Princess of the Garden *Lion*
[EX Soul 3] [A]: [Purge the top card of your Deck] When this Mem attacks, may pay. If so, this Mem gains +5000 Pow for the battle, choose all your Opp.'s Mems, and give them "[C] This Mem cannot Intercept." for the turn.

HTD01/001 | None - Talent | W: Monolium

L4
C0

Naive Twin Fangs *Lion*
[LD] [(3)] This Mem gains +3000 Pow for the turn. Then, if there are 5 or more cards in your Purge Zone, choose 1 of your Opp.'s Level 2 or lower Mems and Drop it.

HTD01/002 | None - Talent | W: Monolium

L4
C0

High Speed Dash *Lion*
[A] When this Mem loses a battle, Purge this Mem and all Soul of this Mem.
[LD] [(2)] Draw a card. This Mem gains +2000 Pow for the turn.

HTD01/003 | None - Talent | W: Monolium

L3
C0

True Ability of the Thorns *Lion*
[TC] - "Lion"
[LD] [(2) Purge the top card of your Deck] Draw a card. This Mem gains +4000 Pow for the turn.

HTD01/004 | None - Talent | W: Monolium

L3
C0

Trance of Reunion *Lion*
[TC] - "Lion"
[LD] [(2) Purge the top card of your Deck] Draw a card. This Mem gains +2000 Pow for the turn.

HTD01/005 | None - Talent | W: Monolium

L2
C0

Trance Success!? *Lion*
[A] [Purge the top card of your Deck] When this Mem attacks, may pay. If so, this Mem gains +3000 Pow for the battle.
[LD] [(2)] Draw a card.

HTD01/006 | None - Talent | W: Monolium

L2
C0

HTD01: Bloom Logic Trial Deck

Moving Encounter *Lion*
[A] [Purge a "Lion" in the DZ] When this Mem enters the Field, may pay. If so, choose 1 of your Mems, and that Mem gains +3000 Pow for the turn.

HTD01/007 | None - Talent | W: Monolium

L1
C0

Unexpected Accident *Lion*
[C] When this Mem is placed from Battle Zone or Intercept Zone to the DZ, Purge this Mem instead of putting this in the DZ.
[A] When this Mem Intercepts, if your Mem in battle is "Lion", that Mem gains +3000 Pow for the battle.

HTD01/008 | None - Talent | W: Monolium

L1
C0

Delayed School Debut *Lion*
[A] Covenant - "Covenanter: Lion": If the deployed TU is "Lion", that deployed Mem gains +3000 Pow for the turn.
[A] VG: When this Mem enters the Field, you may choose a Territory 1 Mem in your Opp.'s Front Row and Drop it. If a card is Dropped this way, your Opp. draws a card.

HTD01/009 | None - Talent | W: Monolium

L1
C0

Waffle **of the Feather**
[A] When this Mem enters the Field, draw a card, and Purge a card from your hand.

HTD01/010 | Liones - Feathered Beast | W: Monolium

L1
C0

Promise From Her Youth *Rosa*
[A] Covenant - "Lion": [(1)] If the deployed TU is "Lion", may pay. If so, draw a card.
[A] VG: When this Mem enters the Field, you may choose a Territory 1 Mem in your Opp.'s Front Row and Drop it. If a card is Dropped this way, your Opp. draws a card.

HTD01/011 | Liones - Pure Flower | W: Monolium

L1
C0

Rosa **of the Flower Lips**
[A] When this Mem enters the Field, if there are 3 or more cards in your Purge Zone, choose 1 of your "Lion", and that Mem gains +2000 Pow for the turn.

HTD01/012 | Liones - Pure Flower | W: Monolium

L1
C0

Gate Access
[A] [(2)] When this tactics is placed to the Battle Zone, may pay. If so, your red Mem in battle gains +5000 Pow and +2 aura for the battle.

HTD01/013 | None - None | W: Monolium

L0
C0

First Bath in a While
[A] When this tactics is placed to the Battle Zone, your red Mem in battle gains +5000 Pow for the battle. Then, if there are 3 or more cards in your Purge Zone, it additionally gains +5000 Pow.

HTD01/014 | None - None | W: Monolium

L0
C0

Celebrate Rose
[C] All your red Mems gain +1 aura.
[A] When this paradox is placed to the Battle Zone, if your Mem in battle is "Lion" and there are 5 or more cards in your Purge Zone, that Mem gains +1 aura for the battle.

HTD01/015 | None - None | W: Monolium

L0
C0

Cutie Striker
[A] All your red Mems gain +1 aura.
[A] When this paradox is placed to the Battle Zone, your red Mem in battle gains +2000 Pow for the battle.

HTD01/016 | None - None | W: Monolium

L0
C0

Liones Yelistratova
--No Text--

HTD01/017 | None - None | W: -

L0
C0

Pillari Academy (Daytime)
[A] [On Gate Destruction] Stock Boost (3).

HTD01/G001 | None - None | W: Septpia

L0
C0

1-S Classroom
[A] [On Gate Destruction] Stock Boost (1), and draw a card.

HTD01/G002 | None - None | W: Septpia

L0
C0

Shirakaba Dorm, Open-Air Bath
[A] [On Gate Destruction] Stock Boost (1). Then, if you have 4 or more destroyed Gates, choose all your Opp.'s Mems and Rest them.

HTD01/G003 | None - None | W: Septpia

L0
C0

Pillari Academy, Terrace
[A] [On Gate Destruction] Stock Boost (1), Drop the top card of your Deck, and draw a card.

HTD01/G004 | None - None | W: Septpia

L0
C0

Pillari Academy, Covenant Utility
[A] [On Gate Destruction] Stock Boost (1). Then, if your Opp. has 3 or more destroyed Gates, draw 2 cards and discard a card.

HTD01/G005 | None - None | W: Septpia

L0
C0

HTD01: Bloom Logic Trial Deck