

Spikes & Baron Duel Monsters Comet  
 Card Translation File for: Structure Deck – Judgment of  
 Spellcasters - (SD6)

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Created by Spikes and Baron

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Set Rarity List:
Ultra Rare (1): Black Executioner (001)
Common (39): All the rest.

Card No.	Name	Type	Attribute	Level	ATK	DEF
SD6-JP001	Black Executioner	Dark	Spellcaster	7	2500	2100
This card cannot be Normal Summoned. This card can only be Special Summoned by sacrificing a [Black Magician] on your field. When this card is face-up on the Field, for each Normal Magic activate by any player, opponent receive 1000 damages.						
SD6-JP002	Magical Beast – Cerberus	Light	Spellcaster	4	1400	1400
Whenever a Magic card is activate, put a Magic counter on this card. For each Magic Counter on this card, increase this card's attack strength by 500. When this card battles, remove all Magic Counters on this card at the end of battle phase.						
SD6-JP003	Black Magician	Dark	Spellcaster	7	2500	2100
SD6-JP004	Gemini Elf	Earth	Spellcaster	4	1900	900
SD6-JP005	Saint Magician	Light	Spellcaster	2	300	400
Reverse: Choose a Magic card from your Graveyard and put it into your hand.						
SD6-JP006	Skilled Black Magician	Dark	Spellcaster	4	1900	1700
Whenever you or your opponent activate a Magic card, put a Magic counter onto this card (to the maximum of 3). You may sacrifice this card when there're 3 Magic counters on this card, and special summon a [Black Magician] from your hand, deck, or Graveyard.						
SD6-JP007	Apprentice Magician	Dark	Spellcaster	2	400	800
When this card is successfully Summon, Reverse Summon, or Special Summon, put a Magic counter onto a face-up card on the field that Magic counter can be put on. When this card is destroy as a result of battle, you can choose a Spellcaster sub-type monsters with Level 2 or less and set it onto your field.						
SD6-JP008	Chaos Magician	Light	Spellcaster	6	2400	1900

Negate all effect of effect monster cards that target this card.						
SD6-JP009	Magical Knight – Breaker	Dark	Spellcaster	4	1600	1000
When this card is successfully summon, put a Magic counter onto this card (to the maximum of 1). For each Magic counter on this card, increase this card's attack strength by 300. Also, remove a Magic counter on this card to destroy a Magic/Trap card on the field.						
SD6-JP010	Royal Magical Library	Light	Spellcaster	4	0	2000
Whenever you or your opponent activates a Magic card, put a Magic Counter onto this card (to maximum of 3). Remove 3 Magic Counters on this card, draw a card from your deck.						
SD6-JP011	Tsukuyomi	Dark	Spellcaster – Spirit	4	1100	1400
This card cannot be Special Summon. Return this card to its owner's hand during the End Phase of the turn this is Summoned or Reversed. When this card is successfully Summoned or Reverse, choose a face-up monster on the field and change it to face-down defense mode.						
SD6-JP012	Chaos Sorcerer	Dark	Spellcaster	6	2300	2000
This card cannot be Normal Summoned. Remove a Light and a Dark Main-type monster from your Graveyard from the game to special summon this card. During your turn, you may choose to remove a face-up monster on the field from the game. If you use this effect, this card cannot attack that turn.						
SD6-JP013	White Magician – Pikeru	Light	Spellcaster	2	1200	0
At your Standby Phase, add lifepoints equal to number of monsters on your field * 400.						
SD6-JP014	Blood Magician – Magician of Purgatory	Fire	Spellcaster	4	1400	1700
Whenever a Magic Counter is activate, put a Magic counter onto this card. Remove any number of Magic counters on this card, destroy a face-up monster on the field with attack strength lower than number of Magic counters removed * 700.						
SD6-JP015	Black Magician – Kuran	Dark	Spellcaster	2	1200	0
During your standby phase, do damage to your opponent equal to the number of monsters on opponent's field * 300.						
SD6-JP016	Magician of Chaining Attack	Dark	Spellcaster	4	1600	1200
When this card is face-up on your field, when you activate a Normal Magic card, do 400 damages to opponent.						
SD6-JP017	Magic Blast	Magic	Normal			
This card can only be activate if there's a Spellcaster sub-type monster on your field. For each Spellcaster sub-type monster on your field, do 200 damages to opponent. When this card is in your Graveyard, you may put this card into your hand instead of drawing a card from your deck during your draw phase.						
SD6-JP018	Cyclone	Magic	Quickplay			
Destroy 1 Magic or Trap card on the field.						
SD6-JP019	Apostle of Genocide	Magic	Normal			
Destroy 1 face-down monster and remove it from game. If that monster is a Reverse effect monster, each player verify their opponent's deck, and remove all monsters with the same name as the removed monster from game. Each player shuffle their deck afterward.						
SD6-JP020	Early Burial	Magic	Equipment			
Pay 800 Life Points. Choose a monster in your Graveyard and special summon it to the field in attack mode, and equip this card to it. When this card is destroy, destroy the equipped monster.						
SD6-JP021	Sealing Swords of Light	Magic	Normal			
All monsters on opponent's field would change to face-up position. After this card is activate, this card would stay on the field for 3 turns (counting opponent's turn). When this card is on the field, monsters on opponent field cannot declare attack.						
SD6-JP022	Power of Magicians	Magic	Equipment			

For each cards in your Magic/Trap zone, increase the attack and defense strength of the equipped monster by 500.						
SD6-JP023	Heavy Storm	Magic	Normal			
Destroy all Magic and Trap cards on the field.						
SD6-JP024	Diffusion Wave	Magic	Normal			
Pay 1000 Life Points. Choose a Spellcaster sub-type monster on your field with level 7 or higher. During this turn, only the chosen Monster is allowed to attack, and it can attack each of your opponent's monsters once. The effects of effect monsters destroyed in attack by this way are not activated.						
SD6-JP025	Reload	Magic	Quickplay			
Shuffle your hand into the deck. Then draw cards equal to the number you shuffled in.						
SD6-JP026	Black Magic	Magic	Normal			
This card can only be activated when [Black Magician] is face-up on the field. Destroy all opponent's Magic and Trap cards on the field.						
SD6-JP027	Magic Absorption	Magic	Continuous			
Whenever a Magic card is played, you gain 500 lifepoints.						
SD6-JP028	Lightning Vortex	Magic	Normal			
Discard one card from your hand, destroy all opponent's face-up monsters on the field.						
SD6-JP029	Dimensional Magic	Magic	Quickplay			
This card can only be activate when there's a face-up Spellcaster sub-type on your field. Sacrifice a monster on your field, special summon a Spellcaster sub-type monster from your hand. Afterward, you can destroy a monster on the field.						
SD6-JP030	Magic Box of Death	Magic	Normal			
Destory one monster on opponent's field, gave the control of one of your monster to your opponent.						
SD6-JP031	Nightmare Steel Cage	Magic	Normal			
All Monsters cannot attack for next 2 turns (counting opponent's turn). After 2 turns, this card is destroyed.						
SD6-JP032	Cry of the Living Dead	Trap	Continuous			
Choose a monster in your Graveyard, and special summon it in attack mode. When this card leaves the field, destroy that monster. When that monster is destroy, destroy this card.						
SD6-JP033	Eight Type Anti-Magic Multi-boundary	Trap	Counter			
Choose 1 of the following effects and activate it. - Negate and destroy a Magic card that chooses 1 Monster on the field as its target. - Discard 1 Magic card from your hand, negate and destroy the activation and effect of a Magic card and destroy it.						
SD6-JP034	Pitch-Black Power Stone	Trap	Continuous			
After activation, put 3 Magic counters onto this card. Once during your turn, you may move a Magic counter on this card to "another card that Magic counter can be put onto". When there're no Magic counters on this card, destroy this card.						
SD6-JP035	Divine Judgment	Trap	Counter			
Discard one card from your hand, negate an effect activation of an effect monster and destroy that monster.						
SD6-JP036	Magic Cylinder	Trap	Normal			
Negate the attack of an opponent's monster, do damages to opponent's lifepoints equal to the attack strength of that monster.						