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## **Warlord Saga of the Storm (CCG) : Challenge System :**

You can find here some explanations about the Overlord Character and some other higher Level character. The Overlord characters takes part in the challenge system of the game and are, in fact, a higher level challenge battle for the players. So the Overlord are stronger than a Warlord character. We are talking here about a challenge type Level 1, A Warlord against Overlord. So there's different Levels to pass to reach the ultimate game Level (also named Tiers).

Step by step, here is the different Levels , challenges in the Warlord CCG game (updated with Phoenix Interactive 4TH Edition ERA).

### **TIER 1 :**

To play the first Level challenge, you must win the tournament to have a free challenge or you must own one 1 Unsigned Pre-4th ed Overlord to make this challenge.

What's the Challenge so ?

With the 4th Edition format, (note that there's of course several various overlord) you must win this Overlord challenge against as for example : the " Into the Forgotten City of Thas-Lirith " deck. The Overlord against you'll play in this case is "Loki". What's the result of the game if you win ?

You Win the Loki Overlord card.

### **TIER 2 :**

The Level 1 was perhaps too "easy" ?

Try the Level 2 ! You can try this Level as free challenge if you have win a the tournament or if you own the Loki character above (unsigned) from Level 1 or if you own also a Unsigned pre-4th ed Overlord. For this higher Level this is no more the Loki's deck that you must beat but the stronger Iron Golem deck...

If you win the game what's the result ?

You win simply the "Iron Golem" character.

### **TIER 3 :**

For this harder level you must win as always the tournament to have a free challenge or you must own a Unsigned "Iron Golem" or 2 Unsigned pre-4th ed Overlord. Now two types of challenge are present :

-you can try to challenge a Dragonlord (Aldrich for the 4th ed) or a Daemon Lord (Sin Marduk for the 4th ed or Eresh q'Shedim).

You'll win the character you have beat.

You will find just down the different Overlord Attacks and some explanations for each of them.

The Level 4 (Tier 4) and Level 5 (Tier 5) as well as the "Apocalypse ship challenge" case are explained in after.

### **Overlord Attack List (TIER 1/2) :**

#### **AEG YEARS :**

### 1) Abyssal Attack :

First Overlord deck from 2002.

The Abyssal Attack was the first Overlord Attack.

It featured Qor-Teth as the overlord.

It has been official released May 18, 2002. 330 stores pre-ordered this Kit. All cards from this pack are codify AA.

### 2) Assault on Kcal'den Fortress (November 2002) (Siegemaster Kcalden (Overlord) :

Deck Rules :

Your starting army must have the following structure for their ranks :

For the Rank 1 :

3 x Defensive Wall / 3 x Tower of the Steel Rose / 1 x Archer Tower, for the Rank 2 : 3 x Castle Gate / 1 x Ramparts / 2 x Ballista Crew, for the Rank 3 : 1 x Ballista Crew / 2 x Archer Tower / 1 x Flamespitter / 1 x Ramparts, for the Rank 4 : 2 x Catapult Crew / 1 x Ramparts / 1 x Dragons Breath, for the Rank 5 : 1 x Flamespitter / 1 x Catapult Crew, for the latest Rank : your Siegemaster Kcalden Overlord.

The Specific Rules for the deck are the following ones :

At the beginning of the 6th turn Siegemaster Kcalden gains the text Order: Up to three times per turn, kill a character. When Siegemaster Kcalden falls he gains the order 1 turn sooner.

This is cumulative.

### 3) Santa Slayer (Christophe Kringle Overlord) :

Note that : the Overlord card Christophe Kringle was printed and ruled to be invalid as a ticket for a challenge by AEG.

This card is issued from a special holiday promo action from December 2002 called Santa Slayer "Twelve Days of Blood". From December, 19 until December, 31 twelve cards were produced around the Christmas theme.

Of course, Christophe Kringle can only be played during this 12 days. The Other cards of this Santa Slayer promotions are the following ones :

Cookies and Milk.

Storm Dasher.

Kringles Bag.

Blitzer (Santa Slayer Version)

Blade Dancer.

Comet.

Down the Chimney.

Kringles Armor.

Kringles Sleigh.

Around the World in 1 Night.

Black Petre.

### Rules :

The trait Reindeer appears on 4 of the characters in the Santa Slayer promotion. You may not bring a copy of a Reindeer card into play if there is already one in play in your army.

This trait does not affect character selection for your initial formation.

This means that the Santa Slayer on Christmas and Christmas Eve may start with 3 of one Reindeer, 2 of another, and then bring 1 copy of each of the other Reindeer into play during the game.

3) Sir Tython's Last Stand : Third Overlord deck from June, 2003 :

Sir Tython starts with two items, selected by his runners player after the opposing player reveals his starting army. If Sir Tython is undefeated, he starts with one less item in the next event. If he is defeated, he again start with two items next event.

Deck Rules :

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4) From the Shadows : Fourth Overlord deck from October 2003 (Je'lial Overlord):

It is a sealed deck event. The first and second place finishers of the tournament can try to play against Jelial's Deck. If they win, those two players win a copy of her deck. If they fail, then the next two players of place 3 and 4 can try to win against her deck. Etc... until some couple players win against her.

Deck Rules :

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5) The Storm's Fury : Fifth Overlord deck from May 2004 (Deima Overlord) :

Deck Rules :

When Deimas deck is depleted, reshuffle her discard pile back into her deck and continue. This may be done any number of times per game. Deima has a hand size of seven cards for this event and draws all seven to start the game. Should she go undefeated, next week reduce her hand size by one card, to a minimum of five. Should Deima be defeated, increase her hand size by one during the next Deima event.

6) Ironhall's Rise : Sixth Overlord deck from August 2004 (Ironhall Overlord) :

Deck Rules :

After turn 3, Ironhall may perform the following ability Order: Once per turn, all non-gargoyles in play make a DC check (10 + the turn) or spend and suffer a wound. Ironhall may start in play with an additional level 2 in rank 2. Once per turn Ironhall may shuffle any amount of cards from his discard pile into his deck. Before the game starts, take Sjonegaards Mace from the prize support and add it to Ironhalls deck. All gargoyles in Ironhalls army are evil.

7) Wyvern's Rage : seventh Overlord deck from April, 2005 (Wyvern Overlord) :

Deck Rules :

Padrig is the Warlord for this event. Padrig may not be targeted by opposing characters while Wyvern is in play. The starting lineup is standard formation with Wyvern starting in the second rank before the challenge begins. Padrig remains in the third rank as your Warlord and you have to defeat Padrig to win the game. If he goes undefeated, Wyvern starts in play one rank behind where he started in the next tournament. Any time he is defeated, he moves up one rank closer in the next tournament. Padrig can perform the following two orders: Spend Order: Shuffle the discard pile into the deck. and Order: Put Wyvern into play adjacent to Padrig from your hand. This can cause illegal formations.

8) Xaxxon's Fire : Eight Overlord deck from October, 2005 (Xaxxon Overlord) :

Deck Rules :

Xaxxon is the Overlord for the deck. The starting formation is a standard starting formation with Xaxxon where the Warlord would be. For the event, Xaxxon has the text, Order:

Spend a character within one rank. During the first month, he can use this once per turn. During the second month, he can use it twice per turn. During the third month, he can use it three times per turn. If he defeated all comers during the previous event at that location, reduce the uses per turn by one to a minimum of one. If he was defeated during the previous event at that location, increase the uses per turn by one. Xaxxon also has the following text : React : After Xaxxon kills a spent character: Draw a card. Cards in Xaxxons discard pile may not be targeted by opposing players. If Xaxxons deck ever runs out of cards, immediately shuffle the discard pile into the deck. This is not an action, and other players may not use reacts in response to this.

9) Grip of Death : Nine Overlord deck from March, 2006 (Beradah Dythanus Overlord) :

Deck Rules :

Beradah Dythanus is the warlord for the deck. The Starting formation is a standard starting formation with Beradah Dythanus where the Warlord would be. For the event, Beradah Dythanus has the ability: Order: Wound a stunned character. During the first month, this can be used once per turn. After that, the number of uses per turn increases by one for each month passed. If he defeated all comers at the previous event at that location, decrease the number of uses by one (to a minimum of one). If he was defeated at the previous event at that location, increase the uses by one. Beradah Dythanus also has the ability, React: After another players action targets one or more cards in Beradah Dythanuss discard pile: Inflict a number of wounds on one of that players characters equal to the number of cards targeted. If Beradah Dythanuss deck ever runs out of cards, immediately shuffle the discard pile into the deck. This is not an action, and other players may not use reacts in response to this.

10) Ascendant's Madness : Tenth Overlord deck from October, 2006 (Orm'Al Ghast Overlord) :

Deck Rules :

Starting with the first place player, each participant in the tournament has an opportunity to defeat Orm alGhast and claim the deck as their prize. If the first place player fails to defeat Orm alGhast, the second place player has a chance, then the third place player, and so forth until either Orm alGhast or all players have been defeated. So Orm alGhast is the warlord for the deck. The Starting formation is a standard starting formation with Orm alGhast where the Warlord would be. For the event, Orm alGhast player may, at the end of the turn, shuffle a card from his discard pile into his deck. Please add one cope of Olivark the Quiet Promo card to the Orm alGhast deck. Also, at the beginning of the game, search Orms deck for a character and put it into play. For each consecutive time he is defeated, repeat this process.

Other cases :

Nodwick Challenge :

Note that : The Overlord Baphuma'al was issued from the "Nodwick" promo series that contains ten promo cards based upon the Nodwick comic strip. Those cards were bundled with the Champions deck and for other occasions. This promo series contains also the following cards :

Yeager.

13th Edition Spellbook.

Duct Tape.

Piffany.

Artax.  
Nodwick.  
Piffany's First Kiss.  
Check for Traps.  
War Chest.

Helena Dascum :

Note that: There's no Overlord attack deck for the Overlord Helena Dascum or her foil version.

Those cards were given as normal promo at GenCon 2007 or for other occasions with or without the Helena Dascum Overlord Card set that normally must contain also the following cards : Veil of Secrecy, Calling the Storm, Medusan Lord's Might, Tide's Ascension, Medusan Lord's Guile, Medusan's Heritage, Sack of Baraxton, Malrog's First Test, Medusan's Wargear and The Haunted. Those cards exist in both normal and Foil version.

Note also that :

There's no Overlord attack deck for the Overlord Edric D'Illchant.

This one was only available in a kind of Kit including the following promo cards : Devastating Charge, Embersmane and Castle Lorath.

This little Kit was a challenge to play after a Battlepack tournament.

The Rules were those ones :

Before the first challenge, open new Battlepack and replace the Warlord there with Edric D'Illchant. Shuffle into the pack Embersmane and Devastating Charge. For the challenge, all of your characters are considered to be Deveronian Paladins. This means that you can start them in play as Deveronians, and they don't suffer a loyalty penalty. The Dungeon card, Castle Lorath, begins in play (you don't need to pay the cost of putting it into play). Keep in mind that this Dungeon increases stats of all of your Characters, since they are all Deveronian Paladins, per rule above.

Note also that :

The following Overlords, Qor-Teth Firefist, Arcane Qor-Teth and Elder Qor-Teth are also not taken from a Overlord deck, but like the Edric D'Illchant, those Overlords are a challenge that is run after Battlepack Tournament. It is so a Kit type presentation too. The challenger gets to choose one Qor-Teth Overlord, from those that not yet been won, to challenge against. The winner wins only the Overlord card, not the complete Kit. After the challenge deck is depleted, immediately re-shuffle it back into the deck (This includes any cards that were removed from the game or in the discard pile, but not those in play or attached to your characters). Each Qor-Teth has the ability to summon an Abyssal Ally to help him fight, using the following ability: "Order: Once per turn: Put a card from your hand face down in rank 1 as an Astral Abyssal Monster fighter." The stats and abilities of this fighter are based on which Qor-Teth you play:

\* Qor-Teth Firefist: "Level 1 with +1 ATK, 1 AC, +1 Skill, 1 HP" and the text "This character has +1 ATK for each other Abyssal in this rank.".

\* Arcane Qor-Teth: "Level 2 with +0/+0 ATK, 5 AC, +4 Skill and 1 HP".

\* Elder Qor-Teth: "Level 4 with +9/+2 ATK, 1 AC, +6 Skill, 3 HP" and the text "After a melee strike targets this fighter: If the strike has +5 ATK or less it is a Critical Failure."

The Kit deck contains the following cards :

2 x Children of Yscar / 2 x Temple of Lore / 2 x Nightclaw / 2 x Skincrawler / 2 x Shadowreaver / 2 x Jackals of Mourn / 2 x Hand of the Queen / 2 x Pit Fight / 2 x Teleport / 2 x Black Moss / 2 x Potion of Blurring and 2 x Giant Strength Potion. So Mercenaries as characters.

### **PHOENIX INTERACTIVE YEARS (TIER 1/2) :**

#### **11) Into the Forgotten City of Thas-Lirith : Eleventh Overlord Deck from July 2008 (Loki Overlord) :**

First overlord attack deck for Phoenix, it introduce two new cards :  
Loki and and Flesh Golem.

As specify above in the different steps (or Tiers). The Overlord Loki is used to play the Level 1 (Low Level) and the Iron Golem is used to play the Level 2 (High Level). If you win the Level 1 you win Loki and if you beat the Level 2 you win the Flesh Golem as trophy. The two decks are the same but for the Tier 2, the Iron Golem replace as Overlord Loki so Loki is loosing is Overlord trait for this Level.

Into the Forgotten City of Thas-Lirith Deck Promo Details and Link.

#### **Loki Deck Rules (Tier 1) :**

First we must notify the following Errata for the Loki's character :

The +5 in the text " Ranged strikes and save DCs from actions performed by Loki from items gain +5 " has been replaced with +2. Therefore the corrected text reads " Ranged strikes and save DCs from actions performed by Loki from items gain +2. "

The rules of the deck so are : For Overlord Challenges, Loki retains his original +5 bonus to his ranged strikes and DCs. Loki starts with a copy of Leveled! attached. Order: Up to twice per turn put an item into play facedown adjacent to Loki with the following stats: +7/+2 ATK, 14 AC, +4 Skill, 2HP with the Construct Trait and level equal to the item used. Order: Once Per Turn shuffle any number of cards from your discard pile into your deck.

#### **Iron Golem Rules (Tier 2):**

As specify just above the Iron Golem replace Loki as Overlord in this higher Level Tier. So Loki loses his Overlord trait, when an Iron Golem is included in the deck. You can still only play one Iron Golem in a deck with him.

#### **The Rules deck are :**

Order : Spend a Wizard: move forward one rank.

Order: Spend a Wizard: perform a Magic Resistance check to discard an item within one rank or removed two cards from any discard pile from the game.

Order: Oncer Per Turn shuffle any number of cards from your discard pile back into your deck.

#### **12) The Shadow of Wings : Twelve Overlord Deck from April 2010 (Drasek The Furious Overlord) :**

(The Shadow of Wings Deck Promo and Details).

The Overlord Kit is assembled for a minimum of two Overlord tournaments and contains a

25 card-deck, six participation promo cards to be distributed as the to sees fit, one extra Overlord.

After the tournament have the first placed player challenge the Overlord Deck with his tournament deck (you may allow the second placed player to defend the deck). If the challenger wins, he may keep the Overlord and the event is over. If he loses, the next placed player may try to win the Overlord, and so on.

Play the following rules as if printed on Drasek:

Order : Once per game, target all opposing characters: each target must succeed with a Magic Save (DC 15) or become stunned. This is a Water action. React: Once per turn, after Drasek the Furious kills an opposing character with a melee strike: Remove one wound from drasek the Furious.

Order: Once per turn: Shuffle your discard pile into your deck.

### 13) Pog'Myrmex : Overlord Deck from November 2010 :

The Reveal of Pog'Myrmex was announced by the official Warlord CCG Blog on first days of November 2010 for the Kohit IX event. This new Nothrog Overlord was available as challenge at this date at the same time as "the Fall of Winterhold side event" case.

This special kit is assembled for two Overlord Challenge, so this kit contains 2 Pog'Myrmex as well as 6 Insect Swarm (The Pog'Myrmex Token - Participation Promo card). Note that there's just one Tip card for the entire kit.

The rules of the Kit are the following ones :

After the tournament have the first placed player challenge the Overlord Kit with his tournament deck (Use the following as a suggestion) :

- 1 X Pog'Myrmex.
- 3 X Gunda.
- 2 X Ballista Crew.
- 1 X Hovrakk.
- 2 X Hrunting.
- 2 X Rress.
- 2 X Kor's Patience.
- 2 X Mud Slick.
- 2 X Sacrifice.
- 1 X Forest's Hunger.
- 2 X Withering Gaze.
- 2 X Thrust.
- 2 X Camel

### 14) Winter Eternal : Overlord deck from January 2011 (For Winter Campaign 2011) :

The Winter Eternal tournament kit contains some mixed product, promo cards and of course the Winter, Eternal challenge kit.

This kit contains nine Chill's Razor (Weapon Item - Prize tournament card for the eight best players), and fourth each other Winter, Eternal Challenge card.

After the tournament you are going to host "Winter, Eternal Challenges", and the first three to beat it are getting a full set of the Winds as well as the Winter, Eternal Overlord that is going to be play legal as a Warlord on February 15th 2011.

The three different "Winds" or called more "Hounds" by the players are :

- The Cutting North Wind.

- The Howling East Wind.
- The Biting West Wind.

There's no South Wind.

#### 15)Utnapishtim : Overlord Deck from August 2011 (Also called "The Plague Ship - the Challenge" or sometimes "The Apocalypse Ship Challenge") :

Background Story :

"Something was wrong. Nyala looked up from the net she had been mending in the shadow of the palm tree. Looking out over the calm sea, nothing stirred in the turquoise-blue waters. The wind was slight, enough to cool the sweat on her skin, but hardly any clouds dotted the blue skies.

Then what was it?

Nyala suddenly realized it was the complete stillness of everything. There were no bird cries, no buzzing of insects, even the sound of the turf and the rustling of wind-driven sand seemed quieter than usual. As if the world was holding its breath.

Nyala focussed on the beach far beyond the lagoon she was sitting at, the beach that was part of the little peninsula that formed the protected lagoon. And she wished to be there. As usual the result slightly nauseated her, as if she had eaten some rotten fish. But now it only took a few steps through the foliage to come out on the other side.

On the horizon a dark shape hovered, like a storm front, smaller, yet even more menacing. As she tried to focus on the shifting mass, a shadow fell on her. "So there are seagulls after all" was the last thing she thought before a mighty blow drove her to the ground. A second after the attack the stench came, making her gag while the fiery-hot pain raked across her back provided a fine counterpoint. Unable to move she could now see something emerge from the clouds across the sand level with her eyes, a ship of sorts. Above the strange ship flying creatures soared, oozing menace.

"Daemons, not seagulls. The Chosen have finally sought a way across the waves. I must warn the lady", she thought wearily, and then the shadow returned".

How Does this challenge works ?

The player has to stop the fortress ship before it actually reaches the Isle of the Gods where it intends to squash the rebellion once and for all :

Battle ground :

The Apocalypse Ship starts in the front rank without a starting army.

Characters with the Aquatic trait gain "Spend react: Before The Plague Ship moves: Cancel the movement.

At the end of each turn, move The Apocalypse Ship towards the opponent's last rank (you may move into another formation). If The Apocalypse Ship leaves the last rank of the opposing army with this movement, it leaves the battle and wins. The Apocalypse Ship may not move by any other action. The Apocalypse Ship does not fall out of the opposing rank with no characters in his.

The Challenge Promo Card is (Nisroch with an another name): Pterodatos,

#### 16) "Sal'Azar the Gilded " : Ten seventh Overlord - GenCon 2012 :

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So we have already seen in fact the Low Level (Tier 1) and high Level (Tier 2) who's a Overlord Attack type challenge. The Dragon and/or Daemon Lord are a challenge of Tier type 3. As we have seen previously, you must win a specific tournament to have a free challenge or for this type of challenge you must own a Unsigned "Iron Golem" or 2 Unsigned pre-4th ed Overlord.

Now two types of challenge are possible :

- You can try to challenge against a Dragonlord (Aldrich for the 4th ed or Drasek Resplendant).

- Or you can try also a Daemonlord challenge (Sin Marduk for the 4th ed or a Eresh q'Shedim (Chosen Daemon type character)).

If you win ..., you'll win so the character as trophy, depend wich Dragonlord or Daemonlord you have play against and wich one was possible as challenge.

So now what's exactly a Dragonlord or Daemonlord ?

As you can suppose, you have enter to a higher level type of challenge so the things will becomes more harder with a higher level character than the lower level as for example Loki. The Dragonlord and /or Daemonlord replace the usual Overlord or Warlord.

Al'drich von Grossynkiir begin the game with some Dragons in their ranks. Sin Marduk generate as for resume; some Daemon from your hand when he performs melee strikes or launch spells that kill some characters. Those Daemons enters into play were the character was killed.

Even if Al'drich von Grossynkiir is a old Dragonlord he still active in the Phoenix Challenge Tier 3 (Level 3) as for of course Sin Marduk (Daemonlord) and the brand new one Eresh q'Shedim (Daemonlord) since november 2011.

The other Dragonlords from AEG times can be yet used to pay the cost of some higher challenge ; Hive Mind Medusan Lord challenge (Tier 4) and / or Medusan Lord challenge (Tier 5).

All of this of course always in the Phoenix Challenge system.

The older Dragonlords are :

Kar'rak Urartu.

Draxon Rhull.

Selene du'Marguerite.

Altus Darkhart.

Morrigan De Danaan.

Drasek Resplendant (The seventh Dragon Lord, revealed at GenCon 2010).

As seen above, Sin Marduk or Eresh q'Shedim are a Daemonlord. They are similar character creature as the Dragon Lord except the name of his sub-class.

Sin Marduk was revealed at Gen Con 2008 and Eresh q'Shedim was revealed at Kohit X Germany mid-november 2011.

The Challenge :

Each Dragon Lord runner (player who's have been rewarded by AEG or Phoenix with the opportunity to play the decks of Dragon Lords) gets to built their own decks.

**(TIER 3/4) :**

As seen above for the " Dragon Lord and Daemon Lord challenge " for Tier 3, it is time now to enter in the most higher challenge level of the game; the Tier 3 called " the Hive Mind Medusan Lord challenge " and the Tier 4 called the " Medusan Lord Challenge "

who's the highest and the harder challenge of the Warlord CCG game.

So to begin, the Tier 3 is " a Hive Mind Medusan Lord Challenge (HMML)" who's in fact a Warlord that is no longer legal in the current environment and owns a Epic Class card (a " Power Boost " style card) and Reflection Item attached to him in symbiosis at the beginning of the game.

If you win the challenge, you'll received those two special cards. Note that there's only one Epic Class in print and three Reflection card in print. So those two cards are of course very hard to find and only the Runner owns them ... or the Slayer of the Runner of course.

To play this Challenge, you must win the specific tournament or own a Unsigned Dragonlord or submit an unsigned DragonLord to pay the cost of the challenge.

The owner of the HMML, the runner will sign your card and then take your challenge.

You must play of course with a deck legal to the current format.

#### Special Rules :

To play this Challenge, you must win the specific tournament or own a Unsigned Dragonlord or submit an unsigned DragonLord to pay the cost of the challenge.

The owner of the HMML, the runner will sign your card and then take your challenge.

You must play of course with a deck legal to the current format.

As for example :

If the Shadow Singer is defeated, the other two Hive Mind Medusan Lords with "Reflection of Fortune" will start with 2 charges. The last Hive mind Medusan Lord with "Reflection of Fortune", will start with 3 charges. After players have revealed their starting army, for each charge on the Hive Mind Medusan Lords Epic Class card, the runner may do one of the following:

- Search their collection for an item of level 6 or lower that may be legally equipped, and equip it to their Hive Mind Medusan Lord. This item must be legal to the current format.
- Search their collection for a level 5 or lower non-warlord character of the same faction as their Hive Mind Medusan Lord and put it into play within 1 rank of their Hive Mind Lord. This character must be legal to the current format.

Note : The Epic Class cards cannot be targeted by any means. They modify the players Warlord, and any bonuses (but not abilities) from the Epic Class card are assumed to be "Printed" on the Warlord.

As for example :

-Charges cannot, by any means, be added to or taken away from the Epic Class card.

Adding charges to the Warlord does not increase the bonuses from the Epic Class card.

- "Epic Mantle" treats the level bonuses from the Epic Class card as printed, so will not give any bonuses for them.

- If the Warlord is targeted by "Forget", they will still be able to use abilities printed on their Epic Class card.

The "Reflection" items that the Hive Mind Medusan Lords begin the game with cannot be targeted by opposing player's card effects.

Here is the list of the Hive Minds with their Epic Class and Refection card :

\* Ahdre.

Epic Class card: The Shadow Singer / Reflection card : Reflection of Fortune.

\* Ahdre (Foil)

\* Albrecht.

Epic Class card : The Angel's Vengeance / Reflection Card : Reflection of Faith.  
 \* Ar'tek.  
 Epic Class card : Rage of the red Wolf / Reflection card : Reflection of Glory.  
 \* Ar'tek (Foil)  
 \* Caitlyn the Free.  
 Epic Class card : Whisper of the Condemned / Reflection card : Reflection of Power.  
 \* Caitlyn the Free (Foil)  
 \* Fasolt.  
 Epic Class card : Dark Genesis / Reflection Card : Reflection of Glory.  
 \* Ghed Jaroslav.  
 Epic Class card : Soul of the Storm / Reflection card : Reflection of Faith.  
 \* Jodin Drac.  
 Epic Class card : The False Emperor / Reflection Card : Reflection of Glory.  
 \* Jodin Drac (Foil)  
 \* Laird Jon Hawthorne.  
 Epic Class card : The Lord of Ash / Reflection Card : Reflection of Fortune.  
 \* Nitesh Imaran.  
 Epic Class card : Paragon / Reflection Card : Reflection of Fortune.  
 \* Sjonegaard (GE version)  
 Epic Class card : The Devouring Earth / Reflection Card : Reflection of Faith.  
 \* Sjonegaard (CE version)  
 \* Terror of Sharn Keep.  
 Epic Class card : Favored of Bascaron / Reflection Card : Reflection of Power.  
 \* Tepheroth (Demo).  
 \* Tepheroth (WSS).  
 Epic Class card : The Undying / Reflection card : Reflection of Power.  
 \* Tepheroth (CE)  
 \* Tepheroth (CE Foil)

### **Tier 5 (Medusan Lord) :**

It's time now to see the Highest Level of the Challenge the Level 5 (Tier 5) and we are speaking now of course about the Medusan Lord themselves.  
 For this challenge, you must first find, of course, a tournament where this challenge will be played ... That's not like a common or usual tournament of course, because there's usually only one Medusan Lord in print so only one proud owner.

Now if you have find the tournament ..., you must have win a specific tournament, you must own a unsigned Al'drich (Dragon lord), a unsigned Sin Marduk (Daemon Lord) and 2 unsigned Pre 4E edition Dargon Lord and submit them for signing.  
 During the AEG Time the system was a little bit different now Phoenix Interactive currently operates this five tiered system with some new specifications for this challenge.  
 So as seen above, there's only one Medusan Lord in Print (except for 2 of them : "Gixu the Jester" and "Archos Loth" (6 copies of each one)). They are the stronger character from the game and in supplement each of them owns some specific powerful items or Actions that could be also qualify as unique. So only one of this items are in print, except of course for the 6 copies in print of the Medusan Lords notify just above.  
 If you win against the constructed deck build by the Medusan Lord Runner (The owner of the Medusan Lord), you win the card and of his unique items.  
 As for example, you have just here on the left the Medusan lord "Irada Syneri" owned by L.C. (Note that the real name of the owner has been hide for privacy) win at KoHIT IV in November 2005. This was the first apparition of this Warlord CCG Medusan Lord.

## MEDUSAN LORD LIST AND THEIR ITEMS AND ACTION CARDS :

Most of the time after a number of too high challenges in which the Medusan Lord does not fall, it is then retired. Those one are often auctioned off for charity. So of course, some of them are retired, other ones still yet active , and if some of them are defeated, new player hands old them.

Medusan Lord List Challenges (A = Yet Active - R = Retired - D = Defeated - Date = Reveal date) :

\* Alex Venator (A) (1 copy in print / 2008).

Aquila.

Fenrir.

Call of the Wild (Action).

\* Archos Loth (A) (5 copies in print) / 2007.

Corruption.

\* Atu the Fallen (A). (1 copy in print / 2009).

Gorget of Soul Binding.

Belt of Corruption.

\* Atu, the Poisoned Field (R) (1 copy in print / 2007).

No items and no actions card.

\* Avinaar Esmirik (D) (1 copy in print / 2004).

Blade of Torment.

Mark of Siret.

\* Baruuk al-Semmeya (R) (1 copy in print / 2006).

One Hundred Poisons.

Zaina's Band.

\* Cassica Moonseed (D) (1 copy in print / 2004).

Cassica's Cages.

Crown of Dom.

Hand of Control.

\* Cear Adinerach (D) (1 copy in print/ 2002).

The Black Knives.

\* Death (D) (1 copy in print / 2003).

Death's Axe.

Gauntlet of Control.

\* Dexton Feldark (D) (1 copy in print / 2004) .

Chakram of Tatiyana.

Epoch.

\* Eiael Darkfeather (D) (1 copy in print / 2003).

Blackblade.

Seeing Halo.

\* Emaline Faydra (D) (1 copy in print / 2005).

Emaline's Vow.

\* Far Um Far (R) (1 copy in print / 2005).

Slaughter.

\* Gixu the Jester (A) (10 or 11 copy in print / 2009).

Here-there Mask.

Tome of Wondrous Jests.

\* Golvannon (D) (1 copy in print / 2007).

Master's Plan.

Living Stones.

\* Gwyr'neth-Ra (R) (1 copy in print / 2005).

Dragon's Call.

Dragon's Majesty.

\* Harvester of Souls (D) (1 copy in print / 2008).  
Mercurial Phoenix.  
Mask of Dominance.  
\* Irad Syneri (Unknown Status) (1 copy in print / 2005).  
Anathem.  
Spectree.  
\* Jernar Thanatoc (D) (1 copy in print / 2007).  
McEachern Blade.  
Wages of War.  
\* Lady al-Semmeya (R) (1 copy in print / 2006).  
Diadem of Insight.  
Baruuk's Band.  
\* Lady Bhaine (D) (1 copy in print / 2002).  
Deathflail.  
\* Látnok (D) (1 copy in print / 2005).  
Fate.  
Chance.  
\* Legion (R) (1 copy in print / 2008).  
Staff of Damnation.  
Madrigorian.  
\* Master K'Hallaek (R) (1 copy in print / 2002).  
Storm Gem.  
\* Masticus Aedroud (D) (1 copy in print / 2005).  
Blessed Hedge.  
The Assembly.  
Storm's Judgment (Ac).  
\* Mithglyn (D) (1 copy in print / 2003).  
Mithglyn's Bow.  
\* The Queen of Syneri (R) (1 copy in print / 2003).  
Undying Crown.  
Death's Snare.  
\* Nassiral Hate (D) (1 copy in print / 2002).  
Canis.  
\* Orvac Granitefall (A) (1 copy in print / 2010).  
Stone Sling.  
Wasteland Rod.  
\* Ossay M'Andaeus (D) (1 copy in print / 2005).  
Ossay's Vow.  
\* Queen-Mother Nyssara (A) (1 copy in print / 2009).  
Olsch's Elf Kraken.  
Kraken Cave.  
\* Raath (D) (1 copy in print / 2004).  
Fist of Albrecht.  
Light of Albrecht.  
Oblivion's Voice.  
Mantle of Souls.  
\* Sedara Tansiq (R) (1 copy in print / 2007).  
\* Silas Tzin (D) (1 copy in print / 2004).  
Perfect Stance.  
Flesh and Will.  
\* Taliesin (R) (1 copy in print / 2006).  
Amulet of Bymynn.

Harp of Ancients.

\* Terror of Ithan Spire (D) (1 copy in print / 2003).

Eyestalk of Control.

Eyestalk of Insight.

\* Mortvoritan the Baneful (D) (1 copy in print / 2008)

Shadow Bracers.

Shadow Walker.

Mortvoritan's Wrath (Action).

\* Majeral (D) (1 copy in print / 2005).

Crypt Ghoul.

Decrepit Ghoul.

Famine Ghoul.

Forsaken Keeper.

Lost Warrior.

Pustulant Horror.

Putrid Rogue.

Rotting Priest.

Withering Souls.

Wretched Servant.

\* Gernak Darksight (1 copy in print ? / Unrevealed ?) - Missing Informations.

\* Demos Oneiro (D)(5 copy in print?/August 2011) Battlefield Card.

\* Emperor Gixu (A) / November 2011. (Same Items as Gixu the Jester).

\* The Curse of Hope (/ GenCon - August 2012 (No Items) - "Oneiroi".

\* The Death of Dreams()/GenCon - August 2012 (No Items) - "Oneiroi".

\* The End of Times (/GenCon - August 2012 (No Items) - "Oneiroi".

\* Karz Bez'gala (/GenCon 2012 - August 2012.

Bow of Foresight.

Soul of The Totem.

NOTE THAT :

Baruuk al-Semmeya and Lady al-Semmeya can only challenged in Doubles.

ACTUAL RUNNER (NOT SURE AT 100%) :

To prevent and to protect the privacy of each ones, I have just notify the first name and the first letter (or sometimes the ToL forum knickname) of the actual runner for each living Medusan Lord. This list is present because some challenge still yet possible for them.

- Orvac Granitefall : Runner : Chris V. (Reveal : Gen Con 2010)- ACTIVE.

- Atu the Fallen : Runner : Arne R. (Reveal : Gen Con 2009)-ACTIVE.

- Queen Mother Nyssara : Runner : Oliver S. (Reveal : Summer Campaign 2009 Osnabruck - Germany)-ACTIVE.

- Gixu the Jester (10 or 11 in Print - Reveal : Gen Con 2009) still 9 ACTIVE. Runners :

Florian H., Jeremy H., Tommy P., Vann L., Vic P., Gigi C., Carlos A., Matt C X 2. -

ACTIVES.

- Alex Venator : Runner Jeremiah U. (Reveal : July 2008)-ACTIVE.

Defeated Gixu :

First runner : Jeremiah U. slaying by John Z. with Krenthor Gouge Warlord at NJ Fall

Event 2009. / First runner: Tony W. slaying by Bobby Z. with Gethseme Steelshard Warlord

at Gen Con 2009 / First runner : Rich C slaying by Bobby Z. with Krenthor Gouge Warlord

at ? February 2011 / First runner : Don T. slaying by Matt C with Inquisitor Dmitir at

Minnesota Winter Campaign April 2011.

L. defeated a Gixu at Florianopolis in august 2011 / First Runner : M. Velez slaying by Nick Bush (October 2011).

Pending Confirm : Orvac Granitefall has been defeated by ? (GenCon 2011).

### **The Stolen Destinies Challenge Type :**

As an introduction, first do not confound with the Stolen Destiny cards it's a complete different thing. The Stolen Destinies Challenge is a outside challenge if we compare with the one we have already seen before and just above. So to challenge a Destiny Lord, the player must submit an unsigned DragonLord.

This type of challenge has been played from first month of 2007 until first days of January 2008, last days of AEG times.

So, The challenge difficulty is approaching the Medusan Lord level describe above. The main difference is that the Destiny Lord begins with a Epic Class card attached to him and the deck you'll challenge contains seven Cohort Mercenary type card(s)(Epic Bugged) that correspond to the Destiny Lord himself.

If you kill any Cohort(s) during your challenge, you will get to keep one at the end of the game (There's only 7 in print of each one).

If you have defeat the deck, you'll also get the Epic Class card (who's a kind of trophy, not tournament legal) attached to the Destiny Lord.

All the "Cohort" cards owns the same Art picture draw by Brent Chumley but of the course the title of each card and the rules text are different, here is the card list name of them :

When AEG announced they were stopping to produce Warlord CCG in 2008, all the undefeated Destiny Lords and Cohorts cards were returned to them.

There were twenty four Destiny Lords, one for every Dragonlord runner :

- \* Destiny of Ancient Oaths and his 7 Ancient Oath Cohort.
- \* Destiny of the Black Banner and his 7 Black Banner Cohort.
- \* Destiny of the Bleeding Eye and his 7 Bleeding Eye Cohort.
- \* Destiny of the Broken Axe and his 7 Broken Axe Cohort.
- \* Destiny of Builder and his 7 Builder Cohort.
- \* Destiny of the Calif's Heir and his 7 Calif's Heir Cohort.
- \* Destiny of the Dark Reserve and his 7 Dark Reserve Cohort.
- \* Destiny of the Final Purge and his 7 Final Purge Cohort.
- \* Destiny of the Gilded Tongue and his 7 Gilded Tongue Cohort.
- \* Destiny of History's Tears and his 7 History's Tears Cohort.
- \* Destiny of Noble Blood and his 7 Noble Blood Cohort.
- \* Destiny of the Ogre Lord and his 7 Ogre Lord Cohort.
- \* Destiny of the Raging Mind and his 7 Raging Mind Cohort.
- \* Destiny of the Returned and his 7 Returned Cohort.
- \* Destiny of Robert's Savior and his 7 Robert's Savior Cohort.
- \* Destiny of the Scarlet Rose and his 7 Scarlet Rose Cohort.
- \* Destiny of the Silver Skin and his 7 Silver Skin Cohort.
- \* Destiny of the Silvered Fount and his 7 Silvered Fount Cohort.
- \* Destiny of Unfinished Mercy and his 7 Unfinished Mercy Cohort.
- \* Destiny of Wisdom Lost and his 7 Wisdom Lost Cohort.
- \* Destiny of Worldfall's Ally and his 7 Worldfall's Ally Cohort.
- \* Destiny of the Abyss and his 7 Abyss Cohort.
- \* Destiny of Allied Moon and his 7 Allied Moon Cohort.
- \* Destiny of the Maker and his 7 Maker Cohort.

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