OF CHAOS •

OLD WARS ANEW

The dawning of the Age of Chaos spells the doom of civilisations across the realms. Long have the Dark Gods worked to ensnare the souls of power-hungry mortals and bloodthirsty tribes; eventually this corruption reaches critical mass, hosts of daemons bursting from the Realm of Chaos to drown the

Mortal Realms in darkness. In the uppermost vaults of the heavens, a conclave of slann meets in telepathic union to refine their plans against the Eternal Enemy. Across the realms their constellations strike at sites of power greatly coveted by the legions of Chaos, disrupting many a foul ritual and drawing the armies of darkness to them like a beacon. Through their actions do many mortals reach the relative safety of Azyr before Sigmar can seal the entrance to his realm, never knowing those who saved them.



BLOODED CLAWS

After slaughtering the Chaos-tainted inhabitants of Mekitopsar, many of the saurian legions of Koatl's Claw continue to rampage deeper into the Realm of Beasts. One such army finds a suitable target when they chance upon a congregation of the skaven Clans Pestilens chasing down a fleeing kinband of aelven Wanderers. The saurus fall upon the ratmen with such furious abandon that, for centuries thenceforth, the site of the battle is regarded as a promised land amongst the flesh-eating kingdoms of Ghur. The Wanderers give thanks to their strange woodland gods for salvation, but it proves to be premature; completely lost to the fury of battle, the near-feral saurus turn their blades upon the aelves, wiping them out in turn.

THE PERFECT BAIT

The Steelkrunchas warclan find their destructive romp through the foothills of Witherdwell in Ghyran frustrated by the meddling of starhosts from Dracothion's Tail. Time and again the Ironjawz discover the slaughtered remains of armies that would have stood in their way, surrounded by patches of thick jungle and pristine golden ziggurats. This constant denial of battle enrages Megaboss Gitzogga to no end. Following the trail of their evasive adversaries, the orruks are led straight into a legion of Khornate daemons engaged in the prolonged siege of a beleaguered Sylvaneth grove. Gitzogga's horde and the daemoniac host, equally eager to vent their pent-up bloodlust, collide with apocalyptic force. By the time the dust has settled both armies have been annihilated, and the precious soulpods of the Sylvaneth preserved. In time they will produce new warriors, eager to blood their talons in the ongoing War of Life.

BLOOD AND SCALES

Word reaches Yaemath, Hag Queen of the Kharon Vho temple, of reptilian warriors hunting the followers of Chaos amidst the murk of Ulgu. Enthralled by Khaine's murderlust, she swears to drink the blood of any such beast she finds in the lands claimed by her temple. The slann cannot allow such a rogue element to persist in their plans for the Grey Realm; in the aftermath of victory over a host of Slaaneshi Seekers, Yaemath and her coven are set upon by the cold-eyed warriors of Pochtli's Bolt. The Daughters fight ferociously, matching the saurus for fury, but the Hag Queen is horrified to discover that when wounded the Seraphon produce not blood but instead pure starlight. Narrowly escaping with her life, Yaemath brings news of this discovery back to the High Oracle. Morathi swiftly takes an interest in the semi-divine nature of the Seraphon.

● AGE OF SIGMAR ●

THE HEAVENS OPEN

Long have the Seraphon fought alone in bringing Azyr's vengeance to the servants of Chaos, but no longer. The tumultuous clouds of Sigmar's Tempest thunder across the realms. From them – carried upon blasts of lightning – descend the Stormcast Eternals. Their arrival heralds the beginning of the Realmgate Wars, in which the God-King attempts to secure the arcane pathways between realms. The Seraphon make no alliances with the Stormcasts, nor vice versa, but both recognise one another as heavenly beings. On occasion the Seraphon even honour the Stormcasts with a martial salute, high praise indeed from the normally inscrutable creatures.

CONTAINING THE BEAST

Though Starmaster Xen'phantica has long limited his involvement in the War of Life to subtly assisting the Sylvaneth and Hallowed Knights who bear Alarielle's soulpod, when Khorne unleashes the maddened greater daemon Skarbrand the slann knows he cannot sit idly by. Amidst an ancient stone circle, hosts of the Starfire War constellation strike at the Bloodthirster and his armies. The carnage is total, until in the end only Xen'phantica remains of the cold-blooded warriors. Yet the slann has used this time to marshal his power; with a mighty incantation he opens a gateway between realms, banishing Skarbrand to Aqshy and buying precious time for the guardians of Alarielle. Alas, the Realmgate Wars prove to be Xen'phantica's doom. In trying to lead fractious daemonic hosts into war against one another amidst the floating Aqshian skykingdoms of the Orb Infernia, he and much of his constellation are slain by the conquering Goretide of Korghos Khul.

THE FLEETS DESCEND

The next phase of the Great Plan begins as many temple-fleets begin landing throughout the Mortal Realms. Waypoints of the Astromatrix seized in prior centuries are reinforced, forming the foundation of gleaming temple-cities. The Fangs of Sotek

instead have many skinks take residence within the free cities. The industrious creatures soon become a quietly respected populace amongst many settlements – and allow the Fangs' spies to accumulate vast quantities of intelligence to relay back to Starmaster Zectoka.



TEMPORAL VENGEANCE

During the Time of Tribulations the Orb Infernia waxes high in Aqshy's skies, ready to release Khul's Goretide onto the lands below. In desperation, an alliance of warlords brings together mages and engineers to construct a colossal temporal cannon, harnessing ancient mechanisms known as the Infinity Gears. It is a close-run thing, but before the Goretide can strike the cannon fires. Upon the Orb the daemons banished by Khul in his conquest snap back into existence, as do the slain hosts of Starmaster Xen'phantica. The Seraphon soon recommence their efforts to keep the daemonic armies constantly at war, the sound of endless battle echoing across the parched lands below.

MURDERED STARS

Long infuriated by what he sees as the theft of his rightful soul bounty by his fellow gods, Nagash works a grand ritual to extend Shyish's power across the Mortal Realms. At the last he is thwarted by the machinations of the Great Horned Rat, but the damage is done. A shock wave of deathly power sweeps across creation; not only does this play havoc with the celestial bodies so sacred to the Seraphon, but the fonts of arcane power they have fortified

prove an irresistible attraction to the processions of wailing Nighthaunt spirits that have risen en masse. Battle on a new front begins as the Seraphon strive to repel the relentless gheist armies.

WAR ON THE RIM

The Thunder Lizard constellation continues to impose order upon the most hazardous of magical wellsprings. Their holdings are threatened, however, by the emergence of the Ossiararch hosts of the Null Myriad, who now seek to conquer the volatile edge of each realm in the necroquake's aftermath. The Thunder Lizard are undaunted, for their stocks of Old One technology and herds of deadly warbeasts exist for just such an eventuality; before long the uncompromising power of Azyr clashes with the morbid terrors of Shyish, the war of Heaven and Death played out in miniature across a hundred battlefields unobserved by mortal eyes.

PORTENTS OF BLOODSHED

Troubled by the darkening fates, slann of many constellations hold a rare telepathic gathering. Their conclusion is to commence a new era of aggression. Amidst the gloomy Banewoods of Penultima, an alliance of three constellations – both Starborne and Coalesced – descend upon warring undead and daemonic forces. As the Coalesced plough into the midst of the foe, drawing both deathless spirit and malicious daemon to them, the hosts of the Starborne secure a series of mystic obelisks erected by tribes who received the gifts of the slann during the Age of Myth. By the time the spectral generals and daemonic overlords realise the Seraphon's intent, it is too late. The star-rituals of the slann and their priestly servants supercharge the obelisks with the purifying light of Azyr, bolstered by the hoarded energies of the Astromatrix. The web of celestial power that crosses the battlefield soon annihilates both enemy armies, dissipating them utterly. Across the realms many such victories are won as the Seraphon strike back, more determined than ever to see the Great Plan brought to completion.

SLANN STARMASTERS

The stars themselves answer the commands of the slann. These impossibly ancient beings are true masters of magic, their knowledge so vast that to possess even a fraction of it would destroy a mortal mind. It is they who chart the destiny of the Seraphon, bending reality itself to their will with but a thought.

Few beings can rival the arcane power of the Slann Starmasters. Though they may seem physically frail, their bodies bulbous and toad-like and their limbs withered, each is amongst the mightiest wizards in all of creation. With a slow blink of their large and staring eyes the slann engulf their enemies in mystical flames. A single croaked incantation can spell the doom of cities. The gods themselves take note when a slann takes to the battlefield, for their presence heralds the unfolding of events of cosmological significance whose ramifications may persist for centuries.

The slann are the undisputed masters of the Seraphon race, the guiding minds who steer the lesser races towards the completion of the Great Plan. Each is functionally immortal – certainly, it has never been known for a Starmaster to perish of old age. This aloof existence leads the slann to perceive reality very differently from other beings. To them time passes quickly, and even ancient aelves can seem short-lived and ephemeral. The vast intellect of the Starmasters is well honed for cosmic contemplations and the deduction of esoteric celestial formulae; so deep are their thoughts that a slann

may appear to sleep for decades or even centuries, yet all the while their highly ordered minds will be constantly at work scrying the myriad paths of the future.

These qualities of the slann are deliberate creations. In ages past they were the foremost servants of the Old Ones, their magical prowess employed in grand cosmological endeavours. From their masters they learnt many arcane secrets, including the principles of Realmgate technology. Some mortal scholars believe that the slann were even partially responsible for the construction of the first Realmgates in the world-that-was – and that this may have had a role to play in that world's destruction.

The slann are perhaps the most strident foes of Chaos in all of creation. Every command they utter follows deep deliberation on what will most harm the infernal powers. Despite their ordered minds and ultimately unified goals, however, slann are all individuals and thus each possessed of their own personality and opinion on how best to fulfil the Great Plan. These differing beliefs are further complicated by the fact that none of the slann perfectly remember the Old Ones, whether through some side effect of the great catastrophe that severed them from their creators or a deliberate measure by the slann to protect themselves from the horrific trauma of those times. They are forced instead to rely on fragmented memories, portentous visions gleaned as they travel the paths of the future, and ancient plaques that have been copied and recopied countless times by eager skink scribes.

Each slann will be attended to by a coterie of skink Starseers and Starpriests, who are in turn responsible for the administration of Seraphon society. Through their





LORD KROAK

No Relic Priest is more powerful, or more mysterious, than Lord Kroak. Waves of Azyrite energy issue forth from this withered husk, and his mere presence is enough to slay the weakest amongst the damned. It is believed he is the oldest of the slann, perhaps one of the few who arrived from beyond the stars with the Old Ones at the dawn of history, and that despite having sacrificed himself in battle against the Eternal Enemy time and again Kroak always returns to continue the great war of the Seraphon.

Kroak appears at those moments of greatest need, when fate must be tipped one way or the other. With but a thought Kroak can pluck a comet from the vaults of Azyr and hurl it across realms, unleash blasts of coruscating lightning, or materialise a host of Starborne warriors. With the battle won he will disappear in a shimmering aurora of starlight, only to re-emerge when fate necessitates it. Some skinks believe Lord Kroak has ascended to sit at the right hand of the divine Old Ones in death, unwilling to rest until the final defeat of Chaos has come to pass.



tireless work are the Starmasters freed to focus upon their great task. A slann's sanctum is steeped in potent celestial and temporal magics. Slann whose constellations have coalesced often align their sanctums to sit directly above nodes of the Astromatrix. Through these wellsprings of power they channel the energies of the Mortal Realms themselves, imposing control upon lands that would otherwise be consumed by the corrupting power of Chaos and reshaping the physical world to better suit their needs.



The slann's appearance may, at first, make them seem ill suited to battle. Surrounded by a coterie of saurus guardians, the bloated mages drift serenely into battle atop celestite palanquins – ancient artefacts incorporating Old One technology capable of projecting blasts of scouring azure lightning. The foe's confusion at the apparent

frailty of the languid creature before them swiftly turns to horror as the Starmaster unleashes his power. Meteors crash down amidst the ranks of the enemy, called forth through the slann's celestial might, while enemy commanders find their every move accounted for by the prescient mage-lords. The stars themselves can be turned to the slann's cause, the heavenly resonance of their alignment unlocked through a Starmaster's will and imparted to his servants.

In the case of the Starborne the coming of a Starmaster takes on a terrifying new dimension. The slann themselves were crafted with the unknowable energies of the Old Ones, and thus remain distinct from the heavenly realm, but through their knowledge of Realmgate technology they are able to summon Azyr-charged Seraphon warriors to the field with incredible ease. These summoned creatures will inevitably be influenced by the mindset of the slann at the time of their manifestation, the star-stuff that comprises their essence being given corporeal form by his will; a slann possessed of a cold, alien fury may summon warriors whose scales have taken on bloody hues, while those Seraphon conjured into a realm by a slann whose mind has begun to crack under the strain of countless years or the malign interference of outside powers may appear hideously twisted in form – though their killing power remains undiminished.

The slann came into being through five generational spawnings. Even the youngest, known as the Fifth Generation, are impossibly old. Each spawning had its own integral role to play in the Great Plan. None of the First Generation now live, and less than five of the almighty Second Generation still draw breath. No new slann have been spawned since the disappearance of the Old Ones. They are a dying race, dwindling with each of their number that falls, yet each is determined to be present for the final defeat of the Eternal Enemy before they pass into history.

Despite their prodigious abilities and practical immortality, the slann are not invincible. Those that do fall in battle are, if anything, treated with even more reverence by the Seraphon than the living. Their remains are collected up and returned to the constellation's temples in solemn procession, there to be bound and mummified. These Relic Priests, as they are known, still radiate arcane energies. It is unknown how far a Relic Priest can still wilfully affect the corporeal world, yet some Seraphon armies – particularly those of the more superstitious Coalesced – bear their remains to war on occasion. An eerie light glows from the eyes of their golden funerary masks, spells of celestial destruction emanating from their desiccated remains to annihilate the foe. So do the slann serve the Great Plan even past the point of death, utterly implacable in their dedication to the war against Chaos.

CHAMPIONS OF THE SERAPHON

At the head of a constellation's armies come its saurus commanders. Each is a centuries-old veteran of bloodiest battle, an ancient warleader whose raw martial power is underpinned by a cold, calculating cunning and the matchless discipline of their warhosts. In all the realms, few foes are as deadly as these champion warriors.

SAURUS SPAWN-LORDS

As a saurus survives more battles, they become skilled not just in personal combat but also in the art of leadership. Their command of strategy grows instinctive; while they may not be able to explain the specifics of a refused flank or defence in depth, a saurus leader will recognise intuitively when they are required to achieve victory. With a series of growled commands they impart their will to those Seraphon under their command, reorganising cohorts and launching feinting attacks to ensure the destruction of their Starmaster's enemies. Of course, these saurus remain peerless killers. As they age their scales harden and ossify, while thick cords of muscle add to their already phenomenal strength. Scars criss-cross their bodies, the marks of countless defeated foes, and a primal aura surrounds them that cowers beasts and fellow Seraphon alike. In times of war all Seraphon – even, to an extent, the inscrutable slann – defer to the authority of the saurus lords.

Scar-Veterans are the frontline commanders of a Seraphon army, each given control of an assemblage of cohorts, or on occasion even entire armies. They possess an innate ability to rouse the primal ferocity that lurks in the hearts of their saurus kin, unleashing it at just the right moment. Should a Scar-Veteran survive long enough they may eventually rise to the rank of Oldblood. These are the overlords and generals of a constellation's military forces, and are often entrusted with their temple-city or fleet's most sacred war-relics: gauntlets that blaze with killing light or spears and blades that crackle with the contained energies of suns.

Saurus can speak, though the vast majority are far from talkative and capable only of producing monosyllabic grunts. Their

commanders have slightly expanded vocabularies, though these still relate almost exclusively to matters of war or their simple yet effective culture of strength. Disagreements are possible between saurus leaders, but will be settled through ritual combat rather than in the debating hall, for all instinctively know that it is deeds – not words – that grant authority amongst the saurian legions.

Only saurus, and the mightiest at that, can tame the fearsome Carnosaurs and ride them to battle. Carnosaurs are without doubt the fiercest predators bred by the Seraphon. Over thirty feet long from crest to tail, their favoured tactic is to pin their prey down with their strong forelimbs and brutally savage them with their massive jaws. The deafening roar of a Carnosaur is enough to send enemy warriors fleeing for their lives. When battle is joined they enter a terrifying blood-frenzy, with only the domineering will of the saurus lord atop them to direct them towards the prey.

SUNBLOODS

The power of Azyr clings to the saurus Sunbloods. Monstrously strong, these battle-scarred warriors are the martial champions of the Seraphon and the personification of that race's savage fury. In battle they fight with boundless ferocity, never resting for even a moment while there are enemies still to slay. A Sunblood's formidable aeon shield can break even the fiercest enemy charge, leaving them easy prey to be torn apart by the saurus' jaws or pulverised by the crushing strikes of their heavy celestite mace. Though they typically leave the Oldbloods to consider matters of greater strategy, Sunbloods are adept at determining weaknesses in an enemy battleline. As the crucial juncture of a battle arrives, the scarred saurian will let loose a blood-chilling roar. His kin will respond in kind by instinct,

falling upon the chosen enemy and tearing them to bloody tatters.

Sunbloods are held in awe by other Seraphon. Their scales shine bright with heavenly energies long after coalescence, and they are often entrusted to defend vital areas of a ziggurat, particularly the sacred spawning pools. Spawnings of Sunbloods are rare. The vast majority have fought since the earliest days of the Age of Myth, and new spawnings are heralded always by the most portentous celestial alignments. Some of the skink priesthood believe that a wellspring of concentrated Azyrite energy dwells within each Sunblood; this power never entirely fades, marking them as truly star-blessed even if they take physical form. The saurus have quite a different opinion of the Sunbloods. To the warrior caste of the Seraphon, these celestial champions are true avatars of battle, each a fragment of a lost reptilian war-deity that has returned to fight by the side of their followers against the predations of Chaos. Amongst the Coalesced, Sunbloods are treated almost as demigods by their kin, tangible links to the distant light of Azyr's stars.

ASTROLITH BEARERS

An astrolith is a disc of glyph-inscribed celestite, dominated in its centre by a mysterious globe. Many of the tools of the Old Ones arouse curiosity amongst the Seraphon, but few are as intriguing or inspiring as these strange devices. On occasion, when exploring ancient ruins and forgotten caverns amongst the realms, the Seraphon may discover curious incisions in rocky faces perfectly shaped to fit an astrolith. Placing the icon within these grooves has led to many a great discovery; the icons are capable of channelling celestial energy in vast quantities and through this unlocking hidden chambers and Realmgates. Around it do the winds of Azyr blow strong,

and those Seraphon who tap into this energy find their powers greatly enhanced in the icon's presence.

An astrolith's bearer is not necessarily the greatest fighter amongst a constellation, nor its most capable general. They have, however, been deemed by the slann to possess a great destiny. Saurus are not prideful creatures, but even they feel satisfaction upon being chosen to carry one of the most prized relics of the Seraphon race; in battle they would die a thousand times over before letting it fall, slaughtering any who approach while keeping the icon raised high.

Astroliths are particularly common amongst the armies of the Starborne. The process through which a slann 'conjures' his warriors into existence – in reality, drawing them forth from a temple-ship – is accelerated while in the presence of one or more astroliths, more powerful reptilian creatures taking shape from Azyrite magic as the icon's glyphs glow white-hot.

ETERNITY WARDENS

A Starmaster may have hundreds of Saurus Guard at their command, each one assigned to protect some crucial element of the Great Plan. Few, however, will be entrusted with the rank of Eternity Warden. To them falls perhaps the most sacred duty given to any saurus, for it is they who must oversee the defence of the Starmasters themselves. Such is a necessity, for when a slann takes to the field of battle they provide an irresistible target to their enemies. The presence of an Eternity Warden allows other saurus commanders to focus on the business of strategy, satisfied they do not have to constantly look over a shoulder to protect their master.

It is the Eternity Wardens who decide who will be permitted access to the slann; their word in such matters is inviolate, and if a Seraphon cannot convince them of the importance of his entreaty then he stands no chance of standing before the Starmasters. In battle, an Eternity Warden alternates

between still watchfulness and frenzied action. Those who stray close are brutally bludgeoned by powerful swings of their star-stone mace; each blow is delivered with perfect economy of motion, never overbalancing or overreaching and leaving their ward vulnerable. Saurus Guard will fight all the harder around Eternity Wardens, for to be judged lacking in conviction to their duty would be a fate worse than death to these warriors. If the situation demands it an Eternity Warden will not hesitate to sacrifice himself for his master; countless are the tales of heroics performed by these alpha guardians, snatching triumph from the jaws of tragedy.

Curiously, a slann's Eternity Warden protectors seem remarkably similar as the years go by, down to the very same wounds and fighting styles. Some skinks believe that they are not true Seraphon at all, but something else entirely – beings of pure Azyrite force who are forbidden to rest until the Great Plan is complete and the slann's task finally done.



PRIMAL SAVAGERY

Saurus cohorts form the mainstay of most Seraphon armies. Each reptilian warrior-breed fulfils a singular purpose, and they care for nothing save the orders of their commanders. There is nothing warm or relatable within a saurus – only a primal urge to exterminate those who would stand in the way of fulfilling the Great Plan.

SAURUS WARRIORS

The saurus exist purely for war. They are utterly loyal to the slann, and implacable in their mission to destroy the servants of Chaos – and any who would aid them, knowingly or otherwise.

As with all Seraphon, saurus are not born in the conventional sense but instead grow within spawning pools. When the time is right they will drag themselves from

the glowing waters fully formed, cold eyes staring intently ahead as they wait for orders. Typically an entire cohort of Saurus Warriors is spawned into being at once, forging an almost telepathic bond amongst the spawn-kin that will last for the rest of their hard, brutal lives. A Saurus Warrior knows instinctively what its brothers standing on either side are about to do, defending them as they attack or lunging forth to strike whilst they distract the foe.

This savage discipline is the true strength of the saurus. Though their appearance may be bestial, each is a soldier of formidable focus and natural talent, capable of performing complex military manoeuvres at a single growled command from their spawn-leaders and alphas.

Every inch of a saurus is lethal. Their claws are sharp as daggers, and such is their muscled bulk that on the charge the force of impact alone is capable of knocking their foes sprawling. Powerful tails lash out to snap leg-bones, while the jaws of a saurus are capable of crumpling skulls or crushing rib cages in a single bite. Their forged weapons are more lethal still. Some cohorts carry celestite clubs and blades, each one viciously spiked to better tear apart those they bludgeon. Others are armed with celestite spears, forming an impregnable wall of pointed blade-tips as they dare opponents to charge them. Even a saurus' shield possesses brutal bladed edges. Little can stand before an advancing saurus cohort, for like the jaws of some monstrous predator they do not stop until their prey has been utterly savaged.

The day-to-day duties of a saurus cohort can vary, though all relate to warfare. Aboard the temple-fleets of the Starborne, Saurus Warriors are often permitted to roam the world-chambers, but are otherwise kept in suspended animation until war calls; as the fated time approaches members of the skink priesthood will activate the revivification engines of the temple-ships through precise rituals they do not truly understand, warming the blood of the dormant warriors until they come to growling life once more. In flashes of Azyrite energy they arrive on the battlefield, starlight shining in their wake as they lope in perfect synchronicity towards their ill-fated targets, eyes blazing with savage purpose.



Coalesced saurus, when not in active combat, instead form the outer defences of a temple-city. They can be found stationed motionless atop the walls of Seraphon settlements, keeping their battle-skills sharp by hunting for prey alongside their spawn brothers or tirelessly patrolling the depths of the choking jungle. Their tough scales and natural determination makes them difficult to lay low through ambush; if even one saurus survives the initial strike he will fight on without pause, buying time for reinforcements to arrive. Coalesced saurus are particularly savage examples of their kind, their natural predatory instincts amplified as the light of Azyr that fills them joins with the magical energies of the other realms.

The image of the cold-yet-feral Saurus Warrior has entered into the legends and mythologies of cultures across the Mortal Realms. When Stormcast Eternals of the Knights Excelsior fought to purge the Caverns of Ravvagas in Ghur, they discovered centuries-old cave paintings depicting reptilian warriors descending from the stars to strike down the sorcerer-cabals who held dominion over the land. Since time immemorial the mordants of the Heartgash Grand Court have clad themselves in the scaled hides of reptilians and wielded crude clubs and spears crafted from sharpened bone, believing that they are the primeval figures they recall in flashes of demented memory.

Of all races, however, the saurus have found their most kindred spirits – much to their distaste – amongst the barbarous orruks. Whether brutal Ironjaw or manic Bonesplitter, the green-skinned hordes find the saurus to be rather humourless but magnificently committed and straightforward opponents. Some particularly cunning orruk bosses have even taken to erecting defaced totems in crude parodies of monoliths dedicated to the Chaos Gods; through these they hope to attract the wrathful attentions of the Seraphon, for they know that where the saurus tread can be found the best fights of all.

SAURUS GUARD

Waves of the enemy's most elite warriors crash and break against the tightly locked shields of the Saurus Guard. To those who would dare attempt to approach a Starmaster unbidden they are a remorseless wall of scale and snapping jaws. Not once will these implacable guardians take a step back, or abandon their master as battle rages. Even in times of relative peace other Seraphon must approach the slann with care, for more than one over-eager skink has been cut in twain by a single blow from a dedicated Saurus Guard.



Unlike most Seraphon, Saurus Guard do not rise from the spawning pools in cohorts; instead, as casualties occur amongst the ranks of the guardians, new warriors will emerge in ones and twos. They will silently make their way through a ziggurat-temple to the armouries of their new brothers, taking up their sacred weapons and armour without a word. When they fall into rank it is as if they have fought amongst their kin for decades. Such casualties are rare, however. A Saurus Guard's scales are incredibly thick, and they are capable of surviving blows that would penetrate even the tough hide of a Saurus Warrior. They are masters of defensive warfare, almost invulnerable when using their scaled shields in concert. At the Sundering of the Vale of Statues the guardians of Starmaster Lumqu locked their shields together in a great dome, weathering the heavy tread of a titanic Khornate warlord known as the Brazen Gargant.

As well as protecting the slann, Saurus Guard are often charged with watching over the most sacred areas of a Seraphon ziggurat. Concentrations of vitrified realmstone, scrying-chambers filled with astromantic technology,

shrines to the Old Ones – all will be protected by a cohort of tireless Saurus Guard, the dust of decades covering their immobile bodies. At the first sign of an intruder they move with shocking speed, statues given life to swiftly and efficiently dismantle their prey.

SAURUS KNIGHTS

Riding at the vanguard of a Seraphon battleline can be found the Saurus Knights. They are amongst the premier shock troops of the Seraphon, skilled cavalry well versed in a wide array of military doctrines, from disruptive hit-and-run strikes to line-breaking massed charges. Beneath icons in the shape of coiling serpents the Saurus Knights ride into the midst of battle with predatory eagerness, tearing the foe apart in a storm of blades and claws. Those who somehow manage to survive the initial impact are soon trampled by the force of their passing.

The mounts of the Saurus Knights are known as Cold Ones. They are fierce, territorial beasts, viciously cunning and deadly in battle. When left to their own devices Cold Ones are notoriously foul-tempered and wilful. Even those that are Starborne are wont to revert to their primal instincts, snapping at any Seraphon who draws too close and devouring unfortunate skinks. If a pack of Cold Ones makes its way into a wider temple-ship or city it can cause all manner of trouble, until a cohort of Saurus Knights can corral them.

Knights are a specialist subspecies of the saurus race; considered to be blessed by the Old One widely known as Itzl, Father of Beasts, they possess specially adapted dewclaws that allow them to direct their steeds even while fighting. More importantly, each has a natural affinity with wild creatures, particularly the Cold Ones. Under the domineering will of a Saurus Knight a Cold One turns from simply a dangerous predator to a focused engine of destruction; a whole cohort of the beasts and their riders acting in unison is capable of turning the tide of battle by themselves.

PRIESTS OF THE SERAPHON

Cosmic light shines brightly within the priests of the skinks. Their command of celestial magic is second only to that of the slann, and through them the Seraphon interpret the will of the heavens. Those of a lesser rank faithfully serve their masters, while the most senior aid the slann in deciding the destiny of the Seraphon race.

SKINK STARSEERS

The most venerable skink spellcasters are known as Starseers. Few students of the arcane, even amongst the Stormhosts of Sigmar, can match their connection to the magic of Azyr. With but a flexing of their will a Starseer can divine meaning from the pattern of stars, anticipate stellar events with cosmic ramifications, and foresee the best way in which to engineer the downfall of the Seraphon's enemies. Most slann are served by several Starseers, contributing their own oracular powers to the scrying of the future and ensuring that the results are disseminated to the commanders and lesser priestly leaders of the Seraphon. Without the prognostication of the Starseers the constellations would be functionally blind to the celestial portents.

Owing to their role at the top of the skink priesthood's hierarchy, Starseers are held in awe by the Seraphon; even saurus will bow their heads deferentially in a Starseer's presence. As well as ruling over sizeable districts within a temple-city, or their own ships within the fleets, a primary duty of the Starseers is the fashioning of celestite. Few are better at working with this strange material than they, and though they cannot reproduce the greatest treasures of the Old Ones they possess enough knowledge to maintain that already possessed by the Seraphon. It is with this knowledge that the Starseers fashion their floating thrones, smaller renditions of the majestic palanquins of the slann. Suitably ensconced, it is not uncommon for a Starseer to be mistaken for the overlords of the Seraphon by those who encounter them. This is not discouraged by the Starseers, though not for ego or ambition; their devotion to their slann is total, and if they must attract a foe's wrath so their masters can work in peace then it is a sacrifice they will gladly make.

STARPRIESTS

On occasion, the activation of a spawning pool will produce but a single skink. More often than not, they prove skilled in the magical arts; these creatures are not destined for the life of the labourer, nor the artisan. Instead, they will join the ranks of the Starpriests.



A Starpriest's grasp of the winds aetheric is instinctive, and further honed by tutelage from their Starseer masters. Several Starpriests will attend to each Starseer; some, often the most promising mages of a constellation, will even serve a slann directly. Starpriests are amongst the most comparatively gregarious of their reptilian breed, and many have a natural talent for dealing with non-Seraphon. The Fangs of Sotek in particular make great use of Starpriests, and amongst skink embassies set up throughout the free cities they serve as chief ambassadors to a city's authorities.

While they are trained to divine meaning from celestial portents, Starpriests are more proactive in their spellcraft than the contemplative Starseers, preferring to unleash blasts of celestial lightning or scour enemy formations under the uncompromising light of the stars. As with many Seraphon leaders, they often carry techno-arcanic relics. Most common are the serpent staffs; with the correct invocations a skink wizard may channel the power of the twin-

headed serpent, one of the many zodiacal leviathans that dwell within the Azyrite heavens, to coat the blades and even jaws of their fellow Seraphon in potent venom. A single scratch from such a weapon can leave the enemy wracked with feverish convulsions, their last sight that of a Starpriest calling down the wrath of the heavens.

SKINK PRIESTS

Owing to the distant nature of the slann and the mono-minded focus on war held by the saurus, it is the skink priesthood that ensures the efficient running of day-to-day life for the Seraphon. Just as several Starpriests may attend to a more powerful mage, a Starpriest will have a clutch of lesser assistants and viziers to carry out their will. These priests, skinks who have excelled themselves in war or craft, fulfil the role of intermediaries, taking the word of their masters to the heaving masses of skinkdom that throng each temple-city or fleet's workers' quarters. A Skink Priest will be responsible for several divisions of skinks; competition between divisions can be fierce, with each Priest exhorting their followers to raise the greatest monuments to the glory of the Old Ones or achieve the highest production quota of celestite weapons and tools of industry.

In times of war, the Skink Priests will organise their skinks into cohorts and lead them into battle. In this they perform a similar role to the Skink Chiefs, but where a Chief will focus on executing wider strategy a Skink Priest's concern is the motivation of those under his command. Though they possess no innate magical talent, Skink Priests have been well trained by their Starpriest masters in the mystical rites of the Seraphon. Through these they lead their followers in celestial rituals and veneration of the lost Old Ones. In times of crisis, the flighty

nature of the skinks makes them prone to forming bizarre sub-cults, worshipping mystical jungle beasts or the mysterious serpent god. It is the priests that lead these cults, their deviance tolerated by the slann so long as it does not interfere with the Great Plan.

Skink Priests are also often entrusted with examples of Old One technology; many will carry staffs of office that can unleash white-hot bursts of energy as bright as a star. These qualities make the priests the most tangible link to their godly creators; most skinks will ever encounter; they are figures of great devotion for the masses of Seraphon society, and at their chirped commands do the skinks fight all the harder for the glory of the Great Plan.

ORACLES

Oracles are amongst the strangest of all skink sub-breeds. There is no formal process of induction by which a priest joins their number; rather, Oracles come into being through

the direct magical intervention of the slann in the spawning process. Such an occurrence is rare, taking place perhaps once every thousand astrological cycles. The skink that crawls from a spawning pool so blessed will be immediately identified by their forked tail, a physiological deviation considered to be a mark of the Old Ones' favour by even the cold and rational Starborne.

Oracles are typically impassive and distant, their faces hidden by intricate golden masks. Only when the influence of the slann comes over them do they become truly animated. The skink's eyes roll back as their body begins to twitch, rabid froth escaping over their lips. As the cosmic power of their master fills them the Oracle will babble out a stream of proclamations. These words are eagerly transcribed by nearby priests, recorded upon golden tablets of prophecy. Such is the connection between Oracle and slann that the Starmasters can channel sorceries through these skinks no matter the distance between them. Oracles themselves

are capable spellcasters, particularly skilled in the unravelling of enemy magics. To this end they carry artefacts capable of undoing even the mightiest spells, dissipating their energies with pulses of ancient power.

Oracles have developed a strange symbiosis of their own with the loathsome behemoths known as Troglodons, or simply the 'Pale Death'. These foul creatures dwell in the darkest recesses of a temple-ship, or within the caves and swamps surrounding a temple-city; though blind, they possess keen hearing and smell, and are capable of releasing a stream of highly toxic spittle. Troglodons are loners by nature, but like the Oracles they possess a twin-pronged tail, and it is perhaps this shared blessing that allows an Oracle to instantly tame the troglodytic beasts. Oracles habitually ride atop Troglodons, directing the creatures through their own far-seeing eyes as they undertake missions too vital or nuanced to be entrusted to any but the very personifications of the reach and will of the slann.



HUNTING PACKS

Naturally stealthy and quick of limb, skinks play a vital role in both the society and the armies of the Seraphon. These intelligent beings make up for their small stature through a variety of means, whether by unleashing a stream of poisoned projectiles into unsuspecting enemies or marshalling fearsome creatures to savage the foe.

SKINKS

Skinks form the greatest portion of Seraphon society. Though often shorter than even a duardin, they are quick, clever and highly vocal, even capable of learning the tongue of other races. When combined with their inherent dexterity, this allows them to excel in the roles of artisans, menial labourers and scribes. It is they who oversee the expansion of a temple-city from its initial landing, and they who attempt to maintain the Old Ones' technological

artefacts. That they do not entirely understand the functioning of these devices is of no particular concern to the skinks; their commitment to the Great Plan is absolute, and the command of the slann is justification enough for any task.

Owing to their physical frailty, skinks are not naturally confident warriors. Though in times of desperation they will selflessly throw themselves into a melee, most seek to avoid physical confrontation where

possible. These skittish tendencies become more pronounced as they coalesce in the realms, and the pure light of Azyr that blazes within them is diluted. Ever cunning, the skinks have turned these qualities to their advantage. They are talented skirmishers, preferring to engage the foe safely at range. Celestite javelins, often forged by the wielder's own hands, are short-ranged but deadly missiles that can lay low even the largest monsters when hurled in sufficient numbers. The venomous darts of a boltspitter have less immediate stopping power, but are capable of being propelled over considerable distance with a single powerful breath. Those skinks who do engage their enemies face-to-face will swarm in a great mass. They will seek to pull down their opponents under weight of snapping jaws and small but deadly moonstone clubs, their spirits bolstered by the invocations of their revered priestly leaders.

CHAMELEON SKINKS

Many subspecies of skink possess their own unique qualities, each vital for the propagation of the Great Plan. Perhaps the most infamous of these gifted beings are the Chameleon Skinks. Chameleon Skinks possess a unique ability to reduce their body to little more than formless shadow, blending in with their surroundings. They range ahead of the warhosts, hiding in plain sight before showering the enemy with blow-darts coated in deadly poisons squeezed from the bodies of iridescent amphibians found within the Seraphon world-chambers.

The source of the Chameleon Skinks' unique talents is unclear, but many potential explanations have spread throughout skinkdom. Some whisper that the first temple-ships to spawn Chameleons did not sail amongst the light of Azyr, but instead the penumbral gloom of Ulgu, and



during that time the power of the shadows seeped into the fleet's spawning pools. The Chameleons have proved their worth as the assassins of the Seraphon. Hidden within cities and barbarous war-camps they lurk in wait for a shot at their target. Chaos Lords, Soulblight nobles, roaring Megabosses and champions of Sigmar have all met untimely demises on the end of a Chameleon Skink's poisoned dart.

RAZORDONS

One of the many duties performed by a constellation's skinks is rearing those reptilian beasts that supplement the bipedal members of the Seraphon race. Within their temples are chambers filled with rank upon rank of eggs, incubated by the curious technology of the Old Ones. The Seraphon have all manner of uses for the beasts that hatch from these eggs, including herding some onto the battlefield in deadly packs. Initially suffused in Azyrite energy these creatures are capable of being teleported across the realms by the slann, and will slowly coalesce and take physical form as do their Seraphon masters.

Razordons are predatory reptiles whose backs are covered in rows of sharp spines. Through powerful muscular spasms they are capable of unleashing volleys of these missiles with incredible force. A sufficiently enraged Razordon can fill the air with a storm of spines, and more than one unlucky skink handler has been pincushioned for their trouble after prodding the cantankerous beasts. Enemies who draw too close to a Razordon similarly stoke the beast's ire. Instinctively territorial, Razordons have a knack for waiting until just the right moment to let loose their barrage, and a pack of the creatures working in concert can shred even the most determined enemy charges.

SALAMANDERS

The death dealt by a Salamander is hideous to behold. From the fleshy sacs upon their necks, these aggressive predatory creatures are capable of belching forth great

sprays of volatile acids that ignite into flaming life upon contact with the air. Those unfortunate enough to be on the receiving end of this deluge find themselves covered in the devouring juices. Armour and flesh melts like hot wax, sloughing away from the bone as the victim screams and thrashes impotently. These same corrosive fluids drip from a Salamander's jaws, beginning to digest any who are bitten while the hapless prey is still alive.

Salamanders are used by the Seraphon to guard the flanks of their armies, or to storm the strongest points of an enemy line. Even the sturdiest fortifications can be melted down by these beasts' spouted flames, while those warriors who

survive the initial onslaught find their flesh continues to slough away little by little wherever it was touched by a Salamander's fires.

Many Aqshian tribes revere Salamanders as primal spirits of fire, wearing the great cooling frills that surround the beasts' necks as marks of strength and rulership. Some point to a relationship between these creatures and the slain godbeast Vulcatrux. This seems implausible, given the celestial nature of the Seraphon, but in deep trophy vaults within the magmaholds of the Fyreslayers can be found skeletal remains that resemble Salamanders – a fact suggesting that the Seraphon have been active in the realms for far longer than most would suspect.



PREDATORY FURY

Fearsome aerial predators and monstrously strong beasts of burden advance alongside Seraphon armies, their speed and power supplementing the cold fury of the saurus. It is the skinks that bear responsibility for corralling these creatures, directing their predatory instincts to where they can cause the most devastation upon the enemy.

TERRADON RIDERS

Terradons swoop above the battlefield in great flocks, their shrill cawing echoing across the massed armies below. Their leathery wings and natural agility make them talented gliders; it is possible for a Terradon to stay aloft for several days on end if they hit a series of thermal currents, their wings flapping only occasionally to keep them flying high. When the prey is sighted a Terradon will let out a blood-curdling screech

before diving with blistering speed. Zephyrs of scintillating energy trail in their wake, and they strike before the foe is even aware of them, tearing the prey apart with lines of razor-sharp teeth.

Skinks who ride to battle atop Terradons fulfil the roles of scouts and outriders. Terradon Riders prefer to avoid close combat where possible, utilising the speed of their mounts to launch probing strikes before falling back. Their favoured

weapons reflect this predilection; javelins are popular, as is the sunleech bolas, a curious Seraphon innovation that hurls small creatures known as sunleeches. Those struck by such a missile will be consumed by flame as the volatile creatures detonate on impact. Most infamous are the payloads hoisted by the Terradons themselves. The back legs of these creatures are remarkably powerful, capable of lugging considerable weights for a distance. Skink artisans inscribe chunks of meteorite with Azyrite sigils before attaching handles onto them, ready for the Terradons to carry them to war. At a signal from their riders the intelligent beasts will release their burdens, the rocks exploding in blasts of heavenly light as they crash down onto the foe.



RIPPERDACTYL RIDERS

Ripperdactyls are savagery given form. Merciless avian predators, they will readily attack any creature – no matter its size – in a maddened rage without warning. Even when not compelled by hunger a Ripperdactyl will be driven to kill by some unspoken impetus, as if slaughter itself somehow provides sustenance to these fearsome creatures.

Skinks that ride Ripperdactyls are sometimes known as 'braves', and are veritable daredevils by the standards of their skittish kind. Their moonstone spears are sharp and swift, but it is the apoplectic fury and hooked talons of the Ripperdactyls that do most of the killing work. To focus the Ripperdactyls' rage, Seraphon wizards conjure small beasts known as blot toads to the battlefield. Their scent both attracts Ripperdactyls and drives them to bloodthirsty mania; often the first an enemy knows of the doom lurking in their midst is when a pack of Ripperdactyls descends from above and messily rips them asunder.

KROXIGOR

Kroxigor are towering brutes twice the height of a man and possessed of phenomenal strength. Their scales are tough as sigmarite, and their jaws so strong that even the greatest monsters can be hamstrung by a single savage bite. One Kroxigor is capable of scattering many times its number of lesser foes; a whole cohort of them can shore up an entire battlefield flank.

Kroxigor have proven invaluable in expanding the temple-cities now settled across the realms, and respected by the saurus for their physical prowess. It is the skinks, however, who possess the closest relationship with these giants. Though they are far from mentally agile, Kroxigor will work diligently at any task given them by the smaller lizardfolk. In battle it is not uncommon to see Kroxigor fighting alongside skink cohorts, the natural connection they feel with the smaller Seraphon spurring them on as they lash out at those who would threaten their diminutive kin.



SKINK CHIEFS

The largest and strongest skinks, or those who otherwise distinguish themselves in battle, may eventually rise to the rank of Chief. Whilst the upper ranks of the skink priesthood focus upon divining the celestial portents and unleashing heavenly magics upon the foe, and the lower priestly castes marshal and inspire the skinks in times of war, it is the Chiefs that strive to coordinate wider battlefield strategy between the skink cohorts and whoever has command of the overall army.

Riding high above the battlefield on winged reptilian beasts, Chiefs call out shrill orders to the cohorts below, their daring feats as inspiring to their fellow skinks as any priestly ritual. Often, members of the skink priesthood will be served by multiple

Chiefs who serve as executors of their will in times of war; a particularly skilled or promising Chief may even lead a grouping of Seraphon cohorts as a small army of its own, often when the Great Plan requires coordination of a mission too complex or subtle for the single-minded saurus to grasp.

A Skink Chief's choice of mount is a reflection of their quirks and personality, and will define the role they are expected to play in battle. Those who ride upon loyal Terradons are sometimes referred to as Masters of the Skies, and are amongst the more cautious of their kind. Their deep connection with their mounts allows them to perform feats of death-defying agility that render them nearly impossible to hit for those on the ground. They

are exemplary spotters and scouts, signalling nearby Terradon Riders when to hurl their missiles or drop their meteoric boulders to the most devastating effect.

Those Chiefs who instead dare to take a Ripperdactyl as a mount are amongst the most aggressive of all skinks, though their role is not to launch themselves into battles they cannot win. Instead, they will lead gung-ho hit-and-run attacks with a bravado uncommon to the stoic and focused Seraphon; they are often amongst the first warriors of a starhost to engage the enemy, and if their boldness is not encouraging enough to those who follow them then the sight of an alpha Ripperdactyl unleashing its fury can fill even the most nervous skink with confidence.

WRATH OF THE COSMOS

The serried ranks of a constellation's armies include huge colossi of war. These monsters are capable of shrugging off the mightiest of blows, crushing all before them under their terrific strength and deadly natural weapons. Upon their backs ride cadres of skinks, entrusted to operate the devastating techno-arcane relics of the Old Ones.

STEGADONS

Stegadons are titanic quadrupeds coated in layers of thick scale. Their most defining aspect is a large and prominent head-crest, from which protrudes a series of lethally sharp horns. The mammoth bulk of these creatures is sustained by their omnivorous diet. They are capable of devouring just about anything in their path and extracting some kind of nutrition from it; a Stegadon's robust digestive system means that, once the beast is on the move, it can keep going almost indefinitely provided there are sufficient opportunities to feed along the way. At least one ogor tribe worships the horned beasts as scaly avatars of insatiable Gorkamorka, following in their stomping path through the sweltering jungle depths and devouring anything the Stegadons leave behind.

Under normal circumstances, Stegadons are one of the more docile beasts to be found in the company of the Seraphon. Long have they been used by the lizardfolk as beasts of burden, working alongside Kroxigor and skink labour-gangs to transport heavy construction materials or flatten areas of land upon which can be built roadways and sprawling temple complexes. Most constellations have racks upon racks of Stegadon eggs stored within their ziggurats, but the greatest spawning pools are also capable of producing fully-grown beasts instantly when fed with enough power. Stegadons produced through this method tend to be more closely linked to the power of Azyr, their scales shining with heavenly light, and all manner of zodiacal markings cover their hides like constellations across the night sky.

Despite their lack of natural aggression, Stegadons will react violently when faced with a threat. The Seraphon harness this strength to their own ends by mounting large

howdahs to the backs of these beasts. The skinks that crew them have often served in a constellation's hatcheries, and will have a close bond with the Stegadon they ride. From up high they hurl javelins tipped with sharp meteoric rock, or otherwise crew the deadly war engines that are often mounted to a howdah – skystreak bows, their large projectiles capable of punching through an entire rank of armoured warriors, are perennially popular, as are dual flame-belching devices known as sunfire throwers. It is the Stegadon itself that provides the greatest danger to opponents, however. When imperilled a Stegadon's typical response is to lower their head and charge, trusting in their sheer bulk to send them crashing through the enemy lines and goring anything foolish or unfortunate enough to remain in their path. Most of the time this proves more than sufficient. Considering the destruction a Stegadon is capable of meting out, and the punishment it can survive in turn, it is not surprising that many skinks prefer to fight in the shadow of these beasts. In the Stegadon they see the majesty of the Old Ones made manifest, a reptilian idol that brings swift death to those who would oppose them.

When the Great Plan calls for a city to be stomped flat or a foe to be utterly eradicated, a Starmaster will construct their warhosts around the mightiest warbeasts bred by his constellation. Though a Saurus Oldblood mounted upon a Carnosaur will often command such hosts, veteran Skink Chiefs mounted upon Stegadons are essential for leading the skittish hunting packs and stampedes of titanic jungle beasts. As the charge of the massed lizard-monsters builds momentum the ground shudders and cracks; enemy shieldwalls lose cohesion as they struggle to stay balanced, regaining their footing just as the Chief and the monsters under his

control crash into their lines with terrifying force.

ENGINES OF THE GODS

The Great Plan of the Old Ones was impossibly vast in scale. The very stuff of universes was little more than building blocks to these beings, through which they could sculpt existence into their own, more ordered image. To achieve these inconceivable ambitions, they constructed many strange devices to further amplify their phenomenal magical powers. Most of these artefacts lie dormant within the innermost vaults of Seraphon temples, their function unknown even to the Starmasters. The Engines of the Gods, however, are far from lost treasures – their power still sends shock waves across battlefields throughout the Mortal Realms.

Engines of the Gods are carried upon the backs of the most ancient Stegadons, for only they are judged to possess the correct temperament to bear such relics. Arcane energies thrum through the devices, the air surrounding them charged with barely contained magical potential. When a member of the skink priesthood depresses the glowing glyph-plaques in the correct sequence, the power locked with the Engines is unleashed. If the Seraphon ever understood how these creations worked, they have long since forgotten; even the slann can only manipulate the Engines' power so far. The results of their activation are therefore almost impossible to predict. Enemies are torn asunder in blasts of azure lightning or simply blink from existence as cosmic laws are rewritten around them. Time itself is upended to reknit the wounds of nearby Seraphon or even summon warriors yet to be spawned from the heavens. On occasion, an Engine of the Gods may harness such power that the universe begins to shake apart around it, the rules of

reason rebelling violently against its being. This potential for unforeseen devastation has seen the Engines of the Gods become weapons of last resort for the Seraphon. Most constellations will possess but a handful of the ancient cosmic devices, bringing them forth from their ward-locked temples only at the most perilous cruxes of fate. There are those, however, such as the Thunder Lizard or Tepok's Breath, who possess many examples of functioning Engines. When they are deployed en masse the power these devices unleash is horrifying in its scope, the very fabric of reality reshaped to the Seraphon's designs.

BASTILADONS

Through the deepest jungles lumber the Bastiladons, each an unstoppable walking fortress. Few creatures of the realms can rival these reptilian behemoths in terms of sheer resilience. Their backs are covered in thick shield-scales as hard as sigmarite, and their skin is more akin to impervious bone than soft flesh. Blows capable of

sundering rune-forged gromril may leave only the most minor dent in a Bastiladon's armoured hide; cursed runeblades and impossibly sharp glaives snap on impact, their wielders subsequently bludgeoned with spine-shattering force by the heavy bone club found at the tip of a Bastiladon's powerful tail.

Even the spectral blades of the Nighthaunt can find little purchase against a Bastiladon, for within their bodies the power of Azyr is tightly compacted, its brilliance burning away any attempted strike at the creature's soul. Legends of the Bastiladons' imperviousness have spread far, and more than one canny Kharadron captain has made respectable profit dealing in 'genuine Bastiladon-scale plate armour'.

Perhaps a Bastiladon's only weakness is its slow speed, weighed down as it is by many layers of defence. Owing to this ponderous gait, Bastiladons are typically employed as living war machines by the Seraphon. Many carry Solar Engines, terribly destructive artefacts capable of

emitting focused beams of celestial energy that are particularly dangerous to the ancient foes of the Seraphon – the daemons of Chaos. The vast amount of excess heat that bleeds from these weapons would normally render them hazardous to any beast that carried them, but the thick armour plates of a Bastiladon are strong enough to insulate it from any debilitating pain.

More mysterious, but no less deadly, are the Arks of Sotek. Each of these strange devices is in fact a Realmgate in miniature, connected to the deep serpent-pits that are found throughout Seraphon temples and heave with reptilian life. When an Ark is activated many of these venomous snakes will be transported to the battlefield. Whether compelled by some unknowable command of the Ark, or simply agitated by the sudden dislocation, the serpents swarm towards the enemy at a terrifying pace. Even the greatest monsters and champions are soon laid low by the poisons injected into their bloodstreams through countless piercing fang-bites.





Ancient enmity exists between the rat and the serpent. When their temple-cities are threatened by their verminous foes, the Seraphon respond with cold and merciless fury.



COSMIC GLORY

The Seraphon are a force unlike any other on the battlefields of the Mortal Realms, combining arcane technology and primal might into a single deadly whole. Here we present a showcase of the Seraphon range of Citadel Miniatures expertly painted by Games Workshop's 'Eavy Metal Team and Design Studio army painters.



Under the gaze of the venerable Lord Kroak, a temple-host of the Coalesced marches out from their jungle domain to destroy those who would interfere with the grand design of the Old Ones.



Saurus Oldblood on Carnosaur



Saurus Oldblood



Saurus Sunblood



Saurus Oldblood





In a flash of blinding starlight the cavalry hosts of Dracothion's Tail strike, their assaults launched with the utmost precision to bring the Great Plan one step closer to completion.



Saurus Astrolith Bearer



Saurus Eternity Warden



Saurus Guard Alpha



Engine of the Gods



Slann Starmaster



The red-crested skinks of the Fangs of Sotek advance stealthily through the undergrowth, accompanied by the arcane power of a strange and deadly Engine of the Gods.

Terradon Riders strike with the speed and force of a meteor shower. Swooping low over the battlefield, they unleash their deadly payloads before the foe even realises they are under attack.



Ripperdactyl Rider Alpha



Ripperdactyl Rider



Terradon Rider with sunleech bolas



Terradon Rider Alpha with sunleech bolas

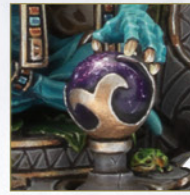




Skink Starpriest



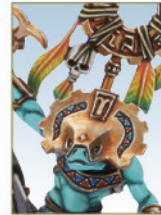
Skink Starseer



Chameleon Skink



Troglodons can unleash streams of toxic spittle.



Skink Oracle on Troglodon





Bastiladons regularly carry powerful relics of the Old Ones into battle. Few are more dreaded than the serpent-spewing devices known as the Arks of Sotek.



Bastiladon with Solar Engine





Kroxigor fight even harder when they take to battle alongside their skink cousins, their cold and brutish fury raised to new heights and eagerly vented upon the enemies of the Seraphon.



Kroxigor with drakebite maul

Kroxigor with moon hammer

Kroxigor with drakebite maul



*Saurus Guard Alpha of
Potemec's Horns*

*Saurus Guard of
Kaputoq's Quiver*

*Stardrake Icon Bearer of
Koatl's Claw*

*Saurus Warrior of
Itzalottl's Eye*



*Skink of
Xelbabia's Scales*

*Skink of
Chotec's Feather*

*Skink of
Huanchi's Jaws*

*Skink of
Loxibitl's Spine*



Under the leadership of an Oldblood mounted upon a mighty Carnosaur, skinks of the Thunder Lizard seek out new nodes of the Astromatrix amidst the perilous wilds of the realms.

WILL OF THE OLD ONES

Celestial creatures of Order, the Seraphon fight to enact the Great Plan of their long-lost creators and defeat their ancient enemies, the gods of Chaos. There are many ways to go about amassing a collecting of Seraphon Citadel Miniatures, and these pages show one example of how such a reptilian army can be mustered for war.

As with any Warhammer Age of Sigmar army, the best way to begin collecting a Seraphon force is to decide what you want to achieve with it. Is it your goal to amass your favourite miniatures and lavish attention on them while painting? Do you want to use cunning tactics and powerful synergies to achieve glorious victory in clashes on the tabletop? Perhaps instead you've been inspired by the rich lore of the Seraphon, and wish to recreate a particular narrative you've read about in this battletome or another Age of Sigmar publication.

Whatever the case, the Seraphon army and its wide range of beautiful miniatures have something to suit your needs. Here's how we assembled the force shown below.

A Slann Starmaster is the perfect general for any Seraphon army, whether Starborne or Coalesced. With his potent sorceries and array of army-boosting abilities he's a powerful force multiplier, and – suitably protected by a loyal cohort of Saurus Guard – is easily capable of turning the tide of battle by himself. We've also selected

a Starseer to further ensure our magical dominance, as well as to generate extra command points over the course of the game to spend on powerful command abilities.

Disciplined cohorts of Saurus Warriors are the backbone of most Seraphon armies, and ours will be perfect for holding objectives or engaging the enemy in savage close combat. Skinks and Chameleon Skinks might not be as tough in a straight-up fight, but with their ability to cross the battlefield quickly and harass the foe from range –



not to mention the Chameleon Skinks' talent for launching deadly ambushes – they open up our tactical options significantly. Some Kroxigors round out our infantry selections; when they fight alongside cohorts of Skinks, these muscular brutes become even more lethal than ever.

No Seraphon army is complete without a fearsome monster or two. An Oldblood mounted upon a Carnosaur is a supremely powerful opponent in close combat, and can inspire his fellow saurus to fight all the harder in his presence. Joining him are a stampede of Stegadons and a Bastiladon; the Bastiladon's solar engine gives the army access to a powerful ranged weapon on a nearly impervious platform, while one of the Stegadons carries an arcane

Engine of the Gods. To round out our selection of primeval monsters, a flight of Ripperdactyl Riders is a great choice for a rapid-response unit that can descend upon the foe and swiftly tear their limb from limb.

Looking at our selection of models, we can group the Engine of the Gods, Stegadon, Bastiladon, and Kroxigor into a powerful Thunderquake warscroll battalion. The rules for this battalion differ depending on whether we choose to use this army to represent a force of mysterious Starborne or savage Coalesced, offering us plenty of different tactical options to try out on the tabletop. In either case, this collection of titanic monsters provides a solid and striking hammer for our battle-line, around which to base our plans for victory.

Overall, this Seraphon army presents a balanced selection of units for collectors and painters to sink their teeth into, as well as offering gamers with a wide variety of tactics to employ on the battlefield.

1. Slann Starmaster
2. Saurus Guard
3. Saurus Oldblood on Carnosaur
4. Saurus Warriors
5. Skink Starseer
6. Skinks
7. Chameleon Skinks
8. Ripperdactyl Riders
9. Engine of the Gods
10. Stegadon
11. Bastiladon
12. Kroxigor



PAINTING YOUR SERAPHON

The Seraphon are a force like no other, mixing cosmic technology and the power of the arcane with animalistic warriors and savage warbeasts. These qualities combine to make them an incredibly rewarding painting project. The following pages contain useful hints and tips to get your Seraphon looking their best.

A painted army of Seraphon looks stunning on the tabletop. Ranks of saurian warriors joined by nimble skinks and towering monsters possess a variety of scaly textures that gives them a distinctive appearance. When massed into a single force, these varied units come together into a single whole that is sure to strike terror into the hearts of the enemies of the Old Ones.

Painting your Seraphon miniatures need not be daunting. There are plenty of techniques you can use to get your reptilian warriors ready for battle in no time, and the Citadel Paint System contains all the colours you need to bring your army to life. There's no right or wrong way to

go about painting your miniatures; most Seraphon are blue, but there's nothing stopping the warriors of your constellation from being green, red, yellow or any colour that you wish.

Larger monsters are a great opportunity to introduce some variety into your force. Real-world lizards are a wonderful source of inspiration for different markings and patterns to draw inspiration from, and – alongside the high technology of the Old Ones carried by many of these beasts – can make these models truly stunning centrepieces for your primeval hosts. In the end, the most important thing to remember is that this is your

hobby; whatever your level of skill or desired result, this painting guide will provide you with some great tips to help you achieve your goal.

WARHAMMER TV

Warhammer TV's painting tutorials have insights for everyone, as they show you how to paint Citadel Miniatures from start to finish. The guides are available for free on games-workshop.com, and can also be watched via the Warhammer TV YouTube channel. Why not take a moment to check them out?

SAURUS SKIN AND SCALES



1 Apply an even layer of Akhelian Green over a spray undercoat of Corax White.



2 Meditate upon the subtleties of the Great Plan before drybrushing with Temple Guard Blue.



3 Drybrush lightly with Fenrisian Grey.



Teeth: Rhinox Hide, Screaming Skull. **Eyes:** Yriel Yellow, Dorn Yellow, Abaddon Black.

SKINK SKIN VARIANTS



Corax White (undercoat), Aethermatic Blue (Contrast paint), Ulthuan Grey (drybrush)



Corax White (undercoat), Gryph-hound Orange (Contrast paint), Kislev Flesh (drybrush)



Corax White (undercoat), Warp Lightning and Contrast Medium (1:5 mix)



Corax White (undercoat), Talassar Blue (Contrast paint), Ulthuan Grey (drybrush)

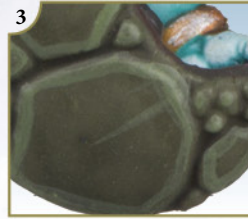
SKINK STAR-BUCKLER



1 Basecoat with an even layer of Castellan Green. A couple of thin coats works best.



2 Shade with Athonian Camoshade, focusing on the gaps between the scales.



3 Pick out the edges of the scales with thick highlights of Loren Forest. Add scratches if you wish.



4 Apply fine highlights of Nurgling Green, leaving some of the Loren Forest showing beneath.

SHIELD VARIANTS



Follow the above stages, then paint markings with Averland Sunset.



Mournfang Brown (base), Agrax Earthshade (shade), Skrag Brown (highlight)



Averland Sunset (base), Casandora Yellow (shade), Yriel Yellow (highlight), Dorn Yellow (highlight)



Khorne Red (base), Nuln Oil (shade), Tuskgor Fur (highlight), Kislev Flesh (highlight)

WEAPON VARIANTS



Incubi Darkness (base), Kabalite Green (highlight), Sybarite Green (highlight)



Mechanicus Standard Grey (base), Agrax Earthshade (shade), Dawnstone (highlight)



Kantor Blue (base), Caledor Sky (layer), Teclis Blue (highlight), Fenrisian Grey (highlight)



Balthasar Gold (base), Agrax Earthshade Gloss (shade), Runefang Steel (highlight)

OTHER DETAILS



Eye: Caledor Sky (base), Lothorn Blue (highlight), Fenrisian Grey (highlight)



Eye: Mephiston Red (base), Troll Slayer Orange (highlight), Flash Gitz Yellow (highlight)



The webbing of a crest can be made to stand out more by giving it a sharp accent colour.



Carefully apply dots around the crest, spacing them further apart as you move away from the crest.

CARNOSAUR SKIN



Undercoat the model with Corax White Spray. Apply Skeleton Horde Contrast paint to all the fleshy areas.



Drybrush over the Skeleton Horde with Pallid Wych Flesh.



Apply Flesh Tearers Red Contrast paint to all the scales.



Drybrush with Evil Sunz Scarlet.



Apply a final, lighter drybrush of Fire Dragon Bright, focusing on the extremities.

TOP TIP

When using Contrast paints, it's a good idea to give them a coat of Matte Varnish. This will stop them from chipping as you paint the rest of the model.

MONSTER SKIN



Using a combination of skin colours on a large monster can make it look natural and impressive.



A simple darker stripe down the back helps define the overall shape of this model.



Painting sharp patterns down the body will help break up the colours and make the large areas look a lot more interesting.

BONY SCALES



Stipple Mephiston Red in patches around the end scales. Then stipple Jokaero Orange inside those areas.



Scales can be made to stand out simply by applying an extra wash of Nuln Oil or your chosen Shade paint.



Painting the scales a vibrant colour can really make your favourite reptilian monster stand out on the battlefield.

WING MEMBRANES



Corax White (undercoat), Nazdreg Yellow (Contrast paint), Screaming Skull (drybrush), Fire Dragon Bright (highlight), Flayed One Flesh (highlight)

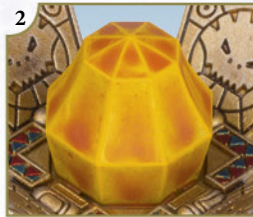


Corax White (undercoat), Akhelian Green (Contrast paint). Then, use Contrast Medium to carefully bleed the colour out towards the edge of the wing.

SOLAR ENGINE



1 Base with Wraithbone before applying an even coat of Iyanden Yellow Contrast paint.



2 Carefully highlight the edges with Yriel Yellow.



3 Apply a thin edge highlight of Dorn Yellow.



4 Use Pallid Wych Flesh to spot highlight the corners.

MONSTER DETAILS



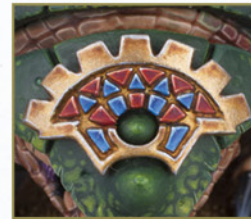
Retributor Armour (base), Reikland Fleshshade (shade), Stormhost Silver (highlight)



Drybrushing designs on stone with Administratum Grey can make them look old and worn.



Use a variety of colours and patterns to make the snakes emerging from an Ark of Sotek stand out.

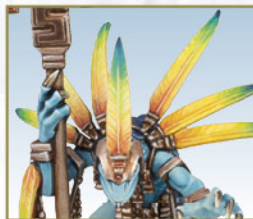


Mephiston Red (base), Evil Sunz Scarlet (highlight), Caledor Sky (base), Hoeth Blue (highlight)

OTHER DETAILS



Blend Iyanden Yellow, Flesh Tearers Red and Volupus Pink together using Contrast Medium.



Thinning and blending different Contrast paints over a white base can produce various effects.



Horns: Apply thinned Skeleton Horde over Wraithbone; highlight with Pallid Wych Flesh.



Rope: Rhinox Hide (base), Gorthor Brown (highlight) Baneblade Brown (highlight)

CELESTIAL MIGHT

This battletome contains all of the rules you need to field your Seraphon miniatures on the battlefields of the Mortal Realms, from a host of exciting allegiance abilities to a range of warscrolls and warscroll battalions. The rules are split into the following sections.

ALLEGIANCE ABILITIES

This section describes the allegiance abilities available to a Seraphon army. The rules for using allegiance abilities can be found in the *Warhammer Age of Sigmar Core Book*.

BATTLE TRAITS

Abilities available to every unit in a Seraphon army (pg 55).

COMMAND TRAITS

Abilities available to the general of a Seraphon army if it is a **HERO** (pg 57).

ARTEFACTS OF POWER

Artefacts available to **HEROES** in a Seraphon army (pg 58-59).

SPELL LORES AND BOUND ENDLESS SPELLS

Spells available to **WIZARDS** in a Seraphon army (pg 60-61), as well as rules for using bound endless spells.

REALMSHAPER ENGINE

Here you will find the rules and scenery warscroll for the Realmshaper Engine terrain feature (pg 62-63).

CONSTELLATIONS

Abilities for the four most famous Seraphon Constellations (pg 64-67).

These rules can be used by units in a Seraphon army that have been given the appropriate keyword (see the battle traits for Coalesced and Starborne Constellations on the following pages).

BATTLEPLANS

This section includes a new narrative battleplan that can be played with a Seraphon army that has been given the Starborne keyword (pg 68-69).



PATH TO GLORY

This section contains rules for using your Seraphon collection in Path to Glory campaigns (pg 70-73).

WARSCROLLS

This section includes all of the warscrolls you will need to play games of Warhammer Age of Sigmar with your Seraphon miniatures.

There are three types of warscroll included in this section:

WARSCROLL BATTALIONS

These are formations made up of several Seraphon units that combine their strengths to gain powerful new abilities (pg 74-77).

WARSCROLLS

A warscroll for each unit is included here. The rules for using a Seraphon unit, along with its characteristics and abilities, are detailed on its warscroll (pg 78-95).

ENDLESS SPELL WARSCROLLS

Endless spell warscrolls for bound endless spells, which can be summoned only by **SERAPHON WIZARDS** (pg 96-102).

The rules for playing games with endless spells can be found in the *Warhammer Age of Sigmar Core Book* and in *Warhammer Age of Sigmar: Malign Sorcery*.

PITCHED BATTLE PROFILES

This section contains Pitched Battle profiles for the units, warscroll battalions and endless spells in this book (pg 103-104).

ALLIES

This section also contains a list of the allies a Seraphon army can include.



ALLEGIANCE ABILITIES

BATTLE TRAITS

WAYS OF THE SERAPHON

Warriors of the Stars and the Realms: *A Seraphon army will be made up of either celestial Starborne or savage Coalesced warriors that have settled in the Mortal Realms.*

After you have chosen the Seraphon allegiance for your army, you must either give it the **STARBORNE** keyword or the **COALESCED** keyword. All **SERAPHON** units in your army gain that keyword, with the exception of models that already have one of the keywords on their warscroll.

Contemplations of the Ancient Ones: *The slann have learnt countless spells over the millennia, and after a moment's contemplation can recall any of them.*

At the end of your hero phase, you can pick 1 friendly **SLANN** and replace the spell they know from the Lore of Celestial Domination table (pg 60) with a new spell from that table. Choose or roll for the new spell, rolling again if you generate the spell the **SLANN** already had.

Sacred Asterisms: *The heavens themselves play a key part in the Great Plan of the Old Ones, empowering their reptilian servants.*

At the start of your hero phase, you can pick 1 of the following asterisms to be in the ascendant until your next hero phase:

The Great Drake: In the combat phase, pick 1 friendly **SERAPHON HERO**. Until the end of that phase, you can add 1 to the Attacks characteristic of melee weapons used by that **HERO**.

The Hunter's Steed: Add 1 to run rolls and charge rolls for friendly **SERAPHON** units.

The Sage's Staff: In the hero phase, pick 1 friendly **SERAPHON WIZARD**. You can add 1 to casting or dispelling rolls for that **WIZARD** if it is your hero phase, and you can add 1 to unbinding rolls for that **WIZARD** if it is the enemy hero phase.

THE COALESCED

COALESCED army only.

Coalesced Constellations: *The different Coalesced constellations make war in their own unique fashion.*

If your army is a **COALESCED** army, you can give it the **KOATL'S CLAW** or **THUNDER LIZARD** keyword. All **COALESCED** units in your army gain that keyword and you can use the extra abilities listed for that Constellation (pg 64-67).

Cold-blooded: *Coalesced Seraphon are coldly impassive, rigidly steadfast and completely without mercy.*

Ignore modifiers (positive or negative) to the Bravery characteristic of **COALESCED** units.

Predatory Fighters: *Coalesced Seraphon have become more closely attuned to the primal ferocity harboured by all members of their race.*

Add 1 to the Attacks characteristic of Jaws weapons used by **COALESCED** units.

Primeval Domain: *The land surrounding a Coalesced temple-city is magically reformed into a primeval wilderness, deadly to outsiders yet the perfect habitat for the savage lizardfolk.*

If a terrain feature is partially or wholly within the territory of a **COALESCED** army, then any Damned, Arcane, Inspiring and Mystical scenery rules for that terrain feature only apply to **COALESCED** units, while any Deadly and Sinister scenery rules for that terrain feature do not apply to **COALESCED** units.

Scaly Skin: *Having achieved true physicality, the scaled hides of Coalesced Seraphon become tougher with the passing of time. Many of their warriors develop thick bony plates and latticeworks of scar tissue that act as natural armour.*

Subtract 1 from the damage inflicted by each successful attack that targets a **COALESCED** unit (to a minimum of 1).

THE STARBORNE

STARBORNE army only.

Unfeeling: *Starborne are the children of Azyr, filled with the light of the stars and fighting to enact the cosmic plan of their creators.*

STARBORNE units have a Bravery characteristic of 10 instead of the Bravery characteristic on their warscroll.

Celestial Conjunction: *The slann leaders of the Starborne can call forth armies of Seraphon from their temple-ships in the blink of an eye.*

You can summon STARBORNE units to the battlefield if you collect enough celestial conjunction points (CCPs). At the start of your hero phase you receive D3 celestial conjunction points if your general is a SLANN or STARSEER and is on the battlefield, and D3 celestial conjunction points if there are one or more friendly SAURUS ASTROLITH BEARERS on the battlefield.

In addition, in your hero phase, before attempting to cast the first spell with each friendly SLANN or ORACLE, you can say that it will carry out a celestial conjunction. If you do so, you receive D3 celestial conjunction points but the number of spells which that model can attempt to cast in that phase is reduced by 1.

If you have 6 or more celestial conjunction points at the end of your movement phase, you can summon 1 or more units from the list on the right to the battlefield and add them to your army. Each unit you summon costs a number of celestial conjunction points as shown on the list, and you can only summon a unit if you have enough celestial conjunction points to pay its cost.

Summoned units must be set up wholly within 12" of a friendly SLANN, friendly ORACLE or friendly SAURUS ASTROLITH BEARER and more than 9" from

any enemy units. Subtract the cost of the summoned unit from the number of celestial conjunction points you have immediately after the summoned unit has been set up. Summoned units have the STARBORNE keyword.

Lords of Space and Time: *Slann temple-ships are able to transport themselves and Starborne warriors any distance in an instant.*

At the end of your movement phase, you can pick 1 friendly STARBORNE unit anywhere on the battlefield to be transported through space and time.

If you do so, remove that unit from the battlefield and then set it up on the battlefield anywhere that is more than 9" from any enemy unit.

Starborne Constellations: *The Starborne of different constellations exhibit traits unique to the warriors of their fleet.*

If your army is a STARBORNE army, you can give it the DRACOTHION'S TAIL or FANGS OF SOTEK keyword. All STARBORNE units in your army gain that keyword and you can use the extra abilities listed for that Constellation (pg 64-67).

STARBORNE SERAPHON UNIT	CCP COST
1 Engine of the Gods	30
1 Stegadon with Skink Chief	30
1 Saurus Oldblood on Carnosaur	25
1 Skink Oracle on Troglodon	25
1 Stegadon	25
1 Bastiladon	20
1 Saurus Scar-Veteran on Carnosaur	20
20 Saurus Warriors	20
3 Kroxigor	15
1 Saurus Astrolith Bearer	15
1 Saurus Sunblood	15
1 Skink Starpriest	15
1 Skink Starseer	15
5 Chameleon Skinks	10
1 Razordon Hunting Pack	10
1 Ripperdactyl Chief	10
3 Ripperdactyl Riders	10
1 Salamander Hunting Pack	10
1 Saurus Eternity Warden	10
5 Saurus Guard	10
5 Saurus Knights	10
1 Saurus Oldblood	10
1 Saurus Scar-Veteran on Cold One	10
10 Saurus Warriors	10
1 Skink Priest	10
1 Terradon Chief	10
3 Terradon Riders	10
10 Skinks	6

COMMAND TRAITS

Use the command traits table that corresponds to your general's keyword: SLANN, SAURUS or SKINK. If your general has none of these keywords, it cannot have a command trait.

D3 SLANN Command Trait

- 1 **Arcane Might:** *With the authority of aeons, this powerful slann commands the flow of magic on the battlefield.*

You can re-roll 1 casting, dispelling or unbinding roll for this general each hero phase.

- 2 **Vast Intellect:** *No secret is unknown to the mind of this unfathomable being.*

This general knows 1 extra spell from the Lore of Celestial Domination (pg 60).

- 3 **Great Rememberer:** *The manoeuvres ordered by this general are redolent of the countless constellations in the sky.*

If this general is part of your army and on the battlefield at the start of your hero phase, roll a dice. On a 4+, you receive 1 extra command point.

D3 SAURUS Command Trait

- 1 **Disciplined Fury:** *This saurus strikes with cold-blooded precision.*

You can re-roll hit rolls of 1 for attacks made with melee weapons by this general.

- 2 **Thickly Scaled Hide:** *The hard scales covering this general can deflect even the sharpest blade.*

You can re-roll save rolls of 1 for attacks that target this general.

- 3 **Mighty Warleader:** *This saurus guides its warriors in battle with bellowing roars.*

If this general is part of your army and on the battlefield at the start of your hero phase, roll a dice. On a 4+, you receive 1 extra command point.

D3 SKINK Command Trait

- 1 **Master of Star Rituals:** *Azyr's light shines brightly on this general.*

Add 1 to casting rolls for this general if they are a WIZARD. If they are not a WIZARD, then once per battle round they can use the Herald of the Old Ones command ability from the Skink Priest warscroll without a command point being spent.

- 2 **Nimble:** *This skink is preternaturally agile.*

Add 1" to this general's Move characteristic, and add 1 to save rolls for attacks that target them.

- 3 **Cunning:** *With reptilian calculation this general looks for opportunities to strike.*

At the start of the combat phase, you can pick 1 enemy HERO within 3" of this general and roll a dice. On a 4+, that enemy HERO suffers 1 mortal wound.



ARTEFACTS OF POWER

TREASURES OF THE OLD ONES

SLANN only.

D6 Artefact of Power

- 1 **Zoetic Dial:** *As the stars align with the facets of this mighty artefact, the strands of fate inexorably envelop its bearer.*

After set-up is complete but before the battle begins, secretly record the number of a battle round. At the start of that battle round, reveal the information and then heal all wounds allocated to the bearer. In addition, during that battle round, you can re-roll save rolls for attacks that target the bearer.

- 2 **Light of Dracothion:** *The light from the Great Drake's tears can wash away the foulest and most corruptive of energies.*

Once per battle, you can automatically unbind 1 spell cast by an enemy **WIZARD** within 15" of the bearer, or automatically dispel 1 endless spell within 15" of the bearer.

- 3 **Prism of Amyntok:** *This prism can channel aetheric power from the skies to blast the bearer's foes with a beam of pure white energy.*

Once per the battle, at the start of any phase, pick 1 enemy unit within 12" of the bearer and roll a dice. On a 1, that unit suffers 1 mortal wound. On a 2-5, that unit suffers D3 mortal wounds. On a 6, that unit suffers D6 mortal wounds.

- 4 **Itxi Grubs:** *Itxi grubs are small, worm-like creatures found in those places where the ground is most saturated in arcane power, and are amongst a slann's favourite delicacies.*

At the start of each hero phase, you can heal 1 wound allocated to the bearer. In addition, in your hero phase you can re-roll 1 casting or dispelling roll for the bearer, and in the enemy hero phase you can re-roll 1 unbinding roll for the bearer.

- 5 **Plaque of Dominion:** *Carved when the Old Ones still dwelt amongst their servants, this plaque bears glyphs of such potent cosmic power that those who even glance upon them are driven into a stupor.*

In your hero phase, you can pick 1 enemy **HERO** within 12" of the bearer and visible to them. Until your next hero phase, that **HERO** fights at the end of the combat phase. In addition, if that **HERO** is a **WIZARD**, until your next hero phase, subtract 1 from casting, dispelling and unbinding rolls for that **HERO**.

- 6 **Throne of the Lost Gods:** *The palanquin that bears this slann is a particularly advanced example of Old One technology, a truly stately throne for the mage-lord ensconced upon it.*

Add 4" to the bearer's Move characteristic, and add 1 to the bearer's Wounds characteristic.



CELESTIAL RELICS OF THE WARRIOR

SAURUS only.

D3 Artefact of Power

- 1 Blade of Realities:** *This pan-dimensional weapon exists to bring about the end of tyrants.*

Pick 1 of the bearer's melee weapons. Improve the Rend characteristic of that weapon by 1. In addition, add 1 to the damage inflicted by each successful attack made with that weapon that targets a HERO.

- 2 Sigils of the Prime Hunter:** *The ominous glyphs that hang from the saurus champion's armour are laden with powerful celestial curse-magics.*

Each time the bearer fights, after all of the bearer's attacks have been resolved, you can pick 1 enemy unit within 1" of the bearer and roll a dice. On a 1, nothing happens. On a 2-5, that enemy unit suffers 1 mortal wound. On a 6, that enemy unit suffers D3 mortal wounds.

- 3 Bloodrage Pendant:** *Carved from the bones of Carnosaurs or the most aggressive Ghurish megafauna, those warriors who bear a Bloodrage Pendant find their killing frenzy amplified as their own flesh is split and rent.*

Add 1 to the Attacks characteristic of the bearer's melee weapons if the number of wounds allocated to the bearer is equal to or greater than half of the bearer's Wounds characteristic (rounding up).



VESTMENTS OF THE PRIESTHOOD

SKINK only.

D3 Artefact of Power

- 1 Incandescent Rectrices:** *This vibrant plumage instils the bearer with the restorative power of the heavens.*

The first time bearer is slain, before removing them from the battlefield, roll a dice. On a 1-3, the bearer is slain. On a 4-6, the bearer is not slain, all wounds allocated to them are healed, and any wounds that currently remain to be allocated to them are negated.

- 2 Cloak of Feathers:** *The colourful cloaks worn by some skink priests are woven from the shining feathers of star-eagles.*

Subtract 1 from hit rolls for attacks that target the bearer. In addition, add 4" to the bearer's Move characteristic, and the bearer can fly.

- 3 Sacred Stegaddon Helm:** *The horns of this golden helm are said to be fragments of the great Xelbabia's, a truly colossal Stegaddon who served the Old Ones at the dawn of history. Those who wear it are gifted with the strength of Xelbabia's unstoppable charge.*

Add 1 to save rolls for attacks that target the bearer. In addition, add 1 to the Damage characteristic of melee weapons used by the bearer if they made a charge move in the same turn.



SPELL LORES AND BOUND ENDLESS SPELLS

You can choose or roll for one spell from one of the following tables for each **SERAPHON WIZARD** in a Seraphon army.

In addition, a Seraphon army can include the bound endless spells on [pages 96-102](#). All of the rules that apply to other endless spells also apply to bound endless spells, except that bound predatory endless spells can only be moved by a player that has a Seraphon army. If only one player has a Seraphon army, then they move all of the bound predatory endless spells before any other

predatory endless spells are moved. The players then alternate moving any remaining predatory endless spells as normal.

If both players have Seraphon armies, the players alternate moving predatory endless spells as normal, but each time a player could move a predatory endless spell, they can choose to move either a bound predatory endless spell or a normal predatory endless spell.

LORE OF CELESTIAL DOMINATION

SLANN only.

D6 Spell

- 1 **Celestial Apotheosis:** *Waves of pure celestial magic infuse the caster's servants.*

Celestial Apotheosis has a casting value of 5. If successfully cast, pick 1 friendly unit wholly within 18" of the caster and visible to them. Heal 1 wound allocated to that unit. In addition, until your next hero phase, subtract 1 from the Bravery characteristic of enemy units while they are within 3" of that unit. If the casting roll was 10+, heal up to D3 wounds instead of 1.

- 2 **Walk Between Realms:** *For a moment, the slann's allies tread immortal pathways.*

Walk Between Realms has a casting value of 6. If successfully cast, pick 1 friendly unit wholly within 18" of the caster and visible to them. Until your next hero phase, that unit can fly.

- 3 **Mystical Unforging:** *The magic of unmaking flies from the slann's outstretched hands.*

Mystical Unforging has a casting value of 7. If successfully cast, pick 1 enemy **HERO** that bears an artefact of power within 12" of the caster and visible to them. That **HERO** suffers D3 mortal wounds and you must roll a dice. On a 5+, that **HERO** no longer bears that artefact of power (if a weapon was picked when it was selected, the weapon reverts to normal).

- 4 **Celestial Equilibrium:** *The slann's form seems to shimmer and fade as it draws links between its allies and the turnings of the stars.*

Celestial Equilibrium has a casting value of 7. If successfully cast, until your next hero phase, add 1 to casting, dispelling and unbinding rolls for friendly **WIZARDS** other than the caster.

- 5 **Stellar Tempest:** *Without warning, a blistering celestial storm descends upon the foe.*

Stellar Tempest has a casting value of 8. If successfully cast, pick 1 enemy unit within 24" of the caster and visible to them. Roll 1 dice for each model in that unit. For each 5+, that unit suffers 1 mortal wound.

- 6 **Drain Magic:** *The Starmaster conjures a vortex of anti-magic to calm the battlefield.*

Drain Magic has a casting value of 9. If successfully cast, all endless spells within 24" of the caster that are not **BOUND** are dispelled.

LORE OF CELESTIAL MANIPULATION

SKINK only.

D6 Spell

- 1 **Celestial Harmony:** *Arms raised, the caster infuses their allies with the calming light of Azyr.*

Celestial Harmony has a casting value of 5. If successfully cast, pick 1 friendly unit wholly within 18" of the caster and visible to them. Until your next hero phase, do not take battleshock tests for that unit. If the casting roll was 10 or more, pick all friendly units within 18" of the caster and visible to them instead of only 1.

- 2 **Hand of Glory:** *With a chirruped invocation, the caster grants their allies the might of ancient times.*

Hand of Glory has a casting value of 6. If successfully cast, pick 1 friendly unit wholly within 18" of the caster and visible to them. Until your next hero phase, you can re-roll hit rolls of 1 for attacks made by that unit.

- 3 **Extend Astromatrix:** *The caster slightly extends the range of the Astromatrix so that it encompasses new lands.*

Extend Astromatrix has a casting value of 6. If successfully cast, pick 1 terrain feature wholly within 18" of the caster and visible to them. Any Damned, Arcane, Inspiring and Mystical scenery rules for that terrain feature only apply to **SERAPHON** units, while any Deadly and Sinister scenery rules for that terrain feature do not apply to **SERAPHON** units.

- 4 **Fiery Convocation:** *The caster brings fiery destruction to the foe, engulfing them in flames that only very slowly burn out.*

Fiery Convocation has a casting value of 7. If successfully cast, pick 1 enemy unit within 18" of the caster and visible to them. Until your next hero phase, at the end of each phase of a turn, roll a dice for that unit. On a 6, that unit suffers D3 mortal wounds.

- 5 **Bind Endless Spell:** *Skink wizards can use their magical prowess to temporarily bind a predatory spell to the Astromatrix.*

Bind Endless Spell has a casting value of 7. If successfully cast, pick 1 endless spell within 18" of the caster and visible to them. Until your next hero phase, that endless spell has the **BOUND** keyword.

- 6 **Tide of Serpents:** *The caster calls forth a carpet of writhing serpents. Though individually small, these reptiles will fight ferociously to defend their master, bringing down their enemies through hundreds of poisonous bites.*

Tide of Serpents has a casting value of 8. If successfully cast, pick 1 enemy unit within 12" of the caster and roll a number of dice equal to the number of models in that unit. For each 5+, that unit suffers 1 mortal wound.



REALMSHAPER ENGINE

The technology of the Seraphon defies mortal understanding, and the Realmshaper Engines are but one example of their many arcane relics. Whether used to target specific areas of the realms for reforming or shroud the temple-cities of the Coalesced, these strange ziggurats thrum constantly with waves of mysterious cosmic power.

When you choose a Seraphon army, you can include 1 REALMSHAPER ENGINE terrain feature (pg 63). When terrain is set up for the battle, any REALMSHAPER ENGINE terrain features must be set up by the player whose army they are a part of, before any other terrain features are set up, more than 6" from any objectives and more than 6" from the edge of the battlefield. Set up the rest of the terrain as described in the core rules. If both players can set up terrain features before other terrain features are set up, the players must roll off and the winner chooses who sets up their terrain features first.

Teq-Toq watched as the Chaos Warriors hacked their way through the thick jungles. Had they not been in thrall to the Eternal Enemy, the skink alpha might almost have admired their tenacity. More Seraphon crouched amidst the undergrowth, boltspitters held ready as the mortal warband's leader called a halt before the golden, vine-shrouded ziggurat. Doubtless they believed it to be some sort of abandoned temple, or perhaps a storehouse of valuable relics. They had no idea what they had found.

At his side, the priest Quitzai twitched his tail thrice. It was time. With a near-subsonic click, Teq-Toq rose from concealment and sent a venomous dart whistling into the neck of the nearest Chaos Warrior. The man tensed, before dropping, his body wracked with convulsions. Others fell as more skinks joined the barrage. The humans turned, raised their shields, and in doing so took their gaze from the ziggurat just as Quitzai began to chant a rasping, reptilian invocation. The orb atop the glyph-marked structure pulsed into life. Lightning crackled around the device, the jungle stirring with vengeful fury. The warband leader's battle-cry fell silent as a barbed stranglevine wrapped around her neck and squeezed. Others cried out as the ground beneath them turned to a devouring quagmire. Crest twitching in satisfaction, Teq-Toq chirruped an order before he and his spawn-kin disappeared back into the steaming jungle depths.





♥ SCENERY WARSCROLL ♥

REALMSHAPER ENGINE

There are no lengths the Seraphon will not go to in order to see the Great Plan fulfilled. At a Starmaster's decree, Realmshaper Engines are deployed to remake reality in line with the Old Ones' will, rendering the lands a primordial haven for the lizardfolk and a sweltering, inhospitable nightmare for their foes.

DESCRIPTION

A Realmshaper Engine is a single terrain feature. It is an obstacle.

GARRISON

A Realmshaper Engine can be garrisoned. The models making up the garrison of a Realmshaper Engine must have a combined Wounds characteristic of 20 or less (if this would preclude all of the models in a unit from garrisoning the Realmshaper Engine, then the unit cannot garrison the Realmshaper Engine).

SCENERY RULES

Power Unleashed: *The waves of power that spread from an activated Realmshaper Engine bring the surrounding landscape to violent life.*

In your hero phase, if this model is garrisoned by a friendly **SERAPHON WIZARD** or friendly **SERAPHON PRIEST**, you can pick 1 terrain feature anywhere on the battlefield and roll a dice for each enemy unit within 3" of that terrain feature. Add 2 to the roll if that terrain feature is within 18" of this model, and subtract 2 from the roll if that terrain feature is more than 36" from this model. On a 4+, that enemy unit suffers D3 mortal wounds.

KEYWORDS

SCENERY, REALMSHAPER ENGINE

DRACOTHION'S TAIL

Whipping across the heavens, Dracothion's Tail is said to mirror the mood of Azyr itself. The Seraphon warriors of this vast constellation are swift and unpredictable, and when bolstered by the blessings of their mystical Starmasters they strike without warning to bring the vengeance of the heavens down upon their foes.

No Starborne strike more suddenly than the armies of Dracothion's Tail. From their celestial empire in the uppermost reaches of Azyr, far beyond the light of Sigendil, their warriors are suffused with the energies of the heavens. Few Seraphon are better at divining the celestial portents than the mage-commanders of Dracothion's Tail. Through their adept reading of the skeins of fate these ancient beings can predict just when to strike for maximum effect. It is their belief that the Great Plan can only be fulfilled through countless small actions, each one plotted carefully to resonate through the fabric of the universe and contribute to the cosmic destiny of the Seraphon.

The warriors of Dracothion's Tail attack with faultless precision, manifesting in bright pulses of starlight exactly where they can cause the most damage. The many Starmasters of the constellation have refined their strategies through centuries of war; having dwelt so long in the upper reaches of Azyr, they are amongst the greatest practitioners of the mystic arts in all of creation. The greatest champions of Dracothion's Tail are living embodiments of Azyr, often entering battle bearing all manner of sacred artefacts charged with the power of the heavenly realm. Some of these are rumoured to have been bestowed by the claw of Dracothion himself. Protected by such mystic energies, these Seraphon warleaders are tireless in their pursuit of the Great Plan.



ABILITIES

Appear on Command: *At the will of their Starmasters, the reptilian throngs of Dracothion's Tail appear suddenly on the battlefield, emerging from beams of starlight to savage their foes.*

Instead of setting up a friendly **DRACOTHION'S TAIL** unit on the battlefield, you can place it to one side and say that it is set up waiting to appear at command as a reserve unit. You can set up 1 reserve unit waiting to appear at command for each friendly **DRACOTHION'S TAIL** unit you have already set up on the battlefield.

At the end of your movement phase, you can set up one or more of the reserve units waiting to appear at command on the battlefield, more than 9" from any enemy units and wholly within 18" of a friendly **DRACOTHION'S TAIL SLANN**. Any reserve units waiting to appear at command which are not set up on the battlefield before the start of the fourth battle round are slain.

COMMAND TRAIT

A **DRACOTHION'S TAIL SLANN** general must have this command trait instead of one listed on [page 57](#).

Ancient Knowledge: *The slann of Dracothion's Tail are amongst the wisest and most revered of all their kind.*

This general knows 1 extra spell from the Lore of Celestial Domination ([pg 60](#)). In addition, you can re-roll 1 casting, dispelling or unbinding roll for this general each hero phase.

ARTEFACT OF POWER

The first **DRACOTHION'S TAIL HERO** to receive an artefact of power must be given the Godbeast Pendant.

Godbeast Pendant: *This artefact grants the bearer a small measure of Dracothion's divine immortality.*

The first time the bearer is slain, before removing them from the battlefield, roll a dice. On a 1-3, the bearer is slain. On a 4-6, the bearer is not slain, all wounds allocated to them are healed, and any wounds that currently remain to be allocated to them are negated.

FANGS OF SOTEK

The Fangs of Sotek strike as swiftly as a streaking meteor. Cohorts of stealthy skirmishers populate their armies, and are masters of the hit-and-run attack; enemies find it impossible to land a blow against the crafty skink warriors, their plans cast into ruin in the moments before a brutal saurus assault crashes home.

Much of the Fangs of Sotek's strength remains sequestered in the heavens, ready to be called into action at a moment's notice. Many skinks from the constellation have, however, embedded themselves into the free cities of Sigmar. When these skinks discover a threat to their host city the Starmaster Zectoka lets loose the fury of his Starborne warhosts. They strike when the winds of Azyr blow strongest across the Mortal Realms, riding the celestial currents to assail those who would threaten the Starmaster's great endeavour. Countless marauding armies have been set upon and destroyed by the Fangs of Sotek, while the settlements of Order remain blissfully unaware of the averted threat.

The Fangs of Sotek are amongst the most battle-hungry of all Starborne, their cohorts and warbeasts burning with bright celestial energy as they storm across the field. Enemies find themselves overwhelmed before they have a chance to redress their battle line, outmanoeuvred by the tactical mastery of veteran saurus warleaders and the skinks' peerless knowledge of the local terrain. The ceremonial serpent daggers borne by honoured members of the Fangs of Sotek are more than just deadly weapons. Each is a symbol of authority and proven prowess in battle; the wily Seraphon that wield them are masters of the ambush and the feigned flight, directing their warriors in complex manoeuvres to disorient the foe – a hundred poisonous bites leading to a savage killing blow.



ABILITIES

First to Battle: *Like the tip of a spear or head of a hurled javelin, the vanguard of the Fangs of Sotek drive forwards with blinding speed to strike at the enemy.*

In the first battle round, add 3" to the Move characteristic of FANGS OF SOTEK SKINK units.

COMMAND ABILITY

Parting Shot: *The skinks of the Fangs of Sotek excel as skirmishers. Those who attempt to charge them swiftly fall beneath a hail of javelins and poisoned blowdarts.*

You can use this command ability at the end of the enemy charge phase. If you do so, pick 1 friendly FANGS OF SOTEK SKINKS unit from the Skinks warscroll, or friendly FANGS OF SOTEK CHAMELEON SKINKS unit, that is wholly within 18" of a friendly FANGS OF SOTEK HERO. That SKINKS or CHAMELEON SKINKS unit can shoot. After you have resolved all of that unit's shooting attacks, roll a dice. On a 4+, that unit can make a normal move; if it does, it must retreat but cannot run. A unit cannot benefit from this command ability more than once per phase.

COMMAND TRAIT

A FANGS OF SOTEK SAURUS general must have this command trait instead of one listed on page 57.

Old and Grizzled: *Saurus once formed the mainstay of Fangs of Sotek armies, and their commanders have not forgotten the many ways to hunt down the foe.*

If this general is part of your army and on the battlefield at the start of your hero phase, roll a dice. On a 3+, you receive 1 extra command point.

ARTEFACT OF POWER

The first FANGS OF SOTEK HERO to receive an artefact of power must be given the Serpent God Dagger.

Serpent God Dagger: *This curved blade secretes a deadly and hideously painful venom.*

Pick 1 of the bearer's melee weapons. At the end of any phase, if any wounds inflicted by that weapon in that phase were allocated to an enemy model and not negated, and that enemy model has not been slain, roll a dice. On a 5+, that enemy model is slain.

KOATL'S CLAW

Butchery and brutality are the hallmarks of Koatl's Claw. The sheer savagery of Ghur has buried its way into the hearts of these Coalesced, rendering them furious and unsubtle fighters. Their saurian legions fight without heed for their own survival, a tide of thick scale and sharp fangs come to obliterate all before them.

Only the most courageous, or the most foolhardy, dare stand before the charge of a Koatl's Claw temple-host. The brutality of their saurus is the stuff of dark renown, and those who enter the dense and shadowy jungles of Mekitopsar invite nothing but a swift and violent death. Shorn of the guidance of their Starmaster, the Seraphon of Koatl's Claw instinctively seek to survive at any cost. The endless warring undertaken by the constellation has forced them to operate their spawning pools at an incredibly rapid pace; the agony this forces onto the newly birthed saurus stays with them throughout their typically short lives, inspiring a brutal killing fury that even the cold-blooded Seraphon struggle to repress.

There is no subtlety to the strategies employed by Koatl's Claw – indeed, the primary concern of their warlords is simply ensuring their frenzied saurus cohorts direct their rage at the enemy. The rate of attrition amongst the constellation's armies is high, for its warriors pay little mind to thoughts of self-preservation while there is flesh to tear and bones to snap, but the bloodthirsty violence they are capable of unleashing more than compensates for this potential deficiency. The commanders of Koatl's Claw are amongst the most fearsome warleaders in all the Mortal Realms. Their favoured weapons are butchering blades of terrible power, and each of these champion spawn-lords is capable of slaughtering entire ranks of enemy warriors.



ABILITIES

Savagery Incarnate: *The saurus of Koatl's Claw are renowned as being the most primordially vicious of their kind.*

Add 1 to hit rolls for attacks made by friendly KOATL'S CLAW SAURUS units that made a charge move in the same turn.

COMMAND ABILITY

Controlled Fury: *The saurus lords of Koatl's Claw are capable of unleashing the ravaging fury of their kin.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly KOATL'S CLAW SAURUS unit wholly within 24" of a friendly KOATL'S CLAW SAURUS HERO. That unit counts as having made a charge move in that turn for the purposes of the Savagery Incarnate ability.

COMMAND TRAIT

A KOATL'S CLAW SAURUS general must have this command trait instead of one listed on page 57.

Dominant Predator: *Even the most frenzied saurus of Koatl's Claw pay respect to this mighty alpha-lizard.*

Roll a dice each time this general is used to issue a command to a friendly KOATL'S CLAW SAURUS unit. On a 4+, you receive 1 extra command point.

ARTEFACT OF POWER

The first KOATL'S CLAW HERO to receive an artefact of power must be given the Eviscerating Blade.

Eviscerating Blade: *The serrated teeth of this heavy blade can tear through flesh with sickening ease, ripping apart organs and severing limbs in gory displays of primeval violence.*

Pick 1 of the bearer's melee weapons. If the unmodified hit roll for an attack made with that weapon is 6, that attack inflicts 2 mortal wounds on the target in addition to any normal damage.

THE THUNDER LIZARD

Guardians of the Old Ones' most precious treasures, the Thunder Lizard brook no intruders into their domains. Their golden temple-cities rise high amidst the most magically volatile wildlands of the Mortal Realms, and their armies are filled with technological relics of a lost age and the most fearsome beasts of war imaginable.

Even for the Seraphon, the Thunder Lizard are reclusive. To them falls the task of taming the most unstable nodes of the Astromatrix Arcane, as well as to protect the most powerful relics of the Old Ones. It is a duty they pursue with unshakeable focus, never shrinking before the protean horrors that stalk the Realm's Edge. To aid them in their sacred mission, the priests of the Thunder Lizard have become adept at introducing minute quantities of Chamonite realmstone to the arcane engines which incubate and hatch the reptilian monsters that accompany them to war. Though these creatures are very much flesh and blood, the magical accelerant introduced into their creation renders them amongst the most deadly of all their bestial kin.

It is these scaled monsters that form the core of the Thunder Lizard's armies in the field. Not only is each a powerhouse in its own right, but upon their backs many bear artefacts of the Old Ones capable of tearing reality asunder. Though the Seraphon of the Thunder Lizard understand little of these devices' true function, they do possess the knowledge to wield them to deadly effect. Searing solar energies scour the battlefield while the Engines of the Gods remake universal laws at random. The masters of the Thunder Lizard, mounted upon the greatest alpha-beasts, are regularly entrusted with relics of great cosmic power, many of which can be used as fearsome weapons with which to annihilate their foes.



ABILITIES

Mighty Beasts of War: *The spawning pools of the Thunder Lizard give rise to bioengineered monsters of terrible power.*

Add 2 to the Wounds characteristic of **THUNDER LIZARD MONSTERS**.

COMMAND ABILITY

Trove of Old One Technology: *The golden vaults of the Thunder Lizard contain some of the most powerful known artefacts of the Old Ones.*

You can use this command ability at the end of your shooting phase. If you do so, pick 1 friendly **THUNDER LIZARD BASTILADON**, or friendly **THUNDER LIZARD ENGINE OF THE GODS**, that is wholly within 18" of a friendly **THUNDER LIZARD HERO**. If that unit is a **BASTILADON**, it can shoot with its Solar Engine even if it has already done so in that phase. If that unit is an **ENGINE OF THE GODS**, you can make a cosmic engine roll for it even if you have already done so in that phase. A unit cannot benefit from this command ability more than once per phase.

COMMAND TRAIT

A **THUNDER LIZARD** general with a **MONSTER** mount must have this command trait instead of one listed on page 57.

Prime Warbeast: *This beast is particularly vicious.*

Add 1 to the Attacks characteristic of the weapons used by this general's mount.

ARTEFACT OF POWER

The first **THUNDER LIZARD HERO** to receive an artefact of power must be given the Fusil of Conflagration.

Fusil of Conflagration: *This ancient relic can unleash powerful, if unpredictable, blasts of cosmic energy.*

In your shooting phase, you can pick 1 enemy unit within 12" of the bearer and visible to them and roll a dice. On a 1, this artefact cannot be used again for the rest of the battle. On a 2-3, nothing happens. On a 4-5 that enemy unit suffers D3 mortal wounds. On a 6, that enemy unit suffers D6 mortal wounds.

BATTLEPLAN

THE TABLES TURNED

The Seraphon are an enigmatic force in the Mortal Realms, and their actions are almost impossible to predict. Only the slann can truly know the impact of their deeds, and the reasons for which their reptilian hosts make war. Yet though they can fulfil the role of destroyer, the Seraphon are also guardians. When those who are deemed to have a key role to play in the Great Plan are imperilled, the armies of the constellations will go to any lengths to see them preserved. After the threat has passed and the enemy lies dead the Seraphon hosts disappear as swiftly as they came, leaving those they have rescued to ponder the meaning of the strange intervention.

This battleplan allows you to recreate such an intervention by a Starborne starhost, though it can easily be modified to represent an ambush by a Coalesced temple-host. In flashes of light the Seraphon arrive amidst even the deadliest terrain, navigating the treacherous lands as they set themselves upon the foe. They must destroy their enemy swiftly and without mercy, before those they have come to safeguard can be laid low.

THE ARMIES

Each player picks an army as described in the core rules. One player is the Seraphon player. Their opponent is the Tyrant. The Seraphon player must use a Starborne Seraphon army.

The Seraphon army must include the maximum number of allied units possible. This means that for every 4 units in the Seraphon army, 1 must be an allied unit. All of the allied units must belong to the same faction.

SET-UP

Only the allied units from the Seraphon player's army are set up on the battlefield at the start of the battle. The remaining units in the Seraphon army are set up off the battlefield as reserve units; they will be set up during the battle using the Explosive Arrival rule opposite. The Tyrant sets up their army second, anywhere in their territory more than 12" from Seraphon territory. The territories are shown on the map.

FIRST TURN

In this battle, the Tyrant takes the first turn in the first battle round.

EXPLOSIVE ARRIVAL

The explosive arrival of the Seraphon unleashes a shock wave of celestial magic inimical to their foes.

At the end of the Seraphon player's first movement phase, they set up all of the non-allied units from their army anywhere on the battlefield more than 9" from any enemy units. After each of these units is set up, roll a dice for each Tyrant unit that is within 12" of it. On a 5+, that Tyrant unit suffers 1 mortal wound.

YAWNING CHASMS

Great chasms open up across the battlefield as the land is rent asunder in the aftermath of the Seraphon's arrival.

After the Seraphon player's first movement phase, the following rules apply to both players for the rest of the battle.

- After a friendly unit that cannot fly makes a run or charge move, roll a dice. On a 1, that unit suffers D3 mortal wounds. You can re-roll the dice if the unit is a **HERO** or **MONSTER**.
- When a friendly **MONSTER** finishes a charge move, after you





have rolled to see if it suffers any mortal wounds, you can pick 1 enemy unit within 1" of it that cannot fly and roll a dice. On a 2+, that enemy unit suffers D3 mortal wounds.

- At the end of the combat phase, roll a dice for each unit that fought during the phase and cannot fly. On a 1, that unit suffers D3 mortal wounds. You can re-roll the dice if the unit is a **HERO** or **MONSTER**.

GLORIOUS VICTORY

The battle lasts for 5 battle rounds. At the end of the battle, if one player has 1-9 more victory points than their opponent, they win a **minor victory**. If one player has 10 or more victory points than their opponent, they win a **major victory**. Any other result is a **draw**.

VICTORY POINTS

At the end of each turn, each player scores 1 victory point for each enemy unit that was destroyed that turn. Additional victory points are scored as follows:

- +1 victory point is scored if the starting combined Wounds characteristic of that unit was 20 or more, +2 victory points are scored if it was 30 or more, and so on.
- +1 victory point is scored if that unit was a **MONSTER**.
- +1 victory point is scored if that unit was a **HERO**.
- +3 victory points are scored if that unit was a general.

PATH TO GLORY

Path to Glory campaigns centre around collecting and fighting a series of battles in the Mortal Realms. Players start off with a small warband. Over the course of several battles, each warband will gather more followers to join them in their quest for glory and renown.

In order to take part in a Path to Glory campaign, you will need two or more players. Each player will need a **HERO** to be their champion and must then create a warband to follow and fight beside their champion during the campaign.

The players fight battles against each other using the warbands they have created. The results of these battles will gain their warbands glory. After battle, warbands may swell in numbers as more warriors flock to their banner, or existing troops may become more powerful.

After gaining sufficient glory or growing your warband enough to dominate all others through sheer weight of numbers, you will be granted a final test. Succeed, and you will be crowned the victor of the campaign, your glory affirmed for all time.

CREATING A WARBAND

In a Path to Glory game, you do not select an army in the normal manner. Instead, you create a warband that consists of a mighty champion, battling to earn the favour of the gods, and their followers. The details and progress of each warband need to be recorded on a warband roster, which you can download for free from games-workshop.com.

To create a warband, simply follow these steps and record the results on your warband roster:

1. First, pick a faction for your warband. Each faction has its own set of warband tables that are used to generate the units in the warband and the rewards they can receive for fighting battles. The warband tables included in this battletome let you collect a Seraphon warband, but other Warhammer Age of Sigmar publications include warband

tables to let you collect warbands from other factions.

2. Next, choose your warband's champion by selecting one of the options from your faction's champion table. Give your champion a suitably grand name and write this down on your warband roster.



3. Having picked your champion, the next step is to make follower rolls to generate your starting followers. The champion you chose in step 2 will determine how many follower rolls you have. To make a follower roll, pick a column from one of the followers tables and then roll a dice. If you prefer, instead of rolling a dice, you can pick the result from the followers table (this still uses up the roll).

Sometimes a table will require you to expend two or more rolls, or one roll and a number of Glory Points (see Gaining Glory), in order to use it. Note that the option to expend Glory Points can only be used when you add new followers to your warband after a battle (see Rewards of Battle). In either case, in order to generate a follower unit from the table, you must have enough rolls and/or Glory Points to meet the requirements, and you can then either roll once on the table or pick one result from the table of your choice. If you expend Glory

Points, you must reduce your Glory Points total by the amount shown on the table.

Followers are organised into units. The followers table tells you how many models the unit has. Follower units cannot include additional models, but they can otherwise take any options listed on their warscroll. Record all of the information about your followers on your warband roster.

4. You can use 1 follower roll to allow your champion to start the campaign with a Champion's Reward or to allow 1 of your follower units to start the campaign with a Follower's Reward (see Rewards of Battle).
5. Finally, give your warband a name, one that will inspire respect and dread in your rivals. Your warband is now complete and you can fight your first battle. Good luck!

TO WARI!

Having created a warband, you can now fight battles with it against other warbands taking part in the campaign. You can fight battles as and when you wish, and you can use any of the battleplans available for Warhammer Age of Sigmar. The units you use for a game must be those on your roster.

When you use a Seraphon warband in a Path to Glory game, you can use the battle traits from [page 55](#) apart from the Coalesced Constellations battle trait, but you cannot use any other Seraphon allegiance abilities. Units in a Seraphon warband must be **COALESCED** – they cannot be **STARBORNE**.

Any casualties suffered by a warband are assumed to have been replaced in time for its next battle. If your champion is slain in a battle, it is

assumed that they were merely injured; they are back to full strength for your next game, thirsty for vengeance!

GAINING GLORY

All of the players in the campaign are vying for glory. The amount of glory they have received is represented by the Glory Points that the warband has accumulated.

As a warband's glory increases, it will also attract additional followers, and a warband's champion may be granted rewards.

Warbands receive Glory Points after a battle is complete. If the warband drew or lost the battle, it receives 1 Glory Point. If it won the battle, it receives D3 Glory Points (re-roll a result of 1 if it won a **major victory**).

Add the Glory Points you scored to the total recorded on your roster. Once you have won 10 Glory Points, you will have a chance to win the campaign (see Eternal Glory).

REWARDS OF BATTLE

After each battle, you can take one of the three following options. Alternatively, roll a D3 to determine which option to take.

D3 Option

1 Additional Followers:

More loyal followers flock to your banner.

You receive 1 follower roll that can be used to select a new unit from a followers table and add it to your warband roster. See step 3 of Creating a Warband for details of how to use the followers table to add a unit to your warband. Once 5 new units have joined your warband, you will have a chance to win the campaign (see Eternal Glory).

2 **Champion's Reward:** *Your champion's prowess grows.*

Roll on your champion rewards table for your warband and note the result on your warband roster. Your champion can only receive one Champion's Reward – if they already have a Champion's Reward, you must take a Follower's Reward instead.

3 **Follower's Reward:** *Your warriors become renowned for mighty deeds.*

Pick 1 unit of followers and then roll on the followers rewards table for your warband. Note the result on your warband roster. A unit can only receive one Follower's Reward. If all of your follower units have a Follower's Reward, you must take Additional Followers instead.

ETERNAL GLORY

There are two ways to win a Path to Glory campaign: by Blood or by Might. To win by Blood, your warband must first have 10 Glory Points. To win by Might, your warband must have at least 5 additional units of followers. In either case, you must then fight and win one more battle to win the campaign. If the next battle you fight is tied or lost, you do not receive any Glory Points – just keep on fighting battles until you win the campaign... or another player wins first!



You can shorten or lengthen a campaign by lowering or raising the number of Glory Points needed to win by Blood or the number of extra units that must join a warband to win by Might. For example, for a shorter campaign, you could say that a warband only needs 5 Glory Points before the final fight, or for a longer one, you could say that 15 are needed.

SERAPHON WARBAND TABLES

Use the following tables to determine the champion that leads your warband, the followers that make up the other units in the warband, and the rewards the warband receives after battle.

CHAMPION TABLE	
Champion	Follower Rolls
Slann Starmaster, Saurus Oldblood on Carnosaur, Skink Oracle on Troglodon or Stegadon with Skink Chief	2
Saurus Scar-Veteran on Carnosaur or Skink Starseer	3
Saurus Oldblood, Saurus Sunblood, Saurus Scar-Veteran on Cold One, Skink Starpriest, Skink Priest, Terradon Chief or Ripperdactyl Chief	4

RETINUE FOLLOWERS TABLE		
D6	Saurus	Skinks
1	10 Saurus Warriors	20 Skinks
2	10 Saurus Warriors	20 Skinks
3	5 Saurus Guard	20 Skinks
4	5 Saurus Guard	10 Chameleon Skinks
5	5 Saurus Knights	3 Terradon Riders
6	5 Saurus Knights	3 Ripperdactyl Riders



HERO FOLLOWERS TABLE		
D6	Saurus	Skinks
1	Saurus Astrolith Bearer	Skink Priest
2	Saurus Eternity Warden	Skink Priest
3	Saurus Sunblood	Skink Priest
4	Saurus Scar-Veteran on Cold One	Terradon Chief or Ripperdactyl Chief
5-6	Saurus Oldblood	Skink Starpriest

MIGHTY HERO FOLLOWERS TABLE (uses 2 rolls, or 1 roll and 1 Glory Point)	
D6	Followers
1-3	Engine of the Gods
4-6	Saurus Scar-Veteran on Carnosaur

MONSTER FOLLOWERS TABLE (uses 2 rolls, or 1 roll and 1 Glory Points)	
D6	Followers
1-3	3 Kroxigor
4-5	Stegadon
6	Bastiladon

HUNTING PACK FOLLOWERS TABLE	
D6	Followers
1-3	Salamander Hunting Pack
4-6	Razordon Hunting Pack

FOLLOWERS REWARDS TABLE

Do not roll for Seraphon followers rewards. Instead, the reward is determined by the type of follower.

Ferocity Unbound: *The predatory instincts of these saurus have been driven to new heights.*

Saurus Retinues only. Improve the Rend characteristic of Jaws weapons used by this unit by 1.

The Trap is Sprung: *At an unspoken command from their leader, these skinks attack from carefully prepared ambush sites, swiftly overwhelming their chosen prey.*

Skink Retinues only. In your hero phase, pick 1 enemy unit that is visible to a friendly **SKINK HERO**. Until your next hero phase, add 1 to hit rolls for attacks made by this unit that target that unit.

Beastmasters: *The skink handlers of these beasts know precisely how to get the best from them in battle.*

Monsters and Hunting Packs only. In your hero phase, declare if this unit will be swift or savage. If you choose swift, until your next hero phase, it can run and still shoot and/or charge in the same turn. If you choose savage, until your next hero phase, add 1 to the Attacks characteristic of its melee weapons.

CHAMPION REWARDS TABLE

SLANN only.

D6 Reward

- 1 Arcane Might:** *This slann commands the flow of magic on the battlefield.*

You can re-roll 1 casting, dispelling or unbinding roll for this champion each hero phase.

- 2-3 Vast Intellect:** *No secret is unknown to the mind of this unfathomable being.*

This champion knows 1 spell from the Lore of Celestial Domination (pg 60).

- 4 Great Rememberer:** *The manoeuvres ordered by this slann recall the constellations above.*

If this champion is part of your warband and on the battlefield at the start of your hero phase, roll a dice. On a 4+, you receive 1 extra command point.

- 5-6 Artefact of Power:** *An ancient artefact of power has come into this champion's possession.*

Randomly generate one artefact of power for this champion from the Treasures of the Old Ones table (pg 58).

CHAMPION REWARDS TABLE

SAURUS only.

D6 Reward

- 1 Disciplined Fury:** *When this saurus strikes, they do so with cold-blooded precision.*

You can re-roll hit rolls of 1 for attacks made with melee weapons by this champion.

- 2 Thickly Scaled Hide:** *The hard scales covering this battle-scarred champion can deflect even the sharpest blade.*

You can re-roll save rolls of 1 for attacks that target this champion.

- 3 Mighty Warleader:** *This saurus guides its warriors in battle with bellowing roars.*

If this champion is part of your army and on the battlefield at the start of your hero phase, roll a dice. On a 4+, you receive 1 extra command point.

- 4-6 Artefact of Power:** *An ancient artefact of power has come into this champion's possession.*

Randomly generate one artefact of power for this champion from the Celestial Relics of the Warrior table (pg 59).

CHAMPION REWARDS TABLE

SKINK only.

D6 Reward

- 1-2 Master of Star Rituals:** *Azyr's light shines brightly on this champion.*

Add 1 to casting rolls for this champion if they are a WIZARD. If they are not a WIZARD, once per battle round, they can use the Herald of the Old Ones command ability from the Skink Priest warscroll without a command point being spent.

- 3 Nimble:** *This skink is preternaturally agile.*

Add 1" to this champion's Move characteristic, and add 1 to save rolls for attacks that target them.

- 4 Cunning:** *With reptilian calculation this skink looks for opportunities to strike.*

At the start of the combat phase, you can pick 1 enemy HERO within 3" of this champion and roll a dice. On a 4+, that enemy HERO suffers 1 mortal wound.

- 5-6 Artefact of Power:** *An ancient artefact of power has come into this champion's possession.*

Randomly generate one artefact of power for this champion from the Vestments of the Priesthood table (pg 59).

WARSCROLLS

This section includes the Seraphon warscrolls, warscroll battalions and endless spell warscrolls. Updated March 2020; the warscrolls printed here take precedence over any warscrolls with an earlier publication date or no publication date.

WARSCROLL BATTALION ETERNAL TEMPLE-HOST



The pounding drums of war herald the arrival of an Eternal Temple-host. A mighty assemblage of Coalesced Seraphon, these reptilian warriors fall upon their enemies with unrelenting aggression. Sunclaw Temple-hosts tear through the foe's armoured elite, while their Thunderquake and Firelance brethren launch charge after devastating charge. As the Shadowstrike Temple-hosts spring cunning ambushes, the mystical master of the army watches on, tapping into the power of the Astromatrix to remake the land to better serve the Seraphon.

ORGANISATION

- 1 SLANN, Skink Starseer or Skink Oracle on Troglodon
 - 1 Eternity Warden
 - 3 Saurus Guard units
 - 2+ Sunclaw Temple-hosts
 - 1+ Firelance Temple-hosts
 - 2+ Shadowstrike Temple-hosts
 - 1+ Thunderquake Temple-hosts
- This battalion can only be included in a Coalesced army.

ABILITIES

Primal Vistas: *The energy of the Astromatrix radiates from an Eternal Temple-host, reshaping the lands it passes through.*

If the SLANN, STARSEER or ORACLE from this battalion is on the battlefield, the Primeval Domain battle trait (pg 55) applies to all terrain features, not just those in your territory.

WARSCROLL BATTALION SUNCLAW TEMPLE-HOST

ORGANISATION

- 1 Saurus Oldblood or Saurus Sunblood
- 3 Saurus Warriors units

This battalion can only be included in a Coalesced army.

ABILITIES

Ferocity Unbound: *The predatory instincts of Coalesced saurus are driven to new heights when they are led into battle by the mightiest of their number.*

Improve the Rend characteristic of Jaws weapons used by units from this battalion by 1.

WARSCROLL BATTALION FIRELANCE TEMPLE-HOST

ORGANISATION

- 1 SCAR-VETERAN
- 3 Saurus Knights units

This battalion can only be included in a Coalesced army.

ABILITIES

Savage Hunters: *The Scar-Veteran of a Firelance Temple-host leads from the front, setting a ferocious pace for his fellow riders and driving them towards the foe with terrifying speed.*

Add 3 to run and charge rolls for units from this battalion that are wholly within 18" of the SCAR-VETERAN from the same battalion.

WARSCROLL BATTALION SHADOWSTRIKE TEMPLE-HOST

ORGANISATION

- | | |
|--|--|
| • 1 Skink Starpriest or Skink Priest | • 1 unit of Terradon or Ripperdactyl Riders |
| • 2 units of Skinks or Chameleon Skinks in any combination | This battalion can only be included in a Coalesced army. |

ABILITIES

The Trap is Sprung: *At an unspoken command from their leader, the skinks of a Shadowstrike Temple-host attack from carefully prepared ambush sites, swiftly overwhelming their chosen prey.*

In your hero phase, pick 1 enemy unit that is visible to the STARPRIEST or PRIEST from this battalion. Until your next hero phase, add 1 to hit rolls for attacks made by units from this battalion that target that unit.

WARSCROLL BATTALION THUNDERQUAKE TEMPLE-HOST

ORGANISATION

- | | |
|---|--|
| • 1 Engine of the Gods or Stegadon with Skink Chief | • 1 Kroxigor unit or HUNTING PACK |
| • 2 Bastiladons or Stegadons in any combination | This battalion can only be included in a Coalesced army. |

ABILITIES

Beastmasters: *The skinks of a Thunderquake Temple-host have an affinity with the reptilian beasts under their control, and know precisely how to get the best from them in battle.*

In your hero phase, declare if this battalion will be swift or savage. If you choose for it to be swift, until your next hero phase, units from this battalion can run and still shoot and/or charge in the same turn. If you choose savage, until your next hero phase, add 1 to the Attacks characteristic of melee weapons used by units from this battalion.

WARSCROLL BATTALION

ETERNAL STARHOST



In a brilliant flash of starlight, an Eternal Starhost arrives to enact the will of the Old Ones. Within its ranks can be found cohort after cohort of Seraphon and reptilian monsters whose scales shine with the light of the heavens. While the saurus carve apart the enemy with merciless efficiency and the skinks launch sudden hit-and-run attacks, the leaders of the Starhost tap into the celestial power that surrounds their warriors to call forth constant reinforcements from their temple-ships in High Azyr.

ORGANISATION

- 1 SLANN, Skink Starseer or Skink Oracle on Troglodon
- 1 Eternity Warden
- 3 Saurus Guard units
- 2+ Sunclaw Starhosts
- 1+ Firelance Starhosts
- 2+ Shadowstrike Starhosts
- 1+ Thunderquake Starhosts

This battalion can only be included in a Starborne army.

ABILITIES

Celestial Reinforcement: *The concentrated Azyrite energies of an Eternal Starhost act as a beacon, allowing its master to summon further warriors from their temple-fleet with incredible ease.*

At the start of your hero phase, you receive D3 celestial conjuration points if the SLANN, STARSEER or ORACLE from this battalion is on the battlefield.



WARSCROLL BATTALION SUNCLAW STARHOST

ORGANISATION

- 1 Saurus Oldblood or Saurus Sunblood
- 3 Saurus Warriors units

This battalion can only be included in a Starborne army.

ABILITIES

Star-charged Celestite: *The celestite weapons carried by the warriors of a Sunclaw Starhost are supercharged with the power of Azyr.*

Improve the Rend characteristic of Celestite weapons used by units from this battalion by 1.

WARSCROLL BATTALION FIRELANCE STARHOST

ORGANISATION

- 1 SCAR-VETERAN
- 3 Saurus Knights units

This battalion can only be included in a Starborne army.

ABILITIES

Blazing Cohorts: *Firelance Starhosts are saturated with the magic of Azyr, causing their weapons to burn with cerulean flames.*

If the unmodified wound roll for an attack made with a Celestite weapon by a unit from this battalion is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

WARSCROLL BATTALION SHADOWSTRIKE STARHOST

ORGANISATION

- 1 Skink Starpriest or Skink Priest
 - 1 unit of Terradon or Ripperdactyl Riders
 - 2 units of Skinks or Chameleon Skinks in any combination
- This battalion can only be included in a Starborne army.

ABILITIES

Strike from the Stars: *A subtle shifting of the heavens is the only warning of a Shadowstrike Starhost assault.*

Instead of setting up a unit from this battalion on the battlefield, you can place it to one side and say that it is waiting in the stars as a reserve unit. At the end of any of your movement phases, you can set up any of those units on the battlefield more than 9" from any enemy units. Reserve units that are not set up on the battlefield before the start of the fourth battle round are slain.

WARSCROLL BATTALION THUNDERQUAKE STARHOST

ORGANISATION

- 1 Engine of the Gods or Stegadon with Skink Chief
 - 1 Kroxigor unit or HUNTING PACK
 - 2 Bastiladons or Stegadons in any combination
- This battalion can only be included in a Starborne army.

ABILITIES

Celestial Surge: *The great beasts of the Starborne are almost invincible when they march forth as a pack, and even more so in the presence of the slann that summoned them to battle.*

In your hero phase, you can heal 1 wound allocated to each unit from this battalion. If the unit is wholly within 18" of a friendly SLANN, heal D3 wounds instead of 1.



WARSCROLL

SLANN STARMASTER



Ancient beings created to serve the Old Ones, the Starmasters are amongst the greatest wizards in all the realms. The powers of the heavens are theirs to command, the energies of the stars wielded to annihilate their enemies.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Azure Lightning	3"	6	4+	3+	-1	1

DESCRIPTION

A Slann Starmaster is a single model armed with Azure Lightning.

FLY: This model can fly.

ABILITIES

Arcane Vassal: A Slann Starmaster can channel the power of a spell through one of their followers.

When this model attempts to cast a spell, before making the casting roll, you can pick either 1 friendly **SKINK WIZARD** that is within 12" of this model or 1 friendly **ORACLE** anywhere on the battlefield. If you do so and the spell is successfully cast and not unbound, you must measure the range and visibility for the spell from that **SKINK WIZARD** or **ORACLE**.

Foresight: The Starmaster casts his mind into the future, reading the threads of destiny as easily as a mortal would read a map.

At the start of your hero phase, roll 2 dice for this model. For each 4+, you receive 1 command point.

Masters of Order: The slann are among the greatest wizards in existence, and they shape the very stars with their magic.

Add 1 to casting, dispelling and unbinding rolls for this model. In addition, this model can attempt to unbind enemy spells that are cast anywhere on the battlefield and attempt to dispel endless spells anywhere on the battlefield.

MAGIC

This model is a **WIZARD**. It can attempt to cast 3 spells in your own hero phase and attempt to unbind 3 spells in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Comet's Call spells.

Comet's Call: His consciousness soaring up to the heavens, the caster summons a cluster of comets before casting them into the enemy's ranks.

Comet's Call has a casting value of 7. If successfully cast, you can pick up to D3 different enemy units anywhere on the battlefield. Each of those units suffers D3 mortal wounds (roll separately for each). If the casting roll was 10+, pick up to D6 different enemy units instead of up to D3.

COMMAND ABILITIES

Gift from the Heavens: At a Starmaster's command, his followers are wrapped in a mantle of Azyrite energy, allowing them to disregard the natural laws that govern the Mortal Realms.

You can use this command ability in your hero phase. If you do so, pick 1 friendly **SERAPHON** unit wholly within 18" of a friendly model with this command ability. Until your next hero phase, that unit can fly and you can add 1 to save rolls for attacks made with missile weapons that target that unit. You can only use this command ability once per hero phase.

KEYWORDS ORDER, SERAPHON, SLANN, HERO, WIZARD, STARMASTER



LORD KROAK



Despite his deathly state, Lord Kroak is the most powerful of all slann. The venerable Relic Priest appears unbidden when the Great Plan is most imperilled, the foes of the Seraphon laid to waste through an onslaught of arcane power.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Azyrite Force Barrier	3"	See below	3+	3+	-1	1

DESCRIPTION

Lord Kroak is a named character that is a single model. He is armed an Azyrite Force Barrier.

FLY: Lord Kroak can fly.

ABILITIES

Arcane Vassal: A Slann Starmaster can channel the power of a spell through one of their followers.

When this model attempts to cast a spell, before making the casting roll, you can pick either 1 friendly **SKINK WIZARD** that is within 12" of this model or 1 friendly **ORACLE** anywhere on the battlefield. If you do so and the spell is successfully cast and not unbound, you must measure the range and visibility for the spell from that **SKINK WIZARD** or **ORACLE**.

Azyrite Force Barrier: Lord Kroak's desiccated form is protected by a crackling energy field that blasts enemies who dare come close.

The Attacks characteristic of Azyrite Force Barrier is equal to the number of enemy models within 3" of the attacking model when the number of attacks made with the weapon is determined.

Dead for Innumerable Ages: Lord Kroak is no longer alive in the conventional sense; his ancient and withered form is preserved only by his indomitable spirit. As such, he is almost immune to all but the most devastating attacks.

Roll a dice each time you allocate a wound or mortal wound to this model. On a 4+, that wound or mortal wound is negated.

Impeccable Foresight: Lord Kroak casts his mind into the future, reading the threads of destiny as easily as a mortal would read a map.

At the start of your hero phase, roll 3 dice for this model. For each 4+, you receive 1 command point.

Masters of Order: The slann are among the greatest wizards in existence, and they shape the very stars with their magic.

Add 1 to casting, dispelling and unbinding rolls for this model. In addition, this model can attempt to unbind enemy spells that are cast anywhere on the battlefield and attempt to dispel endless spells anywhere on the battlefield.

MAGIC

Lord Kroak is a **WIZARD**. He can attempt to cast 4 spells in your own hero phase and attempt to unbind 4 spells in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield, Celestial Deliverance and Comet's Call spells.

Celestial Deliverance: Lord Kroak's palanquin quivers with barely contained force before unleashing ruination on the enemies of the Seraphon.

The caster can attempt to cast this spell up to 3 times in the same hero phase. Celestial Deliverance has a casting value of 7 the first time it is attempted in a phase, a casting value of 8 the second time it is attempted in a phase, and a casting value of 9 the third time it is attempted in a phase.

Each time this spell is successfully cast, pick up to 3 different enemy units within 10" of the caster and visible to them, and roll 1 dice for each unit you pick. On a 2+, that unit suffers D3 mortal wounds. If that unit is a **CHAOS DAEMON** unit, on a 2+ it suffers 3 mortal wounds instead of D3 mortal wounds.

Comet's Call: His consciousness soaring up to the heavens, the caster summons a cluster of comets before casting them into the enemy's ranks.

Comet's Call has a casting value of 7. If successfully cast, you can pick up to D3 different enemy units anywhere on the battlefield. Each of those units suffers D3 mortal wounds (roll separately for each). If the casting roll was 10+, pick up to D6 different enemy units instead of up to D3.

COMMAND ABILITIES

Gift from the Heavens: At a Starmaster's command, his followers are wrapped in a mantle of Azyrite energy, allowing them to disregard the natural laws that govern the Mortal Realms.

You can use this command ability in your hero phase. If you do so, pick 1 friendly **SERAPHON** unit wholly within 18" of a friendly model with this command ability. Until your next hero phase, that unit can fly and you can add 1 to save rolls for attacks made with missile weapons that target that unit. You can only use this command ability once per hero phase.



• WARSCROLL •

SAURUS OLDBLOOD

Veterans of centuries of fearsome bloodshed, Saurus Oldbloods are the greatest commanders of the Seraphon. Each directs their cohorts with an instinctive, savage precision, enacting the designs of the slann with faultless loyalty.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestite Maul	1"	3	4+	3+	-1	D3
Celestite Warblade	1"	5	3+	3+	-	1
Celestite Warspear	2"	4	3+	3+	-	1
Celestite Greatblade	1"	3	4+	3+	-1	2
Fearsome Jaws	1"	1	4+	3+	-	1

DESCRIPTION

A Saurus Oldblood is a single model armed with Fearsome Jaws and one of the following weapon options: Celestite Maul; Celestite Warblade; Celestite Warspear; or Celestite Greatblade.

ABILITIES

Cold Ferocity: *Saurus heroes fight with a carefully controlled fury.*

If the unmodified hit roll for an attack made with a Celestite weapon by this model is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

COMMAND ABILITIES

Wrath of the Seraphon: *The Oldblood directs nearby saurus to unleash their savage instincts.*

You can use this command ability in the combat phase. If you do so, pick 1 friendly SAURUS unit wholly within 18" of a friendly model with this command ability. Until the end of that phase, you can add 1 to hit rolls for attacks made by that unit. A unit cannot benefit from this command ability more than once per phase.

KEYWORDS ORDER, SERAPHON, SAURUS, HERO, OLDBLOOD



• WARSCROLL •

SAURUS SUNBLOOD

Scarred and hulking champions of battle, Sunbloods are amongst the most deadly of all saurus. They lead their reptilian kin to smash through the weakest portion of an enemy line, their heavy maces rising and falling with merciless efficiency.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestite Warmace	1"	6	3+	3+	-1	1
Fearsome Jaws	1"	1	4+	3+	-	1

DESCRIPTION

A Saurus Sunblood is a single model armed with a Celestite Warmace and Fearsome Jaws.

ABILITIES

Primal Rage: *A Sunblood in full battle-rage is a true embodiment of the Seraphon's savage fury.*

If the unmodified hit roll for an attack made by this model is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit. In addition, if the unmodified wound roll for an attack made by this model is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

COMMAND ABILITIES

Scent of Weakness: *The Sunblood raises his warmace, points it at an enemy and lets loose a chilling predatory roar.*

You can use this command ability in the combat phase. If you do so, pick 1 enemy unit within 12" of a friendly model with this command ability. Until the end of that phase, add 1 to wound rolls for attacks made by friendly SAURUS models that target that enemy unit. A unit cannot benefit from this command ability more than once per phase.

KEYWORDS ORDER, SERAPHON, SAURUS, HERO, SUNBLOOD



• WARSCROLL •

SAURUS OLDBLOOD

ON CARNOSAUR

The mightiest Oldbloods can tame fearsome Carnosaurs, riding the terrifying beasts into battle. The howl of a Carnosaur can send even the bravest warrior fleeing, for the fury of these monstrous creatures is legendary.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sunbolt Gauntlet	18"	D6	3+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sunstone Spear (Celestite weapon)	2"	3	3+	3+	-1	3
Clawed Forelimbs	2"	2	☀	3+	-	2
Massive Jaws	2"	3	4+	3+	-1	☀

DAMAGE TABLE			
Wounds Suffered	Move	Clawed Forelimbs	Massive Jaws
0-2	10"	3+	5
3-4	9"	4+	4
5-7	8"	4+	3
8-9	7"	5+	2
10+	6"	5+	1

DESCRIPTION

A Saurus Oldblood on Carnosaur is a single model armed with a Sunbolt Gauntlet and Sunstone Spear.

MOUNT: This model's Carnosaur attacks with its Clawed Forelimbs and Massive Jaws.

ABILITIES

Blazing Sunbolts: *The searing bolts of energy unleashed by a sunbolt gauntlet are anathema to the daemons of the Dark Gods.*

Add 1 to wound rolls for attacks made with a Sunbolt Gauntlet if the target is a **CHAOS DAEMON** unit.

Blood Frenzy: *A Carnosaur that tastes flesh in the midst of battle becomes a rampaging force of destruction.*

If any enemy models are slain by wounds inflicted by this model's attacks, for the rest of the battle this model can run and still charge in the same turn.

Cold Ferocity: *Saurus heroes fight with a carefully controlled fury.*

If the unmodified hit roll for an attack made with a Celestite weapon by this model is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

Pinned Down: *Carnosaurs tackle prey by pinning them in place with their powerful forelimbs and then tearing into them with their massive jaws.*

Add 1 to hit rolls for attacks made with Massive Jaws if the target has a Wounds characteristic of 7 or less.

Terror: *This terrifying monstrosity strikes fear into the hearts of its foes.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of any friendly units with this ability.

COMMAND ABILITIES

Wrath of the Seraphon: *The Oldblood directs nearby saurus to unleash their savage instincts.*

You can use this command ability in the combat phase. If you do so, pick 1 friendly **SAURUS** unit wholly within 18" of a friendly model with this command ability. Until the end of that phase, you can add 1 to hit rolls for attacks made by that unit. A unit cannot benefit from this command ability more than once per phase.

KEYWORDS

ORDER, SERAPHON, SAURUS, CARNOSAUR, MONSTER, HERO, OLDBLOOD

SAURUS ETERNITY WARDEN

Uncompromising guardians of the slann, Eternity Wardens are utterly committed to the defence of their masters. Selflessly they will place themselves in the path of the foe, weathering a storm of blows before responding with brutal violence.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Star-stone Mace (Celestite weapon)	1"	3	3+	3+	-1	D3
Fearsome Jaws	1"	1	4+	3+	-	1

DESCRIPTION

A Saurus Eternity Warden is a single model armed with a Star-stone Mace and Fearsome Jaws.

ABILITIES

Cold Ferocity: *Saurus heroes fight with a carefully controlled fury.*

If the unmodified hit roll for an attack made with a Celestite weapon by this model is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

Selfless Protectors: *An Eternity Warden stands as a living shield between the slann and their foes.*

Roll a dice before you allocate a wound or mortal wound to a friendly SLANN while it is within 3" of any friendly units with this ability. On a 2+, you must allocate that wound or mortal wound to a friendly unit with this ability that is within 3" of that SLANN, instead of to that SLANN.

COMMAND ABILITIES

Prime Guardian: *Eternity Wardens use not only the weapons they hold in their hands to protect the slann, but also the cohorts of Saurus Guard who were created for that very purpose.*

You can use this command ability in the combat phase. If you do so, pick 1 friendly SAURUS GUARD unit wholly within 18" of a friendly model with this command ability. Until the end of that phase, you can add 1 to hit rolls for attacks made by that unit. A unit cannot benefit from this command ability more than once per phase.

KEYWORDS ORDER, SERAPHON, SAURUS, HERO, ETERNITY WARDEN

SAURUS GUARD

Patient and obstinate, Saurus Guard will not allow any harm to befall the Starmasters while even one of their number draws breath. Each will fight to the very last to defend their master, their polearms mercilessly hacking down the enemy.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestite Polearm	1"	2	3+	3+	-1	1
Powerful Jaws	1"	1	5+	4+	-	1

DESCRIPTION

A unit of Saurus Guard has any number of models, each armed with a Celestite Polearm and Powerful Jaws.

SAURUS GUARD ALPHA: 1 model in this unit can be a Saurus Guard Alpha. Add 1 to the Attacks characteristic of that model's Celestite Polearm.

STARDRAKE ICON BEARER: 1 in every 5 models in this unit can be a Stardrake Icon Bearer. Subtract 1 from the Bravery characteristic of enemy units while they are within 6" of any friendly Stardrake Icon Bearers.

WARDRUMMER: 1 in every 5 models in this unit can be a Wardrummer. You can re-roll charge rolls for units that include any Wardrummers.

ABILITIES

Selfless Protectors: *The Saurus Guard stand as a living shield between the slann and their foes.*

Roll a dice before you allocate a wound or mortal wound to a friendly SLANN while it is within 3" of any friendly units with this ability. On a 2+, you must allocate that wound or mortal wound to a friendly unit with this ability that is within 3" of that SLANN, instead of to that SLANN.

KEYWORDS ORDER, SERAPHON, SAURUS, SAURUS GUARD



• WARSCROLL •

SAURUS SCAR-VETERAN

ON CARNOSAUR



Scar-Veterans who have earned the right to ride a Carnosaur into battle are amongst the most ferocious of all their ilk. Such is the combined power of saurus and warbeast that they are capable of collapsing an entire enemy flank by themselves.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestite Warblade	1"	6	3+	3+	-	1
Celestite Warspear	2"	6	3+	3+	-	1
Celestite Greatblade	1"	3	4+	3+	-1	2
Clawed Forelimbs	2"	2	☀	3+	-	2
Massive Jaws	2"	3	4+	3+	-1	☀

DAMAGE TABLE			
Wounds Suffered	Move	Clawed Forelimbs	Massive Jaws
0-2	10"	3+	5
3-4	9"	4+	4
5-7	8"	4+	3
8-9	7"	5+	2
10+	6"	5+	1

DESCRIPTION

A Saurus Scar-Veteran on Carnosaur is a single model armed with one of the following weapon options: Celestite Warblade; Celestite Warspear; or Celestite Greatblade.

MOUNT: This model's Carnosaur attacks with its Clawed Forelimbs and Massive Jaws.

ABILITIES

Blood Frenzy: A Carnosaur that tastes flesh in the midst of battle becomes a rampaging force of destruction.

If any enemy models are slain by wounds inflicted by this model's attacks, for the rest of the battle this model can run and still charge in the same turn.

Celestite Warspear: A warspear is especially deadly when used by cavalry on the charge.

Add 1 to the Damage characteristic of this model's Celestite Warspear if this model made a charge move in the same turn.

Cold Ferocity: Saurus heroes fight with a carefully controlled fury.

If the unmodified hit roll for an attack made with a Celestite weapon by this model is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

Pinned Down: Carnosaurs tackle prey by pinning them in place with their powerful forelimbs and then tearing into them with their massive jaws.

Add 1 to hit rolls for attacks made with Massive Jaws if the target has a Wounds characteristic of 7 or less.

Terror: This terrifying monstrosity strikes fear into the hearts of its foes.

Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of any friendly units with this ability.

COMMAND ABILITIES

Saurian Savagery: The Scar-Veteran looses an ear-splitting roar that drives nearby saurus into a killing frenzy.

You can use this command ability in the combat phase. If you do so, pick 1 friendly SAURUS unit wholly within 18" of a friendly model with this command ability. Until the end of that phase, if the unmodified hit roll for an attack made with a melee weapon by that friendly SAURUS unit is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit. A unit cannot benefit from this command ability more than once per phase.

KEYWORDS

ORDER, SERAPHON, SAURUS, CARNOSAUR, MONSTER, HERO, SCAR-VETERAN



• WARSCROLL •

SAURUS SCAR-VETERAN

ON COLD ONE



Scar-Veterans are the lieutenants of the saurian hosts, each a proven battlefield commander and deadly warrior. They regularly take to the field astride predatory reptilian beasts, all the better to reach the thick of the fighting sooner.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestite Warpick	1"	3	3+	3+	-1	1
Fearsome Jaws	1"	1	4+	3+	-	1
Snapping Jaws	1"	2	3+	4+	-	1

DESCRIPTION

A Saurus Scar-Veteran on Cold One is a single model armed with a Celestite Warpick and Fearsome Jaws.

MOUNT: This model's Cold One attacks with its Snapping Jaws.

ABILITIES

Cold Ferocity: *Saurus heroes fight with a carefully controlled fury.*

If the unmodified hit roll for an attack made with a Celestite weapon by this model is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

COMMAND ABILITIES

Saurian Savagery: *The Scar-Veteran looses an ear-splitting roar that drives nearby saurus into a killing frenzy.*

You can use this command ability in the combat phase. If you do so, pick 1 friendly **SAURUS** unit wholly within 18" of a friendly model with this command ability. Until the end of that phase, if the unmodified hit roll for an attack made with a melee weapon by that friendly **SAURUS** unit is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit. A unit cannot benefit from this command ability more than once per phase.

KEYWORDS

ORDER, SERAPHON, SAURUS, COLD ONE, HERO, SAURUS SCAR-VETERAN



• WARSCROLL •

SAURUS WARRIORS



Saurus Warriors are the brutal heart of the Seraphon armies. Bred solely for war, their cohorts advance across the battlefield in disciplined lockstep, unleashing their cold-blooded savagery only when battle is joined.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestite Club	1"	1	4+	3+	-1	1
Celestite Spear	2"	1	4+	3+	-	1
Powerful Jaws	1"	1	5+	4+	-	1

DESCRIPTION

A unit of Saurus Warriors has any number of models. The unit is armed with one of the following weapon options: Celestite Club and Powerful Jaws; or Celestite Spear and Powerful Jaws.

SAURUS WARRIOR ALPHA: 1 model in this unit can be a Saurus Warrior Alpha. Add 1 to the Attacks characteristic of that model's Celestite Club or Celestite Spear.

STARDRAKE ICON BEARER: 1 in every 5 models in this unit can be a Stardrake Icon Bearer. Subtract 1 from the Bravery characteristic of enemy units while they are within 6" of any friendly Stardrake Icon Bearers.

WARDRUMMER: 1 in every 5 models in this unit can be a Wardrummer. You can re-roll charge rolls for units that include any Wardrummers.

ABILITIES

Ordered Cohort: *Saurus are even deadlier when fighting in organised ranks.*

Add 1 to the Attacks characteristic of this unit's Celestite Clubs or Celestite Spears while this unit has 15 or more models.

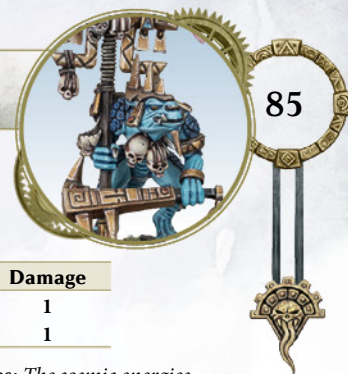
KEYWORDS

ORDER, SERAPHON, SAURUS, SAURUS WARRIORS



SAURUS ASTROLITH BEARER

Inscribed with complex geometric and astrological symbols, an astrolith is a conduit for the power of Azyr. Those Seraphon in the presence of such an icon fight all the harder, empowered by the energies of the heavens radiating from the artefact.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestite Warpick	1"	3	3+	3+	-1	1
Fearsome Jaws	1"	1	4+	3+	-	1

DESCRIPTION

A Saurus Astrolith Bearer is a single model armed with a Celestite Warpick and Fearsome Jaws.

ABILITIES

Celestial Conduit: An astrolith increases the flow of celestial magic in the vicinity.

Add 1 to casting rolls for friendly **SERAPHON WIZARDS** while they are within 12" of any models with this ability. In addition, add 6" to the range of any spells cast by friendly **SERAPHON WIZARDS** while they are within 12" of any models with this ability.

Revivifying Energies: The cosmic energies emanating from an astrolith protect nearby Seraphon, sealing the most grievous wounds in flashes of cerulean light.

Roll a dice each time you allocate a wound or mortal wound to a friendly **SERAPHON** unit wholly within 12" of any models with this ability. On a 6, that wound or mortal wound is negated.

KEYWORDS

ORDER, SERAPHON, SAURUS, HERO, TOTEM, ASTROLITH BEARER



SAURUS KNIGHTS

Mounted on cunning predatory beasts known as Cold Ones, Saurus Knights are the shock cavalry of the Seraphon. Weapons blazing with celestial light, they crash into the enemy with terrible, savage force.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestite Blade	1"	2	3+	3+	-	1
Celestite Warspear	1"	2	4+	3+	-	1
Powerful Jaws	1"	1	5+	4+	-	1
Snapping Jaws	1"	2	3+	4+	-	1

DESCRIPTION

A unit of Saurus Knights has any number of models. The unit is armed with one of the following weapon options: Celestite Blade and Powerful Jaws; or Celestite Warspear and Powerful Jaws.

MOUNT: This unit's Cold Ones attack with their Snapping Jaws.

SAURUS KNIGHT ALPHA: 1 model in this unit can be a Saurus Knight Alpha. Add 1 to the Attacks characteristic of that model's Celestite Blade or Celestite Warspear.

STARDRAKE ICON BEARER: 1 in every 5 models in this unit can be a Stardrake Icon Bearer. Subtract 1 from the Bravery characteristic of enemy units while they are within 6" of any friendly Stardrake Icon Bearers.

WARDRUMMER: 1 in every 5 models in this unit can be a Wardrummer. You can re-roll charge rolls for units that include any Wardrummers.

ABILITIES

Celestite Warspear: A warspear is especially deadly when used by cavalry on the charge.

Add 1 to the Damage characteristic of this unit's Celestite Warspears if this unit made a charge move in the same turn.

KEYWORDS

ORDER, SERAPHON, SAURUS, COLD ONE, SAURUS KNIGHTS



• WARSCROLL •

SKINK STARSEER



Greatest of all the skink priesthood, the Starseers are the most powerful wizards of a constellation after the slann themselves. Their celestial blessings allow them to gaze into the future, influencing the skeins of fate to their masters' unknowable ends.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Astral Bolt	18"	2	3+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Astromancer's Staff	2"	2	4+	3+	-1	D3

DESCRIPTION

A Skink Starseer is a single model armed with an Astromancer's Staff and Astral Bolt.

FLY: This model can fly.

ABILITIES

Cosmic Herald: *Through performing complex star-rituals, these priests can divine – and therefore manipulate – the outcome of a battle.*

At the start of your hero phase, roll a dice for this model. On a 4+, you receive 1 command point.

Astromancer's Staff: *A Starseer's staff contains the power to alter the flow of time.*

At the start of your charge phase, you can pick 1 friendly **SERAPHON** unit wholly within 12" of this model. If you do so, in that phase you can attempt to charge with that unit if it is within 18" of the enemy instead of 12", and you roll 3D6 instead of 2D6 when making the charge roll.

MAGIC

This model is a **WIZARD**. It can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. It knows

the Arcane Bolt, Mystic Shield and Control Fate spells.

Control Fate: *This spell grants the caster a brief chance to influence the destiny of a friend or foe.*

Control Fate has a casting value of 7. If successfully cast, pick 1 unit within 18" of the caster and visible to them. If that unit is an enemy unit, until your next hero phase, subtract 1 from save rolls for attacks that target that unit. If that unit is a friendly **SERAPHON** unit, until your next hero phase, add 1 to save rolls for attacks that target that unit.

KEYWORDS ORDER, SERAPHON, SKINK, HERO, WIZARD, STARSEER



• WARSCROLL •

SKINK STARPRIEST



Blessed with great intelligence and a deep connection to Azyr, the Starpriests provide front-line magical support to the Seraphon in battle. Each is a talented wizard, able to unleash the scouring light of distant celestial bodies upon the foe.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Venombolt	18"	2	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Serpent Staff	1"	2	4+	3+	-1	1

DESCRIPTION

A Skink Starpriest is a single model armed with a Serpent Staff and Venombolt.

ABILITIES

Astral Herald: *Through performing complex star-rituals, these priests can divine – and therefore manipulate – the outcome of a battle.*

At the start of your hero phase, roll a dice for this model. On a 5+, you receive 1 command point.

Serpent Staff: *Channelling cosmic power through their twin-headed staff, a Starpriest coats their allies' weapons in deadly venom.*

In your hero phase, you can pick 1 friendly **SERAPHON** unit wholly within 12" of this model. If you do so, until your next hero phase, if the unmodified wound roll for an attack made by that unit is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage. A unit cannot benefit from this ability more than once per phase.

MAGIC

This model is a **WIZARD**. It can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Blazing Starlight spells.

Blazing Starlight: *The Starpriest summons the blazing light of a distant celestial body.*

Blazing Starlight has a casting value of 6. If successfully cast, pick 1 enemy unit within 18" of the caster and visible to them. Until your next hero phase, subtract 1 from hit rolls for attacks made by that unit.

KEYWORDS ORDER, SERAPHON, SKINK, HERO, WIZARD, STARPRIEST



• WARSCROLL •

SKINK ORACLE

ON TROGLODON



Conduits of celestial magic, the Oracles are blessed with a portion of the slann's magical might. They are the only skinks capable of taming the foul Troglodons, directing the loathsome beasts to slake their hunger on the enemies of the Seraphon.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Noxious Spittle	☀	D3	3+	3+	-	2
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Divining Rod	1"	2	4+	4+	-1	D3
Clawed Forelimbs	2"	2	4+	3+	-	2
Venomous Jaws	2"	3	4+	☀	-	2

DAMAGE TABLE			
Wounds Suffered	Move	Noxious Spittle	Venomous Jaws
0-2	10"	18"	2+
3-4	9"	15"	3+
5-7	8"	12"	3+
8-9	7"	9"	4+
10+	6"	6"	5+

DESCRIPTION

A Skink Oracle on Troglodon is a single model armed with a Divining Rod.

MOUNT: This model's Troglodon attacks with its Noxious Spittle, Venomous Jaws and Clawed Forelimbs.

ABILITIES

Drawn to the Screams: *Troglodons are drawn to the screams elicited by wounds inflicted by their noxious spittle.*

If any wounds inflicted by this model's Noxious Spittle are allocated to an enemy model and not negated, until the end of the turn, you can re-roll charge rolls for this model.

Oracle of the Slann: *An Oracle can draw upon some of the power of their slann master no matter how far away they may be.*

Add 1 to casting, dispelling and unbinding rolls for this model. In addition, this model can attempt to unbind spells that are cast anywhere on the battlefield and attempt to dispel endless spells anywhere on the battlefield.

Regeneration: *Troglodons are able to regrow injured flesh almost as soon as they are harmed.*

In your hero phase, you can roll a dice for this model. If you do so, on a 2+, heal up to D3 wounds allocated to this model.

Terror: *This terrifying monstrosity strikes fear into the hearts of its foes.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of any friendly units with this ability.

Venomous Spittle: *The venom that drips from a Troglodon's jaws is extremely toxic and highly corrosive.*

If the unmodified wound roll for an attack made with this model's Noxious Spittle or Venomous Jaws is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

MAGIC

This model is a **WIZARD**. It can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. This model knows the Arcane Bolt, Mystic Shield and Comet's Call spells.

Comet's Call: *His consciousness soaring up to the heavens, the caster summons a cluster of comets before casting them into the enemy's ranks.*

Comet's Call has a casting value of 7. If successfully cast, you can pick up to D3 different enemy units anywhere on the battlefield. Each of those units suffers D3 mortal wounds (roll separately for each). If the casting roll was 10+, pick up to D6 different enemy units instead of up to D3.

KEYWORDS

ORDER, SERAPHON, SKINK, TROGLODON, MONSTER, HERO, WIZARD, ORACLE



• WARSCROLL •

SKINK PRIEST



The priestly leaders of the skink communities do not shy away from fighting alongside their followers. Bearing relics of their lost creator-gods, these reptilian clerics passionately inspire their kin to fight all the harder.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Starbolt	18"	2	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Star-stone Staff	1"	1	4+	4+	-1	1

DESCRIPTION

A Skink Priest is a single model armed with a Starbolt and Star-stone Staff.

ABILITIES

Star-stone Staff: A Skink Priest can use their Star-stone staff to fill their skink followers with a measure of Azyrite energy.

In your hero phase, you can pick 1 friendly SKINK unit wholly within 12" of this model and roll a dice. On a 3+, until your next hero phase, that unit can run and still shoot and/or charge in the same turn, and you can add 1 to save rolls for attacks that target that unit. A unit cannot benefit from this ability more than once per phase.

COMMAND ABILITIES

Herald of the Old Ones: The chirruped sermons and holy exhortations of a Skink Priest embolden their followers to fight all the harder.

You can use this command ability in your hero phase. If you do so, pick 1 friendly SKINK unit wholly within 18" of a friendly model with this command ability. Until your next hero phase, you can add 1 to hit rolls for attacks made by that unit. A unit cannot benefit from this command ability more than once per phase.

KEYWORDS ORDER, SERAPHON, SKINK, HERO, PRIEST



• WARSCROLL •

SKINKS



The smallest of all Seraphon subspecies, skinks are swift and clever warriors. Though physically frail they are capable of covering ground with impressive speed, swarming as a scaly mass to unleash a storm of poison-tipped projectiles.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Meteoric Javelin	8"	1	5+	4+	-	1
Boltspitter	16"	1	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestite Dagger	1"	1	5+	5+	-	1
Moonstone Club	1"	1	4+	4+	-	1

DESCRIPTION

A unit of Skinks has any number of models. The unit is armed with one of the following weapon options: Meteoric Javelin, Celestite Dagger and Star-buckler; Boltspitter and Moonstone Club; Boltspitter, Celestite Dagger and Star-buckler; or Moonstone Club and Star-buckler.

SKINK ALPHA: 1 model in this unit can be a Skink Alpha. Add 1 to the Attacks characteristic of that model's melee weapons.

ABILITIES

Swarming Cohort: Large cohorts of skinks can bring down the mightiest foes through sheer weight of numbers.

Add 1 to the Attacks characteristic of weapons used by this unit while it has 15 or more models.

Star-buckler: Some skinks carry bucklers as resilient as the scales of a Stardrake.

Add 1 to save rolls for attacks that target a unit armed with Star-bucklers.

KEYWORDS ORDER, SERAPHON, SKINKS

CHAMELEON SKINKS

Chameleon Skinks stalk their prey with infinite patience. Able to blend perfectly into their environment, these peerless hunters silently creep up on their targets, before unleashing a storm of blowdarts covered in the most potent venoms.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dartpipe	16"	2	3+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestite Dagger	1"	1	5+	5+	-	1

DESCRIPTION

A unit of Chameleon Skinks has any number of models, each armed with a Dartpipe and Celestite Dagger.

ABILITIES

Chameleon Ambush: *Chameleon Skinks can blend with their surroundings and go into hiding.*

Instead of setting up this unit on the battlefield, you can place it to one side and say that it is hiding as a reserve unit. If you do so, at the end of any of your movement phases, you can set up

this unit on the battlefield more than 9" from any enemy units.

If this unit is on the battlefield at the end of your movement phase, you can remove it and say that it is hiding as a reserve unit. You can reveal it as described above at the end of any of your subsequent movement phases.

Any reserve units that are in hiding and not on the battlefield at the start of the fourth battle round are slain.

Perfect Mimicry: *A Chameleon Skink lurking amidst dense terrain is nearly impossible to spot.*

The cover modifier adds 3 to save rolls for attacks that target this unit, instead of 1.

Star-venom: *The darts used by Chameleon Skinks are coated in deadly toxins.*

If the unmodified hit roll for an attack made with a Dartpipe is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends (do not make a wound or save roll).

KEYWORDS ORDER, SERAPHON, SKINK, CHAMELEON SKINKS

SALAMANDER HUNTING PACK

One of the many predatory beasts bred for war by the Seraphon, Salamanders are capable of belching forth streams of deadly liquid flame. Those who manage to survive the fiery burst soon find themselves horrifically digested alive by the caustic juices.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stream of Fire	12"	4	3+	3+	-2	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Burning Jaws	1"	3	3+	3+	-2	D3
Celestite Goad	1"	1	4+	5+	-	1

DESCRIPTION

A Salamander Hunting Pack has any number of Skink Handler models, each armed with a Celestite Goad.

SALAMANDERS: 1 in every 4 models in this unit must be a Salamander instead of a Skink Handler. A Salamander has a Wounds characteristic of 3 instead of 1 and is armed with a Stream of Fire and Burning Jaws instead of a Celestite Goad.

ABILITIES

It Burns! *The corrosive liquid produced by a Salamander sticks to the target and eats through armour, flesh and bone.*

If the unmodified hit roll for an attack made with a Stream of Fire or Burning Jaws is 6, that attack inflicts D3 mortal wounds on the target unit and the attack sequence ends (do not make a wound or save roll).

KEYWORDS ORDER, SERAPHON, SKINK, SALAMANDER, HUNTING PACK



• WARSCROLL •

RAZORDON HUNTING PACK



A Razordon's back and tail are covered in a thick layer of sharp spines that can be ejected with a muscular spasm. These qualities make the beasts adept at defending key sites, for they take bestial delight in pincushioning any who stray too close.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Volley of Spikes	18"	2D6	3+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spiked Tail	1"	3	3+	3+	-2	2
Celestite Goad	1"	1	4+	5+	-	1

DESCRIPTION

A Razordon Hunting Pack has any number of Skink Handler models, each armed with a Celestite Goad.

RAZORDONS: 1 in every 4 models in this unit must be a Razordon instead of a Skink Handler. A Razordon has a Wounds characteristic of 3 instead of 1 and is armed with a Volley of Spikes and Spiked Tail instead of a Celestite Goad.

ABILITIES

Instinctive Defence: Razordons are highly territorial beasts, quick to unleash a storm of barbed spines when threatened.

If there are any enemy units within 3" of this unit at the end of the charge phase, and no enemy units were within 3" of this unit at the start of that phase, each Razordon in this unit can make a shooting attack with its Volley of Spikes but the Attacks characteristic for that attack is D6 instead of 2D6.

Piercing Barbs: The volleys of spikes unleashed by a Razordon are especially dangerous at short range.

Improve the Rend characteristic by 1 for an attack made with a Volley of Spikes if the distance to the target is 6" or less.

KEYWORDS

ORDER, SERAPHON, SKINK, RAZORDON, HUNTING PACK



• WARSCROLL •

KROXIGOR



Taller and bulkier than even the most hulking saurus, each Kroxigor is a monstrously strong crocodilian brute. They wade into battle alongside massed skink cohorts, crushing any who would threaten their diminutive cousins.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Drakebite Maul	2"	4	4+	3+	-1	2
Moon Hammer	2"	See below	4+	3+	-1	2
Vice-like Jaws	1"	1	4+	3+	-1	1

DESCRIPTION

A unit of Kroxigor has any number of models, each armed with a Drakebite Maul and Vice-like Jaws. 1 in every 3 models in this unit can replace their Drakebite Maul with a Moon Hammer.

ABILITIES

Battle Synergy: Kroxigor fight all the harder in the presence of skinks.

Add 1 to hit rolls for attacks made by this unit while it is wholly within 6" of any SKINK units.

Jaws Like a Steel Trap: A Kroxigor in full battle-frenzy may clamp its massive teeth around its victim, shaking them back and forth like a rag doll to shatter bones and rip through flesh.

If the unmodified hit roll for an attack made with Vice-like Jaws is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

Sweeping Blows: A Kroxigor armed with a Moon Hammer swings its weapon in wide arcs, smashing aside a multitude of foes with each blow.

The Attacks characteristic of a Moon Hammer is equal to the number of enemy models within 2" of the attacking model when the number of attacks made with the weapon is determined.

KEYWORDS

ORDER, SERAPHON, KROXIGOR



BASTILADON



With scales thicker than the hull of a Steam Tank, a Bastiladon is nearly impervious to attack. They lumber forth heedless of even the mightiest blows, the skinks that ride upon their armoured shells operating deadly relics of the Old Ones.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Solar Engine	24"	☀	4+	3+	-1	2
Meteoric Javelins	8"	4	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ark of Sotek	3"	☀	4+	6+	-	1
Bludgeoning Tail	2"	3	3+	3+	-1	D3

DAMAGE TABLE			
Wounds Suffered	Save	Solar Engine	Ark of Sotek
0-2	1+	9	18
3-4	2+	8	15
5-6	3+	7	12
7-8	4+	6	9
9+	4+	5	6

DESCRIPTION

A Bastiladon is a single model armed with a Bludgeoning Tail, Meteoric Javelins and one of the following weapon options: Ark of Sotek; or Solar Engine.

ABILITIES

Light of the Heavens: *The light of a Solar Engine is utterly lethal to the minions of Chaos.*

Add 1 to the damage inflicted by each successful attack made with a Solar Engine that targets a CHAOS DAEMON unit.

Tide of Snakes: *So numerous are the snakes unleashed by an Ark of Sotek that it is almost inevitable some will find their way past the foe's defences to deliver a lethal venomous bite.*

If the unmodified hit roll for an attack made with an Ark of Sotek is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends (do not make a wound or save roll).

KEYWORDS ORDER, SERAPHON, SKINK, MONSTER, BASTILADON



• WARSCROLL •

TERRADON RIDERS



Few creatures can hope to match a Terradon for speed. The skinks that ride them are gifted aerial warriors, directing their mounts to swoop low over the enemy lines before releasing the meteoric rocks that the beasts clasp in their powerful hind claws.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Starstrike Javelin	12"	2	4+	3+	-	1
Sunleech Bolas	6"	D6	4+	3+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Razor-sharp Jaws	1"	4	4+	4+	-	1

DESCRIPTION

A unit of Terradon Riders has any number of models. The unit is armed with one of the following weapon options: Starstrike Javelin; or Sunleech Bolas.

MOUNT: This unit's Terradons attack with their Razor-sharp Jaws.

FLY: This unit can fly.

TERRADON RIDER ALPHA: 1 model in this unit can be a Terradon Rider Alpha. Add 1 to the Attacks characteristic of that model's missile weapons.

ABILITIES

Deadly Cargo: Terradons carry heavy boulders hewn from meteoric rock and carved with sigils of destruction, ready to be dropped at a command from their riders.

Once per battle, after this unit finishes a move, you can pick 1 enemy unit and roll 1 dice for each model in this unit that passed across any models from that enemy unit. For each 4+, that enemy unit suffers D3 mortal wounds.

KEYWORDS ORDER, SERAPHON, SKINK, TERRADON, TERRADON RIDERS



• WARSCROLL •

RIPPERDACTYL RIDERS



In a storm of snapping, razor-sharp fangs, Ripperdactyls descend to tear apart their prey. The bloodlust of these creatures can never be sated, for in their bestial hearts lurks an endless desire to kill.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Moonstone Warspear	1"	1	4+	4+	-	1
Tearing Jaws	1"	3	4+	3+	-	1

DESCRIPTION

A unit of Ripperdactyl Riders has any number of models, each armed with a Moonstone Warspear.

MOUNT: This unit's Ripperdactyls attack with their Tearing Jaws.

FLY: This unit can fly.

RIPPERDACTYL RIDER ALPHA: 1 model in this unit can be a Ripperdactyl Rider Alpha. Add 1 to the Attacks characteristic of that model's Moonstone Warspear.

BLOT TOAD: You receive 1 Blot Toad marker for each RIPPERDACTYL RIDERS unit in your army.

ABILITIES

Toad Rage: The mere scent of a Blot Toad sends Ripperdactyls into a frenzy. It is no coincidence that these diminutive creatures seem to materialise whenever the winged beasts are near.

At the start of the combat phase, you can set up 1 Blot Toad marker next to 1 enemy unit. If you do so, you can re-roll hit rolls for attacks made with Tearing Jaws by friendly RIPPERDACTYL units that are wholly within 6" of that enemy unit. At the end of the combat phase, remove the Blot Toad marker; it cannot be used again in that battle.

Designer's Note: Blot Toads are not units; they are markers that are used to keep track of which enemy units this ability affects and how many times you can use this ability during a battle.

Voracious Appetite: Ripperdactyls have a constant urge to feed, even in the midst of battle.

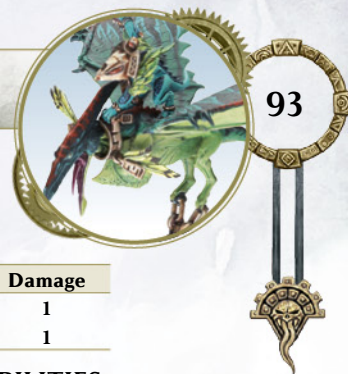
If the unmodified hit roll for an attack made with Tearing Jaws is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

KEYWORDS ORDER, SERAPHON, SKINK, RIPPERDACTYL, RIPPERDACTYL RIDERS



• WARSCROLL •

TERRADON CHIEF



Known to their kin as 'Masters of the Skies', Skink Chiefs who ride Terradons are cunning warriors. They are adept at remaining beyond enemy retribution, directing their aerial cohorts to unleash their rocky barrage at precisely the right moment.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skyblade	1"	3	3+	4+	-1	1
Razor-sharp Jaws	1"	4	4+	4+	-	1

DESCRIPTION

A Terradon Chief is a single model armed with a Skyblade.

MOUNT: This model's Terradon attacks with its Razor-sharp Jaws.

FLY: This model can fly.

ABILITIES

Lead from on High: *This wily chieftain directs their allies while flying high in the sky, only darting down for the briefest of moments to launch a strafing attack run.*

Subtract 1 from hit rolls for attacks made with melee weapons by models that cannot fly that target this model.

COMMAND ABILITIES

Coordinated Attack: *A Terradon Chief can direct his warriors so that they unleash their deadly cargo to maximum effect.*

You can this command ability when a friendly **TERRADON RIDERS** unit uses its Deadly Cargo ability while it is wholly within 12" of a friendly model with this command ability. If you do so, the enemy unit suffers D3 mortal wounds for each 2+ instead of each 4+.

KEYWORDS

ORDER, SERAPHON, SKINK, TERRADON, HERO, TERRADON CHIEF



• WARSCROLL •

RIPPERDACTYL CHIEF



Skink Chiefs who ride Ripperdactyls are fearsome, battle-scarred warriors that share much in common with their ferocious mounts. Under their direction, a pack of Ripperdactyls can unleash a truly hideous storm of violence.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skyblade	1"	4	3+	4+	-1	1
Tearing Jaws	1"	4	4+	3+	-	1

DESCRIPTION

A Ripperdactyl Chief is a single model armed with a Skyblade.

MOUNT: This model's Ripperdactyl attacks with its Tearing Jaws.

FLY: This model can fly.

ABILITIES

Voracious Appetite: *Ripperdactyls have a constant urge to feed, even in the midst of battle.*

If the unmodified hit roll for an attack made with Tearing Jaws is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

COMMAND ABILITIES

Ripperdactyl Assault: *A Ripperdactyl Chief is as ferocious as his mount, their example inspiring any cohorts of Ripperdactyl Riders that are nearby to attack with unbridled fury.*

You can this command ability at the start of the combat phase. If you do so, pick 1 friendly model with this command ability. Until the end of that phase, add 1 to the Attacks characteristic of melee weapons used by friendly **RIPPERDACTYL** units that are wholly within 18" of that model.

KEYWORDS

ORDER, SERAPHON, SKINK, RIPPERDACTYL, HERO, RIPPERDACTYL CHIEF



STEGADON



A charging Stegadon is nothing less than a living battering ram. Its skink riders wield all manner of deadly weapons, while the crushing bulk and sharpened horns of the Stegadon can smash aside even the most determined defenders.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Meteoric Javelins	8"	4	5+	4+	-	1
Skystreak Bow	24"	3	3+	3+	-1	3
Sunfire Throwers	8"	1	See below			
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Meteoric Warspear	1"	3	3+	3+	-1	1
Massive Horns	2"	2	3+	3+	-1	☀
Grinding Jaws	1"	2	3+	3+	-1	2
Crushing Stomps	1"	☀	3+	3+	-1	2

DAMAGE TABLE			
Wounds Suffered	Move	Massive Horns	Crushing Stomps
0-2	8"	4	5
3-4	7"	3	4
5-6	6"	2	3
7-9	5"	2	2
9+	4"	1	1

DESCRIPTION

A Stegadon is a single model armed with Massive Horns, Grinding Jaws and Crushing Stomps.

CREW: This model has a skink crew that attack with Meteoric Javelins and one of the following weapon options: Skystreak Bow; or Sunfire Throwers. For rules purposes, the crew are treated in the same manner as a mount.

SKINK CHIEF: This model can include 1 Skink Chief armed with a Meteoric Warspear. If it does, this model has the **HERO** keyword but any command traits or artefacts of power this model has only affect attacks made by the Skink Chief.

ABILITIES

Armoured Crest: A Stegadon will turn to face a foe head-on if it can, so that its thickly scaled crest can protect it from harm.

At the start of the combat phase, you can pick 1 enemy unit within 3" of this model and that has up to 5 models. If you do so, until the end of that phase, add 1 to save rolls for attacks made by that unit that target this model.

Gout of Sunfire: Sunfire throwers unleash great roiling clouds of cosmic flame.

Do not use the attack sequence for an attack made with Sunfire Throwers. Instead, roll a number of dice equal to the number of models from the target unit within 8" of the attacking model. For each 5+, the target unit suffers 1 mortal wound.

Steadfast Majesty: Stegadons are almost fearless beasts, and their stubborn refusal to back down when faced by even the most fearsome foes inspires great courage in nearby skinks.

You can re-roll battleshock tests for friendly **SKINK** units while they are wholly within 18" of any friendly **STEGADON** units.

Unstoppable Stampede: Stegadons are nigh unstoppable as they crash through the midst of battle.

Roll 1 dice for each enemy unit that is within 1" of this model when this model finishes a charge move. On a 3+, that enemy unit suffers D3 mortal wounds.

COMMAND ABILITIES

Coordinated Strike: A Skink Chief mounted on a Stegadon is in the perfect position to direct the efforts of those skink warriors and warbeast handlers that are nearby, amplifying their destructive power.

You can this command ability at the start of the combat phase. If you do so, pick 1 friendly **SKINK** unit wholly within 24" of a friendly **STEGADON HERO** with this command ability. Until the end of that phase, add 1 to the Attacks characteristic of melee weapons used by that **SKINK** unit. A unit cannot benefit from this command ability more than once per phase.

STEGADON

KEYWORDS ORDER, SERAPHON, SKINK, MONSTER, STEGADON

STEGADON WITH SKINK CHIEF

KEYWORDS ORDER, SERAPHON, SKINK, HERO, MONSTER, STEGADON

ENGINE OF THE GODS



Only in the most dire of circumstances will the Starmasters command an Engine of the Gods to be activated. Borne to battle atop a steadfast elder Stegadon, the power of these devices is unpredictable but often deadly to the enemies of the Seraphon.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Meteoric Javelins	8"	4	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Massive Horns	2"	2	3+	3+	-1	★
Grinding Jaws	1"	2	3+	3+	-1	2
Crushing Stomps	1"	★	3+	3+	-1	2

DAMAGE TABLE			
Wounds Suffered	Move	Massive Horns	Crushing Stomps
0-3	8"	4	5
4-5	7"	3	4
6-8	6"	2	3
9-10	5"	2	2
11+	4"	1	1

DESCRIPTION

An Engine of the Gods is a single model armed with Massive Horns, Grinding Jaws and Crushing Stomps.

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.

ABILITIES

Armoured Crest: A Stegadon will turn to face a foe head-on if it can, so that its thickly scaled crest can protect it from harm.

At the start of the combat phase, you can pick 1 enemy unit within 3" of this model and that has up to 5 models. If you do so, until the end of that phase, add 1 to save rolls for attacks made by that unit that target this model.

Cosmic Engine: The Engine of the Gods is an ancient device, so powerful that it is capable of disrupting the natural laws of the universe.

At the start of your shooting phase, you can make 1 cosmic engine roll for 1 model with this ability. Roll 2D6 and look up the roll on the table to the right. If there is a friendly **SLANN** within 12" of this model, you can choose to roll 3D6 instead of 2D6.

Roll Effect

- 2-3 *The Engine of the Gods shakes violently as the universe resists its pull.*
This model suffers D3 mortal wounds.
- 4-8 *The Engine thrums furiously and a brilliant white light shines forth.*
Heal D3 wounds allocated to each friendly **SERAPHON** unit wholly within 12" of this model (roll separately for each unit).
- 9-12 *Bolts of azure energy shoot from the Engine and engulf the foe.*
You can either pick 1 enemy unit within 24" of this model that is visible to it and roll 1 dice, or roll 1 dice for each enemy unit within 12" of this model that is visible to it. On a 2+, that unit suffers D3 mortal wounds.
- 13-17 *A sudden pulse of starlight heralds the manifestation of new Seraphon warriors.*
You can set up 1 unit of 10 Saurus Warriors wholly within 12" of this model and more than 9" from any enemy units, and add it to your army.
- 18 *Time crawls to a halt around the Seraphon warhost.*
For the rest of the turn you can re-roll charge rolls for friendly **SERAPHON** units wholly within 24" of this model, and double the Attacks characteristic of weapons used by friendly **SERAPHON** units while they are wholly within 24" of this model.

Steadfast Majesty: Stegadons are almost fearless beasts, and their stubborn refusal to back down when faced by even the most fearsome foes inspires great courage in nearby skinks.

You can re-roll battleshock tests for friendly **SKINK** units while they are wholly within 18" of any friendly **STEGADON** units.

Unstoppable Stampede: Stegadons are nigh unstoppable as they crash through the midst of battle.

Roll 1 dice for each enemy unit that is within 1" of this model when this model finishes a charge move. On a 3+, that enemy unit suffers D3 mortal wounds.

KEYWORDS

ORDER, SERAPHON, SKINK, MONSTER, STEGADON, HERO, ENGINE OF THE GODS



• ENDLESS SPELL WARSCROLL •

BOUND PURPLE SUN OF SHYISH

No spell inspires greater fear in the beholder than the Purple Sun. The skull-faced orb drifts across the battlefield, its rays of death energy transmuting all they touch into amethyst statues.

DESCRIPTION

A Bound Purple Sun of Shyish is a single model.

PREDATORY: A Bound Purple Sun of Shyish is a predatory endless spell. It can move up to 9" and can fly.

MAGIC

Summon Bound Purple Sun: By uttering dread incantations of ancient days, a desperate or foolhardy wizard can summon the abyssal Purple Sun.

Summon Bound Purple Sun has a casting value of 8. Only **SERAPHON WIZARDS** can attempt to cast this spell. If successfully cast, set up a Bound Purple Sun of Shyish model wholly within 6" of the caster.

ABILITIES

Swirling Death: *Swelling and pulsating as it takes form, the Purple Sun soon moves with a malevolent sentience in the direction of the caster's foes.*

When this model is set up, the player who set it up can immediately make a move with it.

End Given Form: *All those touched by the dire rays of the Purple Sun of Shyish meet their final fate, their bodies crystallised and their souls ripped away to the Realm of Death.*

After this model has moved, each unit that has any models it passed across, and each other unit that is within 1" of it at the end of its move, is subjected to the Purple Sun's baleful energies. For each unit subjected to the baleful energies, roll a number of dice equal to the number of models in that unit. For each 6, one model

in that unit is slain. If the unit has a Wounds characteristic of 6 or more, for each 6 it suffers 2D6 mortal wounds instead.

Visage of Xereus: *The skeletal face leering out from this broiling orb fills all who witness it with mortal terror.*

Subtract 1 from the Bravery characteristic of all units while they are within 6" of this model.

KEYWORDS ENDLESS SPELL, BOUND, PURPLE SUN OF SHYISH

• ENDLESS SPELL WARSCROLL •

BOUND BALEWIND VORTEX

A Balewind Vortex is a terrifying sight to behold on the battlefield – a swirling, violently swaying cyclone of fell energies that can be summoned by a wizard and used as a platform from which to more effectively cast spells.

DESCRIPTION

A Bound Balewind Vortex is a single model.

MAGIC

Summon Bound Balewind Vortex: *Those with command over the howling winds of the aether can transform them into a platform beneath their feet so as to ride the arcane tempest.*

Summon Bound Balewind Vortex has a casting value of 6. Only **SERAPHON WIZARDS** that are not already on a **BALEWIND VORTEX** can attempt to cast this spell. If successfully cast, set up a Bound Balewind Vortex model within 1" of the caster and more than 3" from any enemy models, then place the caster on the upper platform.

As long as the Bound Balewind Vortex is on the battlefield, both it and the caster are treated as

a single model from the caster's army that uses the caster's warscroll as well as the endless spells rules. It is treated as an enemy model by the opposing player's army. A model on a Bound Balewind Vortex cannot move.

If the caster of a Bound Balewind Vortex attempts to dispel it, the attempt is automatically successful (do not roll any dice). This uses up the additional spell that the caster would have received in that hero phase, and still counts as the single attempt they can make to dispel an endless spell in that hero phase, but they can make any remaining casting attempts normally.

If the caster of a Bound Balewind Vortex is slain, then it is immediately dispelled and removed from play along with the caster.

If a Bound Balewind Vortex is dispelled and the caster has not been slain, first set up the caster wholly within 6" of it and more than 3"

from any enemy models, and then remove the Bound Balewind Vortex model from play. If it is impossible to set up the caster, they are slain.

ABILITIES

Against the Aetheric Wind: *The Balewind Vortex slows incoming attacks.*

Add 1 to save rolls for attacks that target a model on a Bound Balewind Vortex.

Arcane Invigoration: *The Balewind Vortex empowers as well as elevates the wizard to whom it is bound.*

A model on a Bound Balewind Vortex can attempt to cast 1 additional spell in your hero phase (including the turn in which the Summon Bound Balewind Vortex spell was cast), and you can add 6" to the range of any spells the model casts.

KEYWORDS ENDLESS SPELL, BOUND, BALEWIND VORTEX

BOUND RAVENAK'S GNASHING JAWS

Savage, unrelenting and eternally hungry, the spell known as Ravenak's Gnashing Jaws chomps its way through entire regiments of infantry, transporting its mangled prey into the stomach of a great pit-beast in Ghur.

DESCRIPTION

A Bound Ravenak's Gnashing Jaws is a single model.

PREDATORY: A Bound Ravenak's Gnashing Jaws is a predatory endless spell. It can move up to 12" and can fly.

MAGIC

Summon Bound Gnashing Jaws: *The bestial magics of Ghur can be used to give shape to a razor-fanged avatar of one of its most terrifying denizens – the eternally voracious Ravenak.*

Summon Bound Gnashing Jaws has a casting value of 8. Only **SERAPHON WIZARDS** can attempt to cast this spell. If successfully cast, set up a Bound Ravenak's Gnashing Jaws model wholly within 6" of the caster.

ABILITIES

Endless Appetite: *Before they are even finished manifesting, these disembodied jaws streak towards nearby morsels to devour.*

When this model is set up, the player who set it up can immediately make a move with it.

Ravaging Hunger: *Rampaging across the battlefield in a blur of bestial motion, the razor-sharp teeth of Ravenak's Gnashing Jaws rip apart anyone and anything within reach.*

After this model has moved, each unit that has any models it passed across, and each other unit that is within 1" of it at the end of its move, suffers D3 mortal wounds. In addition, until the end of the battle round, subtract 1 from the Bravery characteristic of each unit that has any models it passed across.

KEYWORDS ENDLESS SPELL, BOUND, RAVENAK'S GNASHING JAWS

BOUND PRISMATIC PALISADE

The crystalline spars of the Prismatic Palisade are formed of pure light, hardened into a barrier that bathes those on the battlefield in the blinding rays of Hysh.

DESCRIPTION

A Bound Prismatic Palisade is a single model.

MAGIC

Summon Bound Prismatic Palisade: *Those enlightened wizards who possess the required insight and purity of mind can draw forth an unbreakable wall of pure Hyshian crystal from the ground, blinding all who gaze upon it.*

Summon Bound Prismatic Palisade has a casting value of 5. Only **SERAPHON WIZARDS** can attempt to cast this spell. If successfully cast, set up a Bound Prismatic Palisade model wholly within 18" of the caster.

ABILITIES

Blinding Light: *The radiant beams projected from this barrier confound the aim of all within sight of it.*

At the start of each turn, roll a dice for each unit within 6" of this model. On a 5+, until the end of the turn, subtract 1 from hit rolls for attacks made by that unit.

Dazzling Brilliance: *Knowing the impossibility of looking directly upon the Prismatic Palisade, a canny commander will position their forces in such a way as to shield them from the eyes of the enemy.*

A model cannot see another model if an imaginary straight line, 1mm wide, drawn from the centre of its base to the centre of the other model's base passes over this model.

KEYWORDS ENDLESS SPELL, BOUND, PRISMATIC PALISADE



• ENDLESS SPELL WARSCROLL •

BOUND AETHERVOID PENDULUM

Sweeping suddenly into existence like a reaper's blade, the Aethervoid Pendulum cuts through armour, flesh, and even the fabric of the realms themselves with equal ease.

DESCRIPTION

A Bound Aethervoid Pendulum is a single model.

PREDATORY: A Bound Aethervoid Pendulum is a predatory endless spell. It can move up to 8" and can fly.

MAGIC

Summon Bound Aethervoid Pendulum: With a dread invocation, the fabric of reality is torn by the swinging blade of one of the legendary Aethervoid Pendulums.

Summon Bound Aethervoid Pendulum has a casting value of 6. Only **SERAPHON WIZARDS** can attempt to cast this spell. If successfully cast, set up a Bound Aethervoid Pendulum model wholly within 6" of the caster so that it points lengthways in the direction you wish it to move.

ABILITIES

Slicing Into Reality: When an Aethervoid Pendulum is summoned it slices into the realm as if from nowhere, eviscerating everything in its path.

When this model is set up, the player who set it up can immediately make a move with it.

Scything Blade: A single pass of the Pendulum's blade is enough to decimate the enemy ranks, sending out gory showers of severed limbs and decapitated heads as it swings.

After this model has moved, each unit that has any models it passed across, and each other unit that is within 1" of it at the end of its move, suffers D6 mortal wounds.

Unstoppable Mechanism: The swinging of the Aethervoid Pendulum is as inevitable and measured as time itself.

Whenever you set up this model, you must place it lengthways in the direction you wish it to move. Whenever it moves, move it in a straight line in that direction.

KEYWORDS ENDLESS SPELL, BOUND, AETHERVOID PENDULUM

• ENDLESS SPELL WARSCROLL •

BOUND SUFFOCATING GRAVETIDE

The spirits of the dead rise from the ground and surge forwards in a Suffocating Gravetide to smother the living, burying their victims and dragging their souls down to the Realm of Death.

DESCRIPTION

A Bound Suffocating Gravetide is a single model.

PREDATORY: A Bound Suffocating Gravetide is a predatory endless spell. It can move up to 8" and can fly.

MAGIC

Summon Bound Suffocating Gravetide: With a whispered curse, the ground and the dead buried within it rise up in a destructive tidal wave.

Summon Bound Suffocating Gravetide has a casting value of 6. Only **SERAPHON WIZARDS** can attempt to cast this spell. If successfully cast, set up a Bound Suffocating Gravetide model wholly within 4" of the caster.

ABILITIES

Necrotic Tide: Those casters who give form to Suffocating Gravetides are careful to ensure that the bitter fury of the souls within is – initially, at least – directed at the foe.

When this model is set up, the player who set it up can immediately make a move with it.

Pulled to the Grave: Those warriors caught in the path of a Suffocating Gravetide find themselves buffeted by churning earth and dragged into the ground by the spectral forms of the restless dead.

After this model has moved, each unit that has any models it passed across suffers D3 mortal wounds. In addition, until the end of the battle round, subtract 1 from the Bravery characteristic of each unit that has any models it passed across.

Roiling Barricade: Those caught beneath this terrible deluge are shrouded from their foes.

When a missile weapon targets a unit that has all of its models within 1" of this model, the target unit receives the benefit of cover if the attacking unit is closer to this model than it is to the target unit.

KEYWORDS ENDLESS SPELL, BOUND, SUFFOCATING GRAVETIDE

BOUND UMBRAL SPELLPORTAL

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Comprising a pair of shadowy mirrors, the Spellportal links two points on the battlefield, allowing wizards to cast their destructive magics and enchanting boons at incredible distances.

DESCRIPTION

A Bound Umbral Spellportal is a single endless spell that consists of 2 models (if it is dispelled, remove both models).

MAGIC

Summon Bound Spellportal: *Eldritch sigils can be inscribed into the mist to summon a pair of arcane mirrors, the surfaces of which undulate with shadowy aetheric energy.*

Summon Bound Spellportal has a casting value of 5. Only **SERAPHON WIZARDS** can attempt to cast this spell. If successfully cast, set up the first Bound Umbral Spellportal model wholly within 12" of the caster, and then set up the second Bound Umbral Spellportal model wholly within 18" of the first.

ABILITIES

Arcane Passage: *When looking upon an Umbral Spellportal, those versed in magic see a shadowy reflection of what lies on the other side of its twinned construct; while physical matter cannot travel through the portal, aetheric energy knows no such restriction.*

If a **WIZARD** successfully casts a spell while they are within 1" of a Bound Umbral Spellportal model, the range and visibility of the spell can be measured from the other Bound Umbral Spellportal model from the same endless spell. After the range and visibility for a spell has been measured from a Bound Umbral Spellportal, you cannot use the Arcane Passage ability again for that Bound Umbral Spellportal in that phase.

If a predatory endless spell finishes a move within 6" of a Bound Umbral Spellportal model, remove it from the battlefield and set it up again anywhere within 6" of the other Bound Umbral Spellportal model from the same endless spell. After an endless spell finishes a move within 6" of a Bound Umbral Spellportal and is set up again, it cannot move again in that phase, and you cannot use the Arcane Passage ability again for that Bound Umbral Spellportal in that phase.

KEYWORDS ENDLESS SPELL, BOUND, UMBRAL SPELLPORTAL

BOUND MALEVOLENT MAELSTROM

A Malevolent Maelstrom is a swirling vortex of magic, a tempest that sucks in sorcerous energies and the souls of the dead before exploding in a cataclysmic nova.

DESCRIPTION

A Bound Malevolent Maelstrom is a single model.

PREDATORY: A Bound Malevolent Maelstrom is a predatory endless spell. It can move up to 8" and can fly.

MAGIC

Summon Bound Maelstrom: *Through the manipulation of the death energy around them, a wizard can manifest an unstable, all-consuming vortex and send it swirling into the enemy ranks.*

Summon Bound Maelstrom has a casting value of 7. Only **SERAPHON WIZARDS** can attempt to cast this spell. If successfully cast, set up a Bound Malevolent Maelstrom model wholly within 18" of the caster.

ABILITIES

Devourer of Sorcery and Souls: *The Maelstrom pulls the souls of the slain and the spells of the living screaming unto itself, growing ever more unstable as it does so.*

If a **WIZARD** successfully casts a spell within 12" of this model and that spell is not unbound, make an additional unbinding roll for that spell. If the roll is successful, the spell is unbound and 1 energy point (see right) is allocated to this model. In addition, 1 energy point is allocated to this model for each unit that is destroyed within 6" of it.

Morbid Detonation: *Having gorged itself on magic and the howling spirits of the dead, the maelstrom eventually collapses under the weight of its own existence in a nova of devastating energy.*

At the end of the battle round, roll a dice for this model and add the number of energy points allocated to it to the roll. On a 7+, each unit within 3D6" of this model suffers D3 mortal wounds. This model is then dispelled.

KEYWORDS ENDLESS SPELL, BOUND, MALEVOLENT MAELSTROM



♥ ENDLESS SPELL WARSCROLL ♥

BOUND QUICKSILVER SWORDS

Borne aloft on currents of Chamonian energy, Quicksilver Swords fly across the battlefield in tight formations before fanning out to eviscerate and behead those in their path.

DESCRIPTION

Bound Quicksilver Swords is a single model.

PREDATORY: Bound Quicksilver Swords is a predatory endless spell. It can move up to 8" and can fly.

MAGIC

Summon Bound Quicksilver Swords: *With the Smith Queen of Anvrok's dying promise of vengeance against the forces of Chaos incanted, a dozen of her most finely wrought blades slice their way into the realmsphere to assail their conjurer's enemies.*

Summon Bound Quicksilver Swords has a casting value of 6. Only **SERAPHON WIZARDS** can attempt to cast this spell. If successfully cast, set up a Bound Quicksilver Swords model wholly within 10" of the caster.

ABILITIES

Volley of Blades: *The caster sends the Quicksilver Swords straight into the heart of the enemy.*

When this model is set up, the player who set it up can immediately make a move with it.

Dancing Blades: *With startling rapidity and efficiency, and seemingly possessed of vengeful purpose, the Quicksilver Swords cut through the enemy lines, their keen-edged blades severing not only limbs but spirits from their bodies.*

After this model has moved, you can pick 1 unit within 6" of it and roll 12 dice. For each roll of 6, that unit suffers 1 mortal wound. If the unit being rolled for is a **CHAOS** unit, it suffers 1 mortal wound for each roll of 5+ instead.

KEYWORDS ENDLESS SPELL, BOUND, QUICKSILVER SWORDS

♥ ENDLESS SPELL WARSCROLL ♥

BOUND BURNING HEAD

Formed from the fires of Aqshy, the Burning Head is a blazing skull that scorches its way across the battlefield, incinerating ranks of troops and inflaming the anger of those who draw close.

DESCRIPTION

A Bound Burning Head is a single model.

PREDATORY: A Bound Burning Head is a predatory endless spell. It can move up to 9" and can fly.

MAGIC

Summon Bound Burning Head: *By igniting the fires of Aqshy around them, a wizard can give shape to a spectral burning skull.*

Summon Bound Burning Head has a casting value of 7. Only **SERAPHON WIZARDS** can attempt to cast this spell. If successfully cast, set up a Bound Burning Head model wholly within 3" of the caster.

ABILITIES

Fiery Missile: *When the Burning Head is called into being, it streaks from the caster's hands like a blazing meteor.*

When this model is set up, the player who set it up can immediately make a move with it.

Flaming Skull: *The Burning Head crashes into the enemy battleline with volcano force, teeth violently gnashing as it reduces all around it to ash.*

After this model has moved, each unit that has any models it passed across, and each other unit that is within 1" of it at the end of its move, suffers D3 mortal wounds.

Wrathful Aura: *Fighters who feel the incinerating heat of the Burning Head find their rage brought to the fore.*

Re-roll hit rolls of 1 for attacks made by units that are wholly within 9" of this model.

KEYWORDS ENDLESS SPELL, BOUND, BURNING HEAD

BOUND GEMINIDS OF UHL-GYSH

Drawn from the twilight demi-realm between Hysh and Ulgu, the Geminids lash out with the raw magic of light and shadow, annihilating the flesh and alternately filling the mind with horrific lies and unbearable truths.

DESCRIPTION

Bound Geminids of Uhl-Gysh consists of 2 models (if it is dispelled, remove both models).

PREDATORY: Bound Geminids of Uhl-Gysh is a predatory endless spell. When you move this endless spell, it can move up to 8" and can fly. Both models from this endless spell must finish any move within 6" of each other; if this is impossible, it is dispelled.

MAGIC

Summon Bound Geminids: By balancing opposing forces of the aether, a wizard can conjure an orb of pure light and one of utter darkness.

Summon Bound Geminids has a casting value of 7. Only **SERAPHON WIZARDS** can attempt to cast this spell. If successfully cast,

set up both models within 6" of each other and wholly within 18" of the caster. You must then nominate one model to be the Shadow Geminid and the other to be the Light Geminid.

ABILITIES

Unleashed: Upon summonation, the Geminids are sent spinning towards the foe.

When this model is set up, the player who set it up can immediately make a move with it.

Tendrils of Shadow and Light: Where the Shadow Geminid leaves behind a noxious dark mist populated by illusions, the Light Geminid radiates incinerating light and bestows mind-destroying truths.

After the Shadow Geminid has moved, each unit that has any models it passed across suffers D3 mortal wounds. In addition, until the end

of the battle round, subtract 1 (to a minimum of 1) from the Attacks characteristic of melee weapons used by a unit that has any models it passed across. A unit is not affected by the Shadow Geminid if it was passed across by the Light Geminid in the same battle round.

After the Light Geminid has moved, each unit that has any models it passed across suffers D3 mortal wounds. In addition, until the end of the battle round, subtract 1 from hit rolls for attacks made by a unit that has any models it passed across. A unit is not affected by the Light Geminid if it was passed across by the Shadow Geminid in the same battle round (a unit can be affected by one or other of the models each battle round, but not both).

KEYWORDS

ENDLESS SPELL, BOUND, GEMINIDS OF UHL-GYSH

BOUND CHRONOMANTIC COGS

Like the procession of the heavens, the rotations of the Chronomantic Cogs control the passage of time, allowing wizards to speed or slow the events that are unfolding around them.

DESCRIPTION

Bound Chronomantic Cogs is a single model.

MAGIC

Summon Bound Chronomantic Cogs: A wizard can draw on the magic of Azyr to conjure a manifestation of the very workings of the realmspheres.

Summon Bound Chronomantic Cogs has a casting value of 7. Only **SERAPHON WIZARDS** can attempt to cast this spell. If successfully cast, set up a Bound Chronomantic Cogs model wholly within 12" of the caster.

ABILITIES

Mechanisms of Time: The perfect workings of the Chronomantic Cogs show the passing of seconds and aeons alike. By manipulating the cogs, a wizard can speed up time or slow time's passage.

If the caster is within 9" of this model at the end of their hero phase, they can manipulate the cogs to increase or decrease the flow of time. They may do this in the phase in which this model is set up. If they do so, choose one of the effects below. The effect lasts until the caster's next hero phase.

Speed Up Time: Add 2" to the Move characteristic of all units on the battlefield. In addition, add 2 to charge rolls for all units on the battlefield.

Slow Down Time: The caster can attempt to cast 1 additional spell. In addition, you can re-roll failed save rolls for attacks that target the caster.

KEYWORDS

ENDLESS SPELL, BOUND, CHRONOMANTIC COGS



BOUND SOULSNARE SHACKLES

Decrepit chains clatter and rusted manacles grind as the Soulsnare Shackles snap at their prey, seeking to clamp down on the spirits of their victims so that they can drag them back to the Great Oubliette in Shyish.

DESCRIPTION

Bound Soulsnare Shackles consists of 3 models (if it is dispelled, remove all 3 models).

MAGIC

Summon Bound Soulsnare Shackles: *The ground splits with a cacophonous rattle, and manacles shoot forth to grasp at those nearby.*

Summon Bound Soulsnare Shackles has a casting value of 5. Only **SERAPHON WIZARDS** can attempt to cast this spell. If successfully cast, set up a Bound Soulsnare Shackles model wholly within 12" of the caster, then set up the second and third models wholly within 6" of the first.

ABILITIES

Bound for the Great Oubliette: *These manacles latch onto not just the bodies of combatants, but their very souls, draining them of vigour and life as they drag their quarry to the cells of the underworld.*

At the start of the movement phase, roll a dice for each unit within 6" of any of this endless spell's models. On a 3+, until the end of that phase, halve the Move characteristic of that unit. On a 6, that unit also suffers D3 mortal wounds.

KEYWORDS ENDLESS SPELL, BOUND, SOULSNARE SHACKLES

BOUND EMERALD LIFESWARM

Imbued with the healing powers of Ghyran, an Emerald Lifeswarm buzzes across the battlefield, seeking out the dead and dying and restoring their lives and vigour.

DESCRIPTION

A Bound Emerald Lifeswarm is a single model.

PREDATORY: A Bound Emerald Lifeswarm is a predatory endless spell. It can move up to 10" and can fly.

MAGIC

Summon Bound Lifeswarm: *By channelling arcane energy into the most minute sparks of life found within the death and corruption around them, a wizard can summon a swarm of verdant insects amidst the buzzing of thousands of tiny wings.*

Summon Bound Lifeswarm has a casting value of 6. Only **SERAPHON WIZARDS** can attempt to cast this spell. If successfully cast, set up a Bound Emerald Lifeswarm model wholly within 15" of the caster.

ABILITIES

Bounteous Healing: *Squirming into the gaps between rent flesh and broken bones, the insects of the Emerald Lifeswarm seal the wounds of the living and return the dead to the fight through restorative magics.*

After this model is set up or after it has moved, the player that set it up or moved it can pick 1 unit within 1" of it. They can either heal D3 wounds that have been allocated to that unit or, if no wounds are currently allocated to the unit, they can return a number of slain models to that unit that have a combined Wounds characteristic equal to or less than the roll of a D3.

KEYWORDS ENDLESS SPELL, BOUND, EMERALD LIFESWARM

PITCHED BATTLE PROFILES

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The table below provides points, minimum unit sizes and battlefield roles for the warscrolls and warscroll battalions in this book, for use in Pitched Battles. Spending the points listed on this table allows you to take a minimum-sized unit with any of its upgrades. Understrength units cost the full amount of points. Larger units are taken in multiples of their minimum unit size; multiply their cost by the same amount as you multiplied their size. If a unit has two points values separated by a slash (e.g. '60/200'), the second value is for a maximum-sized unit. Units that are listed as 'Unique' are named characters and can only be taken once in an army. A unit that has any of the keywords listed on the Allies table can be taken as an allied unit by a Seraphon army. Updated March 2020; the profiles printed here take precedence over any profiles with an earlier publication date or no publication date.

SERAPHON WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
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	
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	250	Leader, Behemoth	
Saurus Scar-Veteran on Carnosaur	1	1	210	Leader, Behemoth	
Skink Oracle on Troglodon	1	1	260	Leader, Behemoth	
Stegadon with Skink Chief	1	1	270	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	80		
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	

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

FACTION	ALLIES
Seraphon	Stormcast Eternals, Sylvaneth



EXPLORE THE DIGITAL RANGE

RULES AND BATTLETOMES

The Age of Sigmar is an epic setting populated by myriad armies, powerful heroes and magnificent monsters. It plays host to vast, realm-spanning wars between the forces of Order and Chaos, Destruction and Death. Read on to explore these battle-torn landscapes and learn of the many peoples and creatures of the realms.



WARHAMMER AGE OF SIGMAR CORE BOOK

The Mortal Realms have been ground beneath the iron heel of the Dark Gods. These monstrous deities once believed their final victory to be near, yet they have underestimated the forces of Order that stand against them. Across the realms, bolts of energy deliver Sigmar's heroic Stormcast Eternals into battle as the Pantheon of Order gathers its strength. With new cities and fortresses raised in the wake of each conquest, civilisation takes root once more. Yet from the shadow of progress, new and deathly evils come into the light...

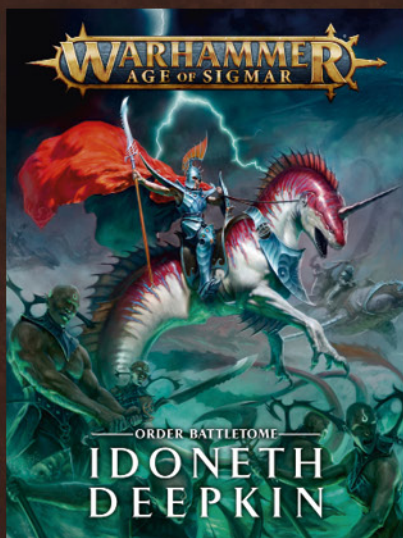
This book tells the epic story of the Age of Sigmar, from mythic beginnings to an arcane apocalypse, and provides you with exciting ways to forge your own legends. Inside you will find showcases of Citadel Miniatures, epic stories, and detailed maps of the Mortal Realms – as well as rules that bring your Warhammer Age of Sigmar battles to life on the tabletop.



ORDER BATTLETOME: STORMCAST ETERNALS

By Sigmar's will they are reformed, heroes locked in a hellish war without respite.

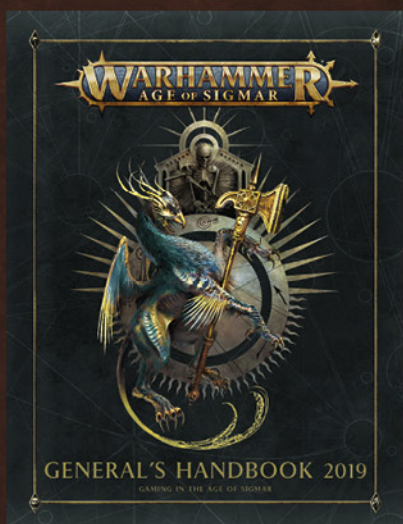
Each Stormcast Eternal was once a mortal who sought to defy the dominion of Chaos. Taken to Azyr by Sigmar and reformed in the fires of the God-King, these warriors have become living weapons that wield the power of the storm. Thundering down to the Mortal Realms in blasts of lightning, the Stormhosts take their bloody revenge on the hordes of Chaos over and over again. But of late, there are those brave enough to ask – at what cost?



ORDER BATTLETOME: IDONETH DEEPKIN

From out of the black depths they come, merciless raiders who seek their victims' souls.

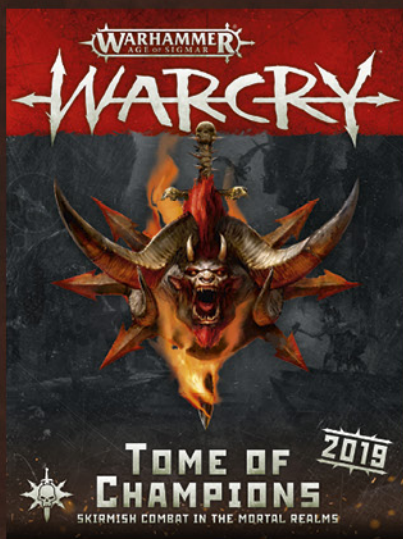
The Idoneth Deepkin are a mysterious race of aelves who dwell in secrecy upon the deepest seabeds of the Mortal Realms. When they emerge from the seclusion that they strive so keenly to protect, they bring with them a ghostly manifestation of their strange aquatic environment, and the ferocious beasts of the abyss. In their wake they leave ruin, and the unsettlingly serene forms of sleepers who will never awaken – those whose very souls have been plundered...



GENERAL'S HANDBOOK 2019

A guide to playing games in the Mortal Realms. Packed with inspiration and brimming with battles, this volume explores all kinds of new and interesting ways for you to enjoy Warhammer Age of Sigmar.

This book expands on the Warhammer Age of Sigmar core rules to support an array of gaming styles that suit all hobbyists, from casual collectors who play occasional games with their friends to veteran warriors who spend years honing their forces for competitive tournaments.



WARHAMMER AGE OF SIGMAR: WARCRY TOME OF CHAMPIONS

Death comes in many forms for those who seek glory in the lands of the Varanspire, whether it be by the blade of a hated rival, by the talons of the hideous predators that stalk the wilds, or through being consumed by their own conquering ambitions. Few achieve the power and renown that they desire, but there are those warbands who rise above the rest and conquer many challenges to become true legends of the battlefield.

This book is an essential companion for anyone who has entered the perilous world of Warcry. Within, you'll find a wealth of content to expand your games, including new faction campaigns, fated quests and challenge battles that you can undertake; an updated suite of pitched battles to play games; Monstrous Melees that see the might of the Bloodwind Spoil battling for supremacy; and besides. Also included are rules for embarking on a Champions campaign that will truly push your limits. Now is the time to muster your favourite forces and fight your way to glory everlasting!

