

Translation file for: Soul of the Duelist - SOD
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Set Rarity List	
Ultimate Rare (11)	Black Flame Dragon of Horus LV6 (007) Black Flame Dragon of Horus LV8 (008) Mystic Swordsman LV4 (012) Armed Dragon LV7 (015) Ice Emperor - Mobius (022) Moon Warrior Girl (033) Black Flame Blot (042) Ectoplasma (043) Greed (055) Invalidate (057) Holy Life Barrier (060)
Secret Rare (0)	N/A
Ultra Rare/Parallel Rare (4)	Black Flame Dragon of Horus LV8 (008) Mystic Swordsman LV4 (012) Armed Dragon LV7 (015) Black Flame Blot (042)
Super Rare (7)	Black Flame Dragon of Horus LV6 (007) Ice Emperor - Mobius (022) Moon Warrior Girl (033) Ectoplasma (043) Greed (055) Invalidate (057) Holy Life Barrier (060)
Rare (14)	Firewood Charcoal 18 (001) Ultimate Insect LV1 (005) Black Flame Dragon of Horus LV4 (006) Dark Mimicry LV3 (010) Mystic Swordsman LV2 (011) Armed Dragon LV5 (014) Ninja Master Sasuke (019) Refflesia of Dazzlement (020)

	Mind on Air (027) Jammer King (034) Masters of Oz (035) Hammer Shoot (038) Spirit Barrier (051) Weakening Fog (053)
Secret Common (0)	N/A
Common (35)	All the rest

Card No.	Name	Type	Attribute	Lv	ATK	DEF
SOD-JP001	Firewood Charcoal 18	Fire	Pyro	1	100	2100
SOD-JP002	Neo Aqua Madol	Water	Spellcaster	6	1200	3000
SOD-JP003	Bone Dog Maron	Earth	Beast	4	1350	2000
SOD-JP004	Suka Goblin	Dark	Demon	1	400	400
SOD-JP005	Ultimate Insect LV1	Wind	Insect/Effect	1	0	0
When this card is face-up on the field, this card is not affected by the effect of Magic Cards. During your standby phase, you may put this card into your Graveyard to Special Summon a [Ultimate Insect LV3] from your hand or deck.						
SOD-JP006	Black Flame Dragon of Horus LV4	Fire	Dragon/Effect	4	1600	1000
The control of this card can't change while this card is face-up. At the end of the turn this card destroy a monster as result of battle, you may put this card into Graveyard to special summon a [Black Flame Dragon of Horus LV6] to the field from your hand or deck.						
SOD-JP007	Black Flame Dragon of Horus LV6	Fire	Dragon/Effect	6	2300	1600
When this card is face-up on the field, this card is unaffected by Magic card. At the end of the turn this card destory a monster as a result of battle, put this card into Graveyard to special summon a [Black Flame Dragon of Horus LV8] from your hand or deck.						
SOD-JP008	Black Flame Dragon of Horus LV8	Fire	Dragon/Effect	8	3000	1800
This card cannot be normal summoned. This card can only be special summoned by the effect of [Black Flame Dragon of Horus LV6]. When this card is on the field, you may choose to negate and destroy an activation and effect of a Magic Card.						
SOD-JP009	Dark Mimic LV1	Dark	Demon/Effect	1	100	1000
Flip: Draw 1 card from your deck. During your standby phase, you may put this card into the Graveyard to special summon a [Dark Mimic LV3] from your hand or deck.						
SOD-JP010	Dark Mimic LV3	Dark	Demon/Effect	3	1000	1000
When this card is destroyed and sent to Graveyard as a result of battle, the controller of this card draws 1 card from their deck. If this card was special summoned by the effect of [Dark Mimic LV1], draw 2 cards instead of one.						
SOD-JP011	Mystic Swordsman LV2	Earth	Warrior/Effect	2	900	0
When this card attack an opponent's monsters in face-down defense mode, destroy it without going to Damage Step. During the End Phase this card destroy a monster as a result of battle, you may special summon a [Mystic Swordsman LV4] to the field from your deck or hand.						
SOD-JP012	Mystic Swordsman LV4	Earth	Warrior/Effect	4	1900	1600

If this card is normal summoned, this card is summoned in face-up defense mode. When this card attack a opponent's monsters in defense mode, destroy it without going to Damage Step. At End Phase which this card destroy an opponent monster in battle, you may put this card into Graveyard to special summon a [Mystic Swordsman LV6] from your deck or hand.

SOD-JP013	Armed Dragon LV3	Wind	Dragon/Effect	3	1200	900
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During the standby phase, you may put this face-up copy of this card into the Graveyard to special summoned a [Armed Dragon LV5] from your deck or hand.

SOD-JP014	Armed Dragon LV5	Wind	Dragon/Effect	5	2400	1700
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Send 1 monster card from your hand to the Graveyard to destroy 1 monster on your opponent's side of the field with an attack below that of the attack of the monster sent to the graveyard. During the end phase of a turn in which this card destroyed a monster as a result of battle, the controller of this card may put this card into the Graveyard to Special Summon a [Armed Dragon LV7] from their hand or deck.

SOD-JP015	Armed Dragon LV7	Wind	Dragon/Effect	7	2800	1000
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This card cannot be Normal Summon. This card can only be special summoned by the effect of [Armed Dragon LV5]. You may put a monster card from your hand to the Graveyard to destroy all monsters on your opponent's side of the field with an attack below that of the attack of the monster sent to the graveyard.

SOD-JP016	Horus's Servant	Fire	Beast-Warrior/Effect	1	100	100
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While this card is face-up on the field, your opponent cannot designate any [Black Flame Dragon of Horus] (of any [LV]) on your side of the field, as the target of a Magic, Trap, or monster effect.

SOD-JP017	Black Dragon's Poul	Dark	Dragon/Effect	1	800	500
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You may put this card into the Graveyard to special summoned a [Red Eyes Black Dragon] form your hand.

SOD-JP018	Killer Doll of Attachment	Dark	Demon/Effect	4	1600	1700
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If this card is sent from the field to the graveyard by the effect of a Continuous Magic card, special summon this card to the field during your next standby phase.

SOD-JP019	Ninja Master - Sasuke	Light	Warrior/Effect	4	1800	1000
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When this card is in battle with a face-up defense monster, destroy it without going to damage step.

SOD-JP020	Refflesia of Dazzlement	Earth	Plant/Effect	2	300	900
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Flip: Gain control of one of your opponent's monsters until the end of the turn.

SOD-JP021	Super Hot-Blood Batter Kid	Fire	Warrior/Effect	3	500	1000
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Increase this card attack other than this card by 1000 for every Fire Main-Type monsters on the field. Put one Fire main-type monster other than this card to Graveyard, do 500 damages to opponent's lifepoints.

SOD-JP022	Ice Emperor - Mobius	Water	Aqua/Effect	6	2400	1000
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When this card is successfully sacrificed summon, destroy up to two Magic/Trap cards on the field

SOD-JP023	Element Dragon	Light	Dragon/Effect	4	1500	1200
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When another of the following types of monsters exists on the field, this monster gains the effects below in accordance with the type:

- Fire: Increase this cards attack power by 500 points.

- Wind: If this card destroys an opponent's monsters in battle, this card may attack once (and only once) again.

SOD-JP024	Element Soldier	Dark	Warrior/Effect	4	1500	1200
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When another of the following types of monsters exists on the field, this monster gains the effects below in accordance with the type: - Water: Control of this card cannot change. - Earth: Negate the effect of effect monsters destroyed by this card in battle.						
SOD-JP025	Resonance Bug	Earth	Insect/Effect	3	1200	1300
When this card is destroyed and sent to the graveyard as a result of battle, the controller of this card may special summon 1 insect type monster with attack strength of 1500 or less from their deck.						
SOD-JP026	Mask Dragon	Fire	Dragon/Effect	3	1400	1100
When this card is destroyed and sent to the graveyard as a result of battle, the controller of this card may special summon 1 Dragon type monster with an attack of 1500 or less from their deck.						
SOD-JP027	Mind on Air	Dark	Spellcaster/Effect	6	1000	1600
When this card is face-up on the field, your opponent must show his/her hand						
SOD-JP028	Hagansoku	Water	Fish/Effect	4	1500	1600
When this card is used as Tribute Summon of a Water Main-Type monster, this card counts as 2 tributes.						
SOD-JP029	Troy Horse	Earth	Beast/Effect	4	1600	1200
When this card is used as Tribute Summon of a Earth Main-Type monster, this card counts as 2 tributes.						
SOD-JP030	Apostle Eating Bug	Earth	Insect/Effect	5	900	1200
FILP: Destroy two monsters on the field.						
SOD-JP031	Enraged Muka Muka	Earth	Rock/Effect	5	1200	600
This card attack and defense strength is increase by 400 for each card in your hand.						
SOD-JP032	Hand Sender - Hane	Earth	Beast/Effect	5	900	1000
FILP: Return 3 monsters on the field to owner's hand.						
SOD-JP033	Moon Warrior Girl	Dark	Warrior/Effect	6	2100	1400
When this card battles a Light monsters, add 1000 attack points to this monster.						
SOD-JP034	Jammer King ("Mischievous Intruder King")	Light	Beast - Fusion/Effect	6	0	3000
[Jammer Yellow] + [Jammer Green] + [Jammer Black] When this card is face-up on the field, at most 3 of opponent's monsters space cannot be used						
SOD-JP035	Masters of Oz	Earth	Beast - Fusion	9	4200	3200
[Big Koala] + [Death Kangaroo]						
SOD-JP036	Critch	Dark	Spellcaster - Fusion	6	2100	1800
[Critter] + [Witch of Black Forest]						
SOD-JP037	Dark Mass Production Factory	Magic	Normal			
Return two Normal monsters from your Graveyard to hand.						
SOD-JP038	Hammer Shoot	Magic	Normal			
Destroy the face-up monster in attack mode on the Field with the highest attack strength						
SOD-JP039	Memory Erasion	Magic	Quickplay			
This card can only be activate when your opponent have 3 cards or less in his/her hand. Your opponent must shuffle his/her hand into the deck. He/she then draw back the same amount of card shuffled back.						
SOD-JP040	Abyss Designator	Magic	Normal			
Play 1000 LP, and declare a Main and Sub Type. Your opponent must put a card with the same Main and sub type you declare into the Graveyard from his or her deck.						

SOD-JP041	Level Up!	Magic	Normal			
This card is activate by sacrificing a card with [LV] in its name on the field. Special Summon the card named in the card sacrificed to the field from your DECK OR HAND, negate any special summoning requirement.						
SOD-JP042	Black Flame Blot	Magic	Normal			
Choose a [Red Eyes Black Dragon] on your field to activate this card, do damage to your opponent equal to the original attack of the chosen [Red Eyes Black Dragon]. [Red Eyes Black Dragon] cannot attack the turn this card is used						
SOD-JP043	Ectoplasma	Magic	Continuous			
Each player during their respective End Phase sacrifice a face-up monster on their field, do damage to opponent equal to half of base attack of that monster.						
SOD-JP044	Fourth Dimensional Grave	Magic	Normal			
Choose two monsters in your Graveyard with [LV] in its name and shuffle it into your deck.						
SOD-JP045	Two Man's Cell Battle	Magic	Continuous			
Both player may special summon a Level 4 monster from their hand during their respective End Phase.						
SOD-JP046	Big Bang Small Bang	Magic	Normal			
Destroy all Water Main-Type monster on your field, then, you may special summon at most the number of Water monsters destroy of Water monsters from our hand.						
SOD-JP047	Fusion Weapon	Magic	Equipment			
This card can only equipped on a Fusion Monster that is Lv.6 or lower, increase 1500 attack and defense to the equipped card.						
SOD-JP048	Ritual Weapon	Magic	Equipment			
This card can only equipped on a Ritual Monsters that is Lv. 6 or lower, increase 1500 attack and defense point to the equipped card.						
SOD-JP049	Taunt	Trap	Normal			
During your opponent's Main Phase, choose 1 of your monsters on the field to activate this card. As long as the chosen monster is on the field, when your opponent declare battle, he/she may only choose the chosen monster as target of battle.						
SOD-JP050	Extreme Body Extreme Life	Trap	Normal			
This card can only be activated during opponent's turn, when your opponent attack, it would attack player directly.						
SOD-JP051	Spirit Barrier	Trap	Normal			
As long as this card's controller has monsters on his/her field, the battle damage done to this card's controller become 0.						
SOD-JP052	Ninja Technique - Flying Cicada Technique	Trap	Continuous			
Choose one of monster on your field with [Ninja] in its name. As long as this card is on the field, the chosen monster cannot be destroyed in battle.						
SOD-JP053	Weakening Fog	Trap	Continuous			
Your opponent's hand may only have maximum of 5 cards						
SOD-JP054	Big Breakdown	Trap	Normal			
This card can only be activate when your opponent have 8 cards or more in his/her hand. Shuffle opponent's hand into his/her deck, and then he/she draws 2 cards.						
SOD-JP055	Greed	Trap	Continuous			
For each cards each player draws from his/her deck during a turn as a result of card's effect, do 500 damages to that player's lifepoints at End Phase of that turn.						
SOD-JP056	Mind Crush	Trap	Normal			

Declare one card name. If your opponent has the declared card, discard all cards that have the same name as the declared card from his/her hand. If your opponent didn't have the card, you discard 1 card from your hand randomly.						
SOD-JP057	Invalidate	Trap	Normal			
This card can only be activate when a card effect that draw cards is activated. After verify the card draw by the effect, then discard all card draw by that card's effect.						
SOD-JP058	Gorgon's Eye	Trap	Normal			
Until the End of Turn, negate the effect of monsters in defense mode						
SOD-JP059	Cemetery Blast	Trap	Normal			
Do 100 damages to your opponent for each card in his/her Graveyard.						
SOD-JP060	Holy Life Barrier	Trap	Normal			
Discard one card from your hand to activate this card, during the turn this card is activated, all of opponent's damage done to you became 0.						