

Translations file for: **Threat from Demon World** - 305

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Set Rarity List	
Ultimate Rare (2)	Genocide King Demon (019) Dark Demon – Gilfar Demon (053)
Secret Rare (2)	Explosive Sacrifice Embrace (051) Judgment of Anubis (052)
Ultra Rare/Parallel Rare (3)	Genocide King Demon (019) Swift Lightning Demon King – Skull Demon (020) Dark Master – Zork (029)
Super Rare (4)	Dark Bishop Demon (016) Mudora (023) Legendary Flame Controller (028) Curse Erasure (048)
Rare (6)	Hellish General – Mephisto (013) Inferno Queen Demon (018) Metal Parasitic Lifeform (021) Moon Diviner (022) Contract with Underworld (033) Deadly! Black Scorpion Combination (045)
Secret Common (1)	Lost Dog Malon (009)

Card No.	Name	Type	Attribute	Lvl	ATK	DEF
305-001	Gagagigo	Water	Reptile	4	1850	1000
305-002	Dimensional Trainer	Dark	Fiend	1	100	2000
305-003	Polite Intruder Green	Light	Beast	2	0	1000
305-004	Demon Soldier	Dark	Fiend	4	1900	1500
305-005	Hellish Bear	Dark	Animal/Effect	4	1300	1800
When this card is face-up on the field, the [Lair of Ten-Thousand Demon Lords] on your field card zone won't be destroy by an opponent card's effect						
305-006	Word-Blocking Samurai	Air	Warrior/Effect	1	200	300
Pay 800 LP, until the End Phase of the turn, no Magic and Trap card can be activate						

305-007	Black Scoption - Strong Googu	Dark	Warrior/Effect	5	1800	1500
When this card done Battle Damage to opponent, you can choose one of the following effect and activate it: - Return 1 monster on opponent field to the top of owner's deck - Put 1 card from the top of opponent's deck to the graveyard						
305-008	Black Scorpion - Spiteful Miine	Dark	Warrior/Effect	4	1000	1800
When this card done Battle Damage to opponent, you can choose one of the following effect and activate it: - Put a card with [Black Scorpion] in its name from your deck to your hand - Put a card with [Black Scorpion] in its name from your Graveyard to your hand						
305-009	Lost Dog Malon	Light	Beast/Effect	1	100	100
When this card is send to the Graveyard, put this card in your deck, shuffle your deck afterward						
305-010	Great Demon Beast - Gaazetto	Dark	Fiend/Effect	6	0	0
This card attack strength is equal to twice of the monster that is use to sacrifice in the sacrifice summon						
305-011	Name Crafter Kotetsu	Fire	Beast-Warrior/Effect	2	500	500
Reverse: Put a Equipment Magic from your deck to your hand						
305-012	Greedy Goblin	Earth	Fiend/Effect	4	1000	1800
When this card is face-up on the field, both player can't activate effect that have [Discard cards from your hand to activate] in their effect						
305-013	Hellish General - Mephisto	Dark	Fiend/Effect	5	1800	1700
When this card attack a monster in defense mode, if the attack strength of this card is greater than the defense strength of the defending monster, do damage to opponent equal to the difference. Whenever this card done Battle Damage to opponent, discard 1 card from opponent hand at random.						
305-014	Hell Pawn Demon	Earth	Fiend/Effect	2	1200	200
The controller of this card must pay 500 LP during his/her Standby Phases. When this card is a target of effect of a card that is control by your opponent, roll a six-sided dice. If the dice roll is a 3, that card is negated and destroy. When this card is face-up on the field, your opponent can't attack any other card with [Demon] in its name other than this card.						
305-015	Shadow Knight Demon	Air	Fiend/Effect	4	2000	1600
The controller of this card must pay 900 LP during his/her Standby Phases. When this card is a target of effect of a card that is control by your opponent, roll a six-sided dice. If the dice dice roll is a 3, that card is negated and destroy. The damage this card done to opponent is halved.						
305-016	Dark Bishop Demon	Water	Fiend/Effect	3	300	1400
The controller of this card must pay 500 LP during his/her Standby Phases. When a [Demon] is a target of effect of a card that is control by your opponent, roll a six-sided dice. If the dice roll is a 1, 3 or 6, that card is negated and destroy.						
305-017	Death Rook Demon	Light	Fiend/Effect	3	1100	1800
The controller of this card must pay 500 LP during his/her Standby Phases. When this card is a target of effect of a card that is control by your opponent, roll a six-sided dice. If the dice roll is 3, that card is negated and destroyed. When a [Genocide King Demon] on your field is destroyed and send to the Graveyard, you may put this card from your hand to the Graveyard to special summon that [Genocide King Demon] to your field.						
305-018	Inferno Queen Demon	Fire	Fiend/Effect	4	900	1500
The controller of this card must pays 500 Life Points during each of his/her Standby Phases. When this card is a target of effect of a card that is control by your						

opponent, roll 1 six-sided die. If the dice roll is 2 or 5, that card is negated and destroyed. When this card is face-up on the Field, during each Standby Phase, the attack strength of 1 Monster card on the Field with [Demon] in its name is increased by 1000 until the End Phase.						
305-019	Genocide King Demon	Dark	Fiend/Effect	4	2000	1500
If there are no Monster cards on your Field with [Demon] in their names, you can't Normal Summon or Reverse Summon this card. The controller of this card must pay 800 Life Points during each of his/her Standby Phases. When this card is a target of effect of a card that is controlled by your opponent, roll 1 six-sided die. If the dice roll is 2 or 5, that card is negated and destroyed. The effects of Effect Monsters destroyed by this card as a result of Battle are negated.						
305-020	Swift Lightning Demon King - Skull Demon	Dark	Fiend/Effect	6	2500	1200
The controller of this card must pay 500 Life Points during each of his/her Standby Phases. When this card is a target of a card that is controlled by your opponent, roll 1 six-sided die. If the roll is a 1, 3 or 6, that card is negated and destroyed.						
305-021	Metal Parasitic Life Form	Water	Water/Union	7	1000	500
Once per turn during your Main Phase, you can change this card on the Field to an Equipment card, and Equip it on 1 of your face-up Monsters on the Field, or remove it from being an Equipment card, and place it in face-up attack mode. While this card is an Equipment card, the Equipped Monster cannot be affected by Magic effects controlled by your opponent. (A Monster can only have one Union Equipment card Equipped on it. If the Equipped Monster would be destroyed as a result of Battle, destroy this card instead.)						
305-022	Moon Diviner	Dark	Spellcaster/Spirit	4	1100	1400
This card cannot be Special Summoned. Return this card to its owner's hand during the End Phase of a turn in which it was Summoned or Reversed. When this card is Summoned or Reversed, choose 1 face-up Monster on the Field and change it to face-down defense mode.						
305-023	Mudora	Earth	Fairy/Effect	4	1500	1800
Increase this card's attack strength by 200 for each Angel Sub-Type Monster in your Graveyard.						
305-024	Keldo	Earth	Fairy/Effect	4	1200	1600
When this card is destroyed as a result of Battle and goes to the Graveyard, choose 2 cards in your opponent's Graveyard and shuffle them into his or her deck.						
305-025	Kelbek	Earth	Fairy/Effect	4	1500	1800
The Monster that attacked this card is returned to its controller's hand. Damage is calculated as normal.						
305-026	Zolga	Earth	Fairy/Effect	4	1700	1200
If this card is sacrificed in a Sacrifice Summon, you gain 2000 LP.						
305-027	Agido	Earth	Fairy/Effect	4	1500	1300
When this card is destroyed as a result of Battle and goes to the Graveyard, roll 1 six-sided die. You can Special Summon 1 Angel Sub-Type Monster from your Graveyard with a level equal to the die roll. (If the roll is a 6, it includes level 6 and higher.)						
305-028	Legendary Flame Controller	Fire	Spellcaster/Effect/Ritual	7	2400	2000
This card is ritual summoned by a [Trial By Fire]. You must sacrifice total level of 7 or more worth of cards from the Field and/or your hand to sp. Summon this card. Whenever you or your opponent activates a Magic, put 1 Magic Counter on this card. You can remove 3 Magic Counters from this card to destroy all Monsters on the Field except this one.						

305-029	Dark Master - Zork	Dark	Fiend/Effect/Ritual	8	2700	1500
This card is ritual summoned by a [Pact With The Dark Master]. You must sacrifice total level of 8 or more worth of cards from the Field and/or your hand to sp. Summon this card. Once during your turn, you may roll 1 six-sided die. If the roll is a 1 or 2, destroy all of your opponent's Monsters on the Field. If the roll is 3, 4 or 5, destroy 1 of your opponent's Monsters on the Field. If the roll is a 6, destroy all of your Monsters on the Field.						
305-030	Magic Revival	Magic	Normal			
Put 2 Magic cards from your hand into your Graveyard. Choose 1 Magic card in your Cemetery, and put it into your hand.						
305-031	Pulled to the Grave	Magic	Normal			
Each player look at his or her hand opponent's hand, chooses 1 card there and discards it to the Graveyard, then draws 1 card.						
305-032	Trial By Fire	Magic	Ritual			
Needed to summon a [Legendary Flame Controller]. You must sacrifice 7 or more levels worth of cards from the Field and/or your hand in order to sp. Summon the [Legendary Flame Controller]						
305-033	Contract with Underworld	Magic	Ritual			
Can be used to summon a Dark Main-Type Ritual Monster. You must sacrifice cards with levels equal to the Dark Main-Type Monster to be Ritual Summoned from the Field and/or your hand.						
305-034	Contract With Dark Master	Magic	Ritual			
Needed to summon a [Dark Master - Zork]. You must sacrifice 8 or more levels worth of cards from the Field and/or your hand in order to sp. Summon [Dark Master - Zork].						
305-035	Degradation	Magic	Equipment			
If there isn't a card on your Field with [Demon] in its name, destroy this card. Gain control of your opponent's Monster that this card is Equipped on. During each of your opponent's Standby Phases, you receive 800 damage.						
305-036	Diskabaado Attack	Magic	Normal			
Sacrifice 1 Monster on your Field with [Demon] in its name. During this turn, a [Genocide King Demon] on your Field can attack your opponent directly.						
305-037	Dagura Blades	Magic	Equipment			
Equip only on an Angel Sub-Type Monster. Increase the Equipped Monster's attack strength by 500. When the Equipped Monster does Battle Damage to your opponent, you gain that many Life Points.						
305-038	Final Countdown to the End	Magic	Normal			
Pay 2000 Life Points to activate. 20 turns after this card is activated, you win the game.						
305-039	Demon's Declaration	Magic	Continuous			
Once during your turn, you can pay 500 Life Points and name a card. If you do, reveal the top card of your deck, and if it's the named card, put it into your hand. Otherwise, put it into your Graveyard.						
305-040	The Black Scorpions Assemble	Magic	Normal			
You can activate this card if there is a face-up [Don Zaruug] on your Field. You can Special Summon all Monster cards in your hand with [Black Scorpion] in their names. (Only 1 of each card.)						
305-041	Lair of Ten-Thousand Demon Lords	Magic	Field			
Life Payments during the Standby Phases for Monsters with [Demon] in their names don't have to be paid. If a Monster card with [Demon] in its name is destroyed other						

than as a result of Battle and goes to the Graveyard, you can choose 1 Monster card with [Demon] in its name with a level less than that card from your deck and put it into your hand.

305-042	Altar of Sacrifices	Trap	Normal			
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Choose 1 Monster on your Field and put it in the Graveyard. Gain Life Points equal to that Monster's base attack strength.

305-043	Freezing of the Soul	Trap	Normal			
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You can activate this card if you have 2000 or more Life Points less than your opponent. Skip your opponent's next Battle Phase.

305-044	Seal of Blood	Trap	Continuous			
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Choose 1 Monster on your Field with [Demon] in its name when activated. Your opponent must also pay any Life Payment that the chosen Monster has during the Standby Phase. If this card leaves the Field, destroy the chosen Monster. If the chosen Monster leaves the Field, destroy this card.

305-045	Deadly! Black Scorpion Combination	Trap	Normal			
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You can activate this card if there is a [Don Zaruug], [Black Scorpion - Trap Remover Kurifu], [Black Scorpion - Running Chikku], [Black Scorpion - Strong Googu] and [Black Scorpion - Spiteful Miine] all face-up on your Field. All of these cards can attack your opponent directly during the activated turn. If you do, the Battle Damage done to your opponent each becomes 400.

305-046	Demon's Cry	Trap	Normal			
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Pay 500 Life Points when activated. Special Summon 1 Monster card from your Graveyard with [Demon] in its name to your Field. This Monster cannot be sacrificed for any reason, and is destroyed at the End Phase of this turn.

305-047	Reverse Dice	Trap	Normal			
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Once during this turn, negate a die roll and re-roll the die.

305-048	Curse Erasure	Trap	Counter			
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Discard 2 cards from your hand. Negate and destroy a Magic card activation. Also, search your opponent's hand and deck for cards of the same name as the destroyed card and put them all in the Graveyard.

305-049	Explosive Armor	Trap	Normal			
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You can activate this card when an opponent's Monster attacks. Destroy that attacking Monster.

305-050	Light of Hope	Trap	Normal			
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Put 2 Light Main-Type Monsters from your Graveyard into your Deck, shuffle your deck afterward.

305-051	Explosive Sacrificial Embrace	Trap	Normal			
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You can activate this card when your opponent attacks with a Monster on his or her Field that was Sacrifice Summoned. Destroy all of face-up Monsters on your opponent's Field that are in attack mode, and do 1000 damage to your opponent.

305-052	Judgement of Anubis	Trap	Counter			
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Discard 1 card from your hand. Negate and destroy a Magic card activation and effect that has a [Destroy Magic/Trap cards on the Field] effect controlled by your opponent. Afterward, you can destroy 1 of your opponent's face-up Monsters on the Field and do damage to your opponent equal to that Monster's attack strength.

305-053	Gilfar Demon(Ultimate Rare)	Dark	Fiend/Effect	6	2200	2500
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You can activate this card when it goes to the Cemetery. This card becomes an Equipment card and can be Equipped on 1 Monster on the Field, reduces the attack strength of the equipped monster by 500

