

<p>1 {BIO} Disease Boiling Camps</p> <p>Zone (-) P:3 M:2 environmental demon wars</p> <p>For each <demon> Gladiator in play deals 1 {ADMG} to all non-<demons> Characters. For each {ADMG} dealt this way all the Players scrap one card.</p> <p><i>The Demon King Azulor Apók usually sended his renegades to Disease Boiling Camps in order to them to be burned alive due the high rates of vicious disease around the camps.</i></p> <p style="text-align: right;">6-P-001</p>	<p>0 {BIO}{por} D'runna Dir War-bringers of Apocalypse</p> <p>Manager OVP M:2 demon wars manager L:7 R:2 A:0</p> <p>War-bringers of Apocalypse</p> <p>The Player may have the Four <War-bringers of Apocalypse> ARKZILIPUL, ARKON KLAUS, AZULOR APÓC and PESTILENCE on the same Team</p> <p>{-} Remote Startup{SET}pay 1 {LIFE}: search your Arsenal for a Minion with pay cost 3 or less and put it into play in the Support Field</p> <p><i>D'runna's a Shendondrian Dominatrix!</i></p> <p style="text-align: right;">6-P-002</p>	<p>3 {CYB} Dasher-Storm</p> <p>Minion (-) P:6 M:2 creature reindeer unique L:5 R:3 A:2</p> <p>If you have ARKON KLAUS on your Team, DASHER-STORM cost less 2 {CP} to enters play</p> <p>All <assistant>, <remote> and <hardware> cost 2 {CP} less to play</p> <p><i>"Rudolph, you can't imagine what you can do with all this high-tek!!!"</i></p> <p style="text-align: right;">6-P-003</p>
<p>2 {CYB} Gelhar Craftsbeing</p> <p>Minion (-) P:10 M:4 alien legendary L:11 R:2 A:1</p> <p>GELHAR counts as a 2VP {WAR}{CYB} Gladiator.</p> <p>{+} Engine Play {SET}: do 1 {XDMG} to all Characters in opponents Action Field unless all Characters Retreat to the Support Field. (One Characters must still take 1 {XDMG})</p> <p><i>Probably the best engineer in the League.</i></p> <p style="text-align: right;">6-P-004</p>	<p>1 {MYS} Power of Faith</p> <p>Zone (+) P:3 M:2 healing demon wars</p> <p>For each <demon> Gladiator in play heal two wound to all non-<demons> Gladiators</p> <p><i>During the Demon Wars the Human Resistance would find strength to continue fighting mostly due the power of their faith.</i></p> <p style="text-align: right;">6-P-005</p>	<p>3 {MYS} Shadow-Dancer</p> <p>Minion (-) P:6 M:2 creature reindeer unique L:5 R:3 A:2</p> <p>If you have ARKON KLAUS on your Team, SHADOW-DANCER cost -2 {CP} to enters play</p> <p>{SET}, pay 2{CP}: Roll a 6D die: On 1-3: Search in your Arsenal for a <dark> card and put it in your hand On 4-6: Remove a wound from all <reindeer> Characters.</p> <p><i>"The Mystic forces are the most fierce force in the Universes!"</i></p> <p style="text-align: right;">6-P-006</p>
<p>1 {POR} Dimensional Gate</p> <p>Zone (+) P:3 M:3 gate demon wars</p> <p>All <demon>, <demonic> and <horror> cards cost -2 {CP} to enter play.</p> <p><i>During the Demon Wars it was quite often to site those portals. When someone started to see the skylight getting blur and wrapped up, that only mean that the demons were coming.</i></p> <p style="text-align: right;">6-P-007</p>	<p>3 {POR} Ryla Pet Demon</p> <p>Minion (-) P:7 M:5 demon unique L:9 R:5 A:2</p> <p>RYLA counts as a 3VP {MYS}{BIO} Gladiator.</p> <p>If RYLA is played by PRINCE OF GATES she costs -3 {CP} to play.</p> <p>{OR} If target Minion with a Play Cost less than the number of wounds on RYLA is destroyed, RYLA gains +1 {ADMG}</p> <p><i>Ryla's often summoned by Xarz'ycus to defeat his most difficult opponents.</i></p> <p style="text-align: right;">6-P-008</p>	<p>1 PSI Season Rush Fever</p> <p>Zone (-) P:2 M:2 madness</p> <p>All <elf> cards cost -1 {CP} to enter play.</p> <p><i>"Hum, the childrew cries, the Gladiators deaths, the cookies, the milk, the gifts! That's why I love this Season!!!"</i></p> <p style="text-align: right;">--Zwarte Piet 6-P-009</p>

<p>1 PSI Fight for Survival...</p> <p>Quick-Hit (+) P:3 focus demon wars</p> <p>Against <demon> Gladiators, all non-<demon> Gladiators gain MAX +1 {LIFE} and +1 {ADMG}</p> <p><i>Thousands of Humans gathered together to prevent the extinction of the Human race during the Demon Wars.</i></p> <p>6-P-010</p>	<p>3 {UNI} Blizzon</p> <p>Minion (-) P:6 M:2 creature reindeer unique L:6 R:5 A:3</p> <p>If you have ARKON KLAUS on your Team, BLIZZON cost less 2 {CP} to enters play</p> <p>All <reindeer> gain MAX +1 {Rage} and +1 {ADMG}</p> <p><i>“Red-Nosed think that he’s our Clan Leader, I will show him who’s really the Boss!!!”</i></p> <p>6-P-011</p>	<p>3 {UNI} Seheial Archangel</p> <p>Minion (-) P:9 M:3 alien celestial legendary L:12 R:4 A:2</p> <p>SEHEIAL counts as a 3VP {MYS}{PSI} Gladiator</p> <p>{?}Angel Teachings{SET}: Roll a 6d: on 1-4: destroy all Pump cards (-) on 5-6: unset all Characters except for this one and heal each Gladiator 1 {LIFE}(+)</p> <p>{-}Angel Clutch{SET}: SEHEIAL deals to one Character 1 {XDMG}. You may only use Angel Clutch if SEHEIAL is in the Action Field</p> <p>6-P-012</p>
<p>2 {WAR} Christmas Three Blade</p> <p>Pump: Gladiator (+) P:3 M:2 weapon ancient legendary</p> <p>+2 {ADMG}</p> <p>If Pumped Gladiator is ARKON KLAUS gains +1 {ADMG} bonus</p> <p>(Meaning that if the Pumped Gladiator is ARKON KLAUS he gains +3 {ADMG})</p> <p><i>Forged during the Demon Wars, this blade gains life by slicing his opponents in three parts.</i></p> <p>6-P-013</p>	<p>0 {WAR} Apocalypse Come!!! Sponser demon wars War-bringers of Apocalypse Hand Size: +1 CP: +2 Hand Bonus: -3</p> <p>The Player may have ARKZILIPUL, ARKON KLAUS, AZULOR APOC and PESTILENCE on the same Team ignoring the VP distribution limit</p> <p><i>“Together we were, the most fearsome force in all dimensions. Arkon Klaus (Death), Pestilence, Azulor Apok (Plague) and Dark Ark-zilipul(Famine), together we were the Apocalypse.”</i></p> <p>6-P-014</p>	<p>1 {WAR}{MYS} Gandrel The Warrior Goddess</p> <p>Gladiator 4VP human legendary L:12 R:7 A:2</p> <p>{OR}Wake up Call {While Not Raging}{SET}: Unset all Characters you control</p> <p><i>Zdantal was a fool, but he was my fool. I will not rest at ease without knowing that he is safe. He’s messing with some dark stuff. I’m afraid I will have to join him, to secure him.</i></p> <p>6-P-015-a</p>
<p>2 {WAR}{MYS} Gandrel The Warrior Goddess</p> <p>Gladiator 5VP human legendary L:12 R:7 A:2</p> <p>{OR}Wake up Call {While Not Raging}{SET}: Unset all Characters you control</p> <p>{+}Enlightenment: Each players looks at a number of cards on top of their Arsenal equal to the number of set Gladiators they control. They may then add 1 card to their hand and put the rest on the botton of their arsenal.</p> <p>6-P-015-b</p>	<p>3 {WAR}{MYS} Gandrel The Warrior Goddess</p> <p>Gladiator 6VP human legendary L:12 R:7 A:2</p> <p>{OR}Wake up Call {While Not Raging}{SET}: Unset all Characters you control</p> <p>{+}Enlightenment: Each players looks at a number of cards on top of their Arsenal equal to the number of set Gladiators they control. They may then add 2 cards to their hand and put the rest on the botton of their arsenal.</p> <p><i>The Warrior Goddess may have disappeared, but her spirit still lives in the Arenas</i></p> <p>6-P-016-a</p>	<p>4 {WAR}{MYS} Gandrel The Warrior Goddess</p> <p>Gladiator 7VP human legendary L:12 R:7 A:2</p> <p>{+}Enlight Goddess {SET}: Each Player looks at a number of cards on top of their Arsenal equal to the number of set Gladiators they control. They may then add all cards to their hand and scrap the sae number of cards from their hand.</p> <p>{OR}Warrior’s Axe Scrap a Pump you control: + 1 {ADMG}</p> <p>6-P-016-b</p>

<p>1 {WAR}{POR} Kal Tasha Molten Maid Gladiator 4VP human legendary L:12 R:7 A:2</p> <p>{-}Reckless Charge{SET},{While Raging} pay 1 {LIFE}, scrap 1 Minions you control in your Action Field: Advance up to 2 Minions you control and set a target Character opponent controls</p> <p><i>In the mist of the Demon Wars one woman prevail. Alone with her Molten Hammer, she defeated one of the Demon major players, the notorious Demon King, Azulor Apók</i></p> <p>6-P-017-a</p>	<p>2 {WAR}{POR} Kal Tasha Molten Maid Gladiator 5VP human legendary L:12 R:7 A:2</p> <p>{-}Reckless Charge{SET},{While Raging} pay 1 {LIFE}, scrap 1 Minions you control in your Action Field: Advance up to 2 Minions you control and set a target Character opponent controls</p> <p>{-}Rally Cry{SET},pay 1 {LIFE}: look though your Arsenal for a level 1 Minion and place it in your hand, advance up to 3 Minions you control</p> <p>6-P-017-b</p>	<p>3 {WAR}{POR} Kal Tasha Molten Maid Gladiator 6VP human legendary L:12 R:7 A:2</p> <p>{-}Rally Cry{SET},pay 1 {LIFE}: look though your Arsenal for a level 1 Minion and place it in your hand, advance up to 3 Minions you control</p> <p>{-}Furious Charge{SET},{While Raging} pay 1 {LIFE}, scrap 1 <weapon> from this Gladiator and 2 Minions you control in your Action Field: Advance all Minions you control in the Support Field, deal 1{XDMG} to all Characters in Play. Gain 1 Cheer</p> <p>6-P-018-a</p>
<p>4 {WAR}{POR} Kal Tasha Molten Maid Gladiator 7VP human legendary L:12 R:7 A:2</p> <p>{-}Furious Charge{SET},{While Raging} pay 1 {LIFE}, scrap 1 <weapon> from this Gladiator and 2 Minions you control in your Action Field: Advance all Minions you control in the Support Field, deal 1{XDMG} to all Characters in Play. Gain 1 Cheer</p> <p>{-}Rally{SET}, pay 1 {LIFE}: look though your Arsenal for a {POR} Minion and place it in your hand, Advance all Minions you control</p> <p>6-P-018-b</p>	<p>1 {PSI}{MYS}{WAR} Kaleem Keeper Prime Gladiator 4VP alien legendary L:12 R:8 A:1</p> <p>{OR}Noble Spirit Scrap a <spirit> Minion you control: + 1 {ADMG}</p> <p><i>" I saw for the first time the nobility of Kaleem during one of his Deathmatches against Lillith."</i> --Raffi, the Announcer</p> <p>6-P-019-a</p>	<p>2 {PSI}{MYS}{WAR} Kaleem Keeper Prime Gladiator 5VP alien legendary L:12 R:8 A:2</p> <p>{OR}Noble Spirit Scrap a <spirit> Minion you control: + 1 {ADMG}</p> <p>{-}Happenesence {2 CP}{SET}: Heal 1 wound from a set Gladiator in the Action Field</p> <p>6-P-019-b</p>
<p>3 {PSI}{MYS}{WAR} Kaleem Keeper Prime Gladiator 6VP alien legendary L:13 R:8 A:3</p> <p>{-}Happenesence {2 CP}{SET}: Heal 2 wound from a set Gladiator in the Action Field</p> <p>{+}Mind Control {SET} a Minion with X {CP} cost to do <aura> {XDMG} equal to the {ADMG} of the set Minion to target character</p> <p><i>In the end of their Deathmatch Lillith was astonished by Kaleem. Fewer Gladiators spere their opponents during that matches.</i></p> <p>6-P-020-a</p>	<p>4 {PSI}{MYS}{WAR} Kaleem Keeper Prime Gladiator 7VP alien legendary L:12 R:8 A:3</p> <p>{+}Mind Control {SET} a Minion with X {CP} cost to do <aura> {XDMG} equal to the {ADMG} of the set Minion to target character</p> <p>{OR}Unbreakable Scrap a Minion you control: + 2 {ADMG}</p> <p>6-P-020-b</p>	<p>1 {PSI}{PSI} Sephram The Axe Gladiator 3VP alien legendary L:12 R:5 A:1</p> <p>Minions cannot attack nor intercept attacks from SEPHRAM if she is in the same Team as KALEEM</p> <p>{-}Mind Banishment {SET}, pay X {LIFE}: X Minions in Play are placed on the bottom of the Arsenal pile</p> <p><i>If not for Kaleem, Sephram would had been killed by Xarz'ycus, due to his sumonning his Pet Demon, Ryla.</i></p> <p>6-P-021-a</p>

<p>2 {PSI}{PSI} Sephram The Axe</p> <p>Gladiator 4VP alien legendary L:12 R:5 A:1</p> <p>Minions cannot attack nor intercept attacks from SEPHRAM if she is in the same Team as KALEEM</p> <p>{-} Mind Banishment{SET}, pay X {LIFE}: X Minions in Play are placed on the bottom of the Arsenal pile</p> <p>{OR} Full Control, scrap a Strategic Card to deal 1 {XDMG} to each Unset Opposing Gladiator.</p> <p style="text-align: right;">6-P-021-b</p>	<p>3 {PSI}{PSI} Sephram The Axe</p> <p>Gladiator 5VP alien legendary L:12 R:5 A:2</p> <p>Minions cannot attack nor intercept attacks from SEPHRAM if she is in the same Team as KALEEM</p> <p>{OR} Full Control, scrap a Strategic Card to deal 1 {XDMG} to each Unset Opposing Gladiator.</p> <p>{R} Follower of the Path: scrap a Strategic Card to deal 2 {XDMG} to Opposing Gladiator.</p> <p><i>Sephram only weakness was the Minions.</i></p> <p style="text-align: right;">6-P-022-a</p>	<p>4 {PSI}{PSI} Sephram The Axe</p> <p>Gladiator 6VP alien legendary L:12 R:5 A:2</p> <p>Minions cannot attack nor intercept attacks from SEPHRAM if she is in the same Team as KALEEM</p> <p>{R} Follower of the Path: scrap a Strategic Card to deal 2 {XDMG} to Opposing Gladiator.</p> <p>{OR} Loss of Control: {While Raging}, scrap this Gladiator to deal 4 {XDMG} to each Unset Opposing Gladiator.</p> <p style="text-align: right;">6-P-022-b</p>
<p>1 {MYS}{MYS} Zdantal Dark Mystic of Dethos</p> <p>Gladiator 3VP alien legendary L:12 R:6 A:1</p> <p>{-} Dark Methods {1 CP}: Scrap top card of your Arsenal, gain {2 CP}</p> <p><i>I was the first, but soon I was not alone, soon we were 13, and we were unstoppable!!!</i></p> <p style="text-align: right;">6-P-023-a</p>	<p>2 {MYS}{MYS} Zdantal Dark Mystic of Dethos</p> <p>Gladiator 4VP alien legendary L:12 R:6 A:1</p> <p>{-} Dark Methods {1 CP}: Scrap top card of your Arsenal, gain {2 CP}</p> <p>{+} Dark Possession While in the Action Field, pay {X CP}{SET}: choose a Minion controlled by another Player with X remaining {LIFE}, and take control of it (put it on your side of the Arena, in the Action Field)</p> <p><i>The Dark Mystic energies runned though my veins, like a possession of some old dark entity</i></p> <p style="text-align: right;">6-P-023-b</p>	<p>3 {MYS}{MYS} Zdantal Dark Mystic of Dethos</p> <p>Gladiator 5VP alien legendary L:12 R:6 A:1</p> <p>{+} Dark Possession While in the Action Field, pay {X CP}{SET}: choose a Minion controlled by another Player with X remaining {LIFE}, and take control of it (put it on your side of the Arena, in the Action Field)</p> <p>{+} Dark Mystics: Search your Arsenal for a <dark> card and place it in your hand</p> <p style="text-align: right;">6-P-024-a</p>
<p>4 {MYS}{MYS} Zdantal Dark Mystic of Dethos</p> <p>Gladiator 6VP alien legendary L:12 R:6 A:1</p> <p>{+} Dark Mystics: Search your Arsenal for a <dark> card and place it in your hand</p> <p>{+} Dethos Joke{SET}: All characters take 1 {XDMG}, and are {Raging}</p> <p style="text-align: right;">6-P-024-b</p>	<p>1 {POR}{MYS} Azulor Apók Demon King</p> <p>Gladiator 2VP demon legendary L:12 R:4 A:1 War-bringers of Apocalypse</p> <p>{DR} Demon King {SET}: gives all Characters in the Action Field 1 {XDMG}</p> <p><i>"Azulor Apók during the Demon Wars in his reign on the War-bringers of the Apocalypse was called the Plague "</i></p> <p style="text-align: right;">6-P-025-a</p>	<p>2 {POR}{MYS} Azulor Apók Demon King</p> <p>Gladiator 3VP demon legendary L:12 R:4 A:1 War-bringers of Apocalypse</p> <p>{DR} Demon King {SET}: gives all Characters in the Action Field 1 {XDMG}</p> <p>{-} Demon Wars {1 CP}: Scrap top card of your Arsenal. If it is a <demon> or <demoniac> card, gain {2 CP}</p> <p style="text-align: right;">6-P-025-b</p>

Ophidian 2350 CCG: Ophidian Legends

The **Ophidian Legends** is a 25-card expansion special mini-set and has as the main theme the Legendary Ophidian League Gladiators. And there's more, much more as we also showcase in a 5 cards subset focusing the most brutal war that happened in the Ophidian Universe, the Demon Wars!!!

And as if that is not enough the set also brings back the Reindeers Minions that were seen last year in the Holliday 2004 set, after all we're on Christmas Season, and although we don't have the return of Arkon Klaus, this set also includes a 5 cards subset with many cards for him (or any other Gladiator) to use.

New Mechanisms

Legendary Cards

This Set include Gladiators, Minions and Pumps with a <legendary> keyword that indicate that they are Legendary Characters, this keyword is currently seen in two Gladiators cards Arkon Klaus (from Holliday 2004 set) & Pestilence (from WOF set).

The Legendary Characters are Ophidian League Gladiators, they may be included in any Team, and they act like any regular Gladiator. When a Legendary Gladiator is destroyed he is placed in the Funeral Pyre, and your opponent's gains the double of the VP of the Legendary Gladiator.

The Legendary cards are also unique cards, and even though they don't have the <unique> keyword written on them, they automatically count as unique cards.

Minions that act like Gladiator Cards

This Set include Minions with the following text "*CARD NAME counts as a XVP {DISCIPLINE}{DISCIPLINE} Gladiator*". Currently only one Minion cards has this Mechanism, Doombringer (from The OutWorlds Revelations set).

The Minion can use Pumps that apply for the stated Disciplines and VP, but for all the purposes the card is still a Minion card. It also mean that when the Minion is destroyed he also is Placed in the Funeral Pyre alongside the Gladiators cards, and as that the opponent will gain the VP mentioned on the Minion card.

If the Minion card has also the Legend <legendary> keyword, the VP that the opponent will gain when the minion is destroyed is determinate by the Legendary Cards Mechanism.

SPECIAL THANKS

Thanks to the Fans for their support of this great game. Thanks, all of you!

Mary Christmas and a Happy New Year!!!

Final Note:

To receive all Ophidian 2350 CCG Universe information & gossips in your e-mail join our official mailing list Ophidian 2350 Compendium at <http://groups.yahoo.com/group/ophidiancompendium> And if you still don't know where you can read all the Ophidian 2350 Fan Fiction go to our Fiction site at <http://www.geocities.com/ophidianstories> and enjoy the Ophidian 2350 Stories

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