



Welcome to Grand Archive TCG! In this game, you control a champion selected by the Grand Archive to be a savior of a world nearing its end. You will have a 60-card deck filled with reliable Allies, powerful Attacks, and potent Actions in addition to a side deck of powerful equipment to help your champion emerge victorious. Defeat the other player's champion to win the game! Watch our **“Grand Archive TCG Quick Start Guide” on YouTube to get started!**

Deck Introduction

Lorraine is an aspiring swordsman who hones her edge and raises her blade for the sake of justice. Her deck includes a multitude of weapons and attacks that she uses to defeat her opponents as well as many strong allies that answer to her call and protect her. Amass your army and attack your opponent's champion! However, beware of mages. They might defeat your allies one by one or destroy your army entirely! Keep up your advance and don't let them prepare their destructive spells!

Gameplay Tips

Lorraine uses attacks and weapons to remove enemy allies from the field while using her allies to take down your opposing champion. Maintain your advantage with cheap attacks while you build a strong army. When Lorraine reaches level 3, she can borrow the powers of Spirits to guide her power up her attacks and finish off her opponents! For ruling help, join our discord! (discord.gg/grandarchivetcg) Ask questions in the #rules-help channel!

Decklist [PnP Version 1.3] (★ = Important Card)

Material Deck

Champions

Spirit of Wind x1
Lorraine, Wandering Warrior x1
Lorraine, Blademaster x1
Lorraine, Crux Knight x1

Regalia

Clarent, Sword of Peace x1
Fire Resonance Bauble x1
Warrior's Longsword x1
Ornamental Greatsword x1
Sword of Seeking x1
Life Essence Amulet x1
Prismatic Edge x1
Seer's Sword x1

Main Deck

Ally

★Banner Knight x3
Crusader of Aesa x4
Dream Fairy x3
Dungeon Guide x2
Esteemed Knight x4
Honorable Vanguard x4
★Weaponsmith x4

Action

Crux Sight x3
Disorienting Winds x2
Favorable Winds x3
Inspiring Call x2
Scry the Skies x4
Spirit Blade: Ascension x2
Spirit Blade: Dispersion x1
Spirit Blade: Infusion x2
Spirit's Blessing x3

Attack

Hurricane Sweep x2
★Spirit Blade: Ghost Strike x4
Savage Slash x3
Sudden Steel x2
★Wind Cutter x3

Lv.0 Spirit of Wind WIND

0 COST

Champion – Spirit

On Enter: Draw seven cards.

Inherited Effect: This champion is wind element in addition to its other elements. Wind element is enabled for you. (When this champion levels up, the new champion gains this ability.)

12

DOAp • EN-002 C • illust: 渡道

Lv.1 Lorraine, Wandering Warrior NORM

1 COST

Champion – Warrior Human

On Enter: Materialize a weapon card with a memory cost of 0 from your material deck.

"This beautiful world we have been tasked to save... It carries such a stench of smoke and ash."

17

DOAp • EN-003 C • illust: Hori

Lv.2 Lorraine, Blademaster NORM

2 COST

Champion – Warrior Human

Lorraine Lineage (Lorraine, Blademaster must be leveled from a previous level "Lorraine" champion.)

On Enter: Until end of turn, Lorraine's attacks get +2 and gains "On Kill: Draw a card."

"Let me show you true swordistry."

23

DOAp • EN-004 C • illust: Hori

Lv.3 Lorraine, Crux Knight CRUX

3 COST

Champion – Warrior Human

Lorraine Lineage (Lorraine, Crux Knight must be leveled from a previous level "Lorraine" champion.) (Crux element is enabled for you.)

Lorraine's attacks get +1 for each regalia weapon card in your banishment.

28

DOAp • EN-005 C • illust: Hori

1 Clarent, Sword of Peace NORM

1 COST

Regalia Weapon – Warrior Sword

Class Bonus Remove a durability counter from Clarent: Prevent the next 1 damage target action would deal to units you control. (Activate this ability only if your champion's class matches this card's class.)

To protect its owner, it would sacrifice itself.

1 2

DOAp • EN-010 R • illust: 渡道

0 Fire Resonance Bauble NORM

0 COST

Regalia Item – Mage Bauble

Banish Fire Resonance Bauble: Draw a card. Activate this ability only if an opponent controls a fire element champion.

Captured perhaps, but never tamed. This spirit's owner must always err on the side of caution.

DOAp • EN-013 U • illust: 渡道

1 Warrior's Longsword NORM

1 COST

Regalia Weapon – Warrior Sword

Class Bonus Warrior's Longsword gets +1. (Apply this effect only if your champion's class matches this card's class.)

A dependable sword made of sturdy steel with an edge honed enough to pierce most defenses. A warrior's true companion.

1 2

DOAp • EN-022 U • illust: 渡道

0 Ornamental Greatsword NORM

0 COST

Regalia Weapon – Guardian/Warrior Sword

Class Bonus On Enter: Up to one target ally you control gets +1 until end of turn. (Apply this effect only if your champion's class matches this card's class.)

An ornate and pristine sword used ceremoniously with great effect, though dull of edge.

1 1

DOAp • EN-017 C • illust: 渡道

0 Sword of Seeking NORM

0 COST

Regalia Weapon – Warrior Sword

Class Bonus True Sight (Attacks using this weapon can target units with stealth. Apply this effect only if your champion's class matches this card's class.)

Before this blade, nothing hidden will remain so.

1 2

DOAp • EN-020 U • illust: 渡道

0

LIFE ESSENCE AMULET

NORM

Regalia Item – Mage Bauble

Whenever an ally you control dies while it is not your turn, you may banish Life Essence Amulet. If you do, draw a card.

"It is said a great artificer made this amulet for his lover should she be at death's door."
— Gildas, Chronicler of Aesa

DOAp • EN-014 C • illust: 漢道

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2

PRISMATIC EDGE

CRUX

Regalia Weapon – Warrior Sword

Class Bonus **On Enter:** Each player reveals all cards in their memory. If a fire element card was revealed, choose a unit and deal 3 damage to it. If a water element card was revealed, draw a card. If a wind element card was revealed, target opponent banishes a card at random from their memory.

DOAp • EN-025 SR • illust: 漢道

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1

SEER'S SWORD

NORM

Regalia Weapon – Warrior Sword

Class Bonus **On Attack:** Glimpse 2. (To glimpse, look at that many cards from the top of your deck. Put those cards back on the top or on the bottom of your deck in any order.)

Even a simple enchantment grants great advantage.

DEMO22 • EN-006 U • illust: 漢道

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2

BANNER KNIGHT

NORM

Ally – Warrior Human

Class Bonus **Level 2+:** Other allies and weapons you control get +1. (Apply this effect only if your champion's class matches this card's class, and only if your champion is level 2 or higher.)

Standards raised behind capable leaders often instill courage in those that march astride.

DOAp • EN-026 C • illust: Hanh Chu

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2

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NORM

Ally – Warrior Human

Class Bonus **Level 2+:** Other allies and weapons you control get +1. (Apply this effect only if your champion's class matches this card's class, and only if your champion is level 2 or higher.)

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Standards raised behind capable leaders often instill courage in those that march astride.

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3

CRUSADER OF AESA

NORM

Ally – Warrior Human

Crusader of Aesa enters the field rested.

Class Bonus **Intercept** (When your champion is attacked while this ally is awake, you may redirect that attack to this ally. Apply this effect only if your champion's class matches this card's class.)

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3

CRUSADER OF AESA

NORM

Ally – Warrior Human

Crusader of Aesa enters the field rested.

Class Bonus **Intercept** (When your champion is attacked while this ally is awake, you may redirect that attack to this ally. Apply this effect only if your champion's class matches this card's class.)

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3

COST

Crusader of Aesa

NORM



Ally – Warrior Human

Crusader of Aesa enters the field rested.

Class Bonus Intercept (When your champion is attacked while this ally is awake, you may redirect that attack to this ally. Apply this effect only if your champion's class matches this card's class.)

2

4

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3

COST

Dream Fairy

WIND



Ally – Mage Fairy

Stealth (This unit cannot be targeted on attack declarations unless permitted by true sight.)

On Enter: Each opponent banishes a card at random from their memory.

On Death: Each opponent draws a card.

1

2

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3

COST

Dream Fairy

WIND



Ally – Mage Fairy

Stealth (This unit cannot be targeted on attack declarations unless permitted by true sight.)

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On Death: Each opponent draws a card.

1

2

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3

COST

Dungeon Guide

NORM



Ally – Mage Human

On Enter: You may banish two cards at random from your memory. If you do, your champion levels up. (Your champion levels up into a compatible champion card from your material deck, ignoring materialization costs.)

“Shortcuts are not without risks.”

1

3

DOAp • EN-032 R • illust: NR

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3

COST

Dungeon Guide

NORM



Ally – Mage Human

On Enter: You may banish two cards at random from your memory. If you do, your champion levels up. (Your champion levels up into a compatible champion card from your material deck, ignoring materialization costs.)

“Shortcuts are not without risks.”

1

3

DOAp • EN-032 R • illust: NR

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3

COST

Esteemed Knight

NORM



Ally – Warrior Human

Class Bonus Intercept (When your champion is attacked while this ally is awake, you may redirect that attack to this ally. Apply this effect only if your champion's class matches this card's class.)

A knight whose reputation precedes them. They raise their sword for noble purpose.

2

3

DOAp • EN-034 C • illust: 白帝

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3

COST

Esteemed Knight

NORM



Ally – Warrior Human

Class Bonus Intercept (When your champion is attacked while this ally is awake, you may redirect that attack to this ally. Apply this effect only if your champion's class matches this card's class.)

A knight whose reputation precedes them. They raise their sword for noble purpose.

2

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3

COST

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2

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3

COST

Estemed Knight

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Ally – Warrior Human

Class Bonus **Intercept** (When your champion is attacked while this ally is awake, you may redirect that attack to this ally. Apply this effect only if your champion's class matches this card's class.)

A knight whose reputation precedes them. They raise their sword for noble purpose.

23

DOAp • EN-034 C • illust: 白帝

2

COST

Honorable Vanguard

NORM

Ally – Warrior Human

Floating Memory (While paying for a memory cost, you may banish this card from your graveyard to pay for 1 of that cost.)

"Advance! Keep them away from the gates until reinforcements arrive!"

12

DOAp • EN-038 C • illust: 十荒

2

COST

Honorable Vanguard

NORM

Ally – Warrior Human

Floating Memory (While paying for a memory cost, you may banish this card from your graveyard to pay for 1 of that cost.)

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DOAp • EN-038 C • illust: 十荒

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DOAp • EN-038 C • illust: 十荒

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"Advance! Keep them away from the gates until reinforcements arrive!"

12

DOAp • EN-038 C • illust: 十荒

2

COST

Weaponsmith

NORM

Ally – Warrior Human

Class Bonus At the beginning of your recollection phase, put a **durability** counter on target weapon you control. (Apply this effect only if your champion's class matches this card's class.)

Forge-hardened masters fuel the heat of battle to the rhythms of hammers and anvils.

13

DOAp • EN-056 C • illust: 坊橋義治

2

COST

Weaponsmith

NORM

Ally – Warrior Human

Class Bonus At the beginning of your recollection phase, put a **durability** counter on target weapon you control. (Apply this effect only if your champion's class matches this card's class.)

Forge-hardened masters fuel the heat of battle to the rhythms of hammers and anvils.

13

DOAp • EN-056 C • illust: 坊橋義治

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Forge-hardened masters fuel the heat of battle to the rhythms of hammers and anvils.

13

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0 COST CRUX

Crux Sight

Action – Mage Spell

Spectral Shift (When you activate this card, you may pay an additional 2. If you do, banish this card as it resolves, then return a crux element card from your graveyard to your hand.)

Draw a card.

Fast

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0 COST CRUX

Crux Sight

Action – Mage Spell

Spectral Shift (When you activate this card, you may pay an additional 2. If you do, banish this card as it resolves, then return a crux element card from your graveyard to your hand.)

Draw a card.

Fast

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0 COST CRUX

Crux Sight

Action – Mage Spell

Spectral Shift (When you activate this card, you may pay an additional 2. If you do, banish this card as it resolves, then return a crux element card from your graveyard to your hand.)

Draw a card.

Fast

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5 COST WIND

Disorienting Winds

Action – Mage Spell

Efficiency (This card costs LV less to activate. LV refers to your champion's level.)

Return target ally to its owner's hand. Draw a card. (Target an ally controlled by any player.)

Not the best way to travel.

Slow

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5 COST WIND

Disorienting Winds

Action – Mage Spell

Efficiency (This card costs LV less to activate. LV refers to your champion's level.)

Return target ally to its owner's hand. Draw a card. (Target an ally controlled by any player.)

Not the best way to travel.

Slow

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1 COST WIND

Favorable Winds

Action – Mage Spell

Allies you control get +1♥ until end of turn.

Floating Memory (While paying for a memory cost, you may banish this card from your graveyard to pay for 1 of that cost.)

A sudden gust to turn the tide.

Fast

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1 COST WIND

Favorable Winds

Action – Mage Spell

Allies you control get +1♥ until end of turn.

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A sudden gust to turn the tide.

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1 COST WIND

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Action – Mage Spell

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Floating Memory (While paying for a memory cost, you may banish this card from your graveyard to pay for 1 of that cost.)

A sudden gust to turn the tide.

Fast

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3 COST NORM

Inspiring Call

Action – Warrior Skill

This card costs 2 less to activate if your champion has attacked this turn.

Allies you control get +1♠ until end of turn. Draw a card.

"Lend your strength and we shall emerge victorious!"
— Lorraine Allard

Fast

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3

COST

INSPIRING CALL

NORM



Action – Warrior Skill

This card costs 2 less to activate if your champion has attacked this turn.

Allies you control get +1 until end of turn. Draw a card.

"Lend your strength and we shall emerge victorious!"
— Lorraine Allard

Fast

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1

COST

SCRY THE SKIES

NORM



Action – Mage Spell

Glimpse LV. Draw a card. *(To glimpse, look at that many cards from the top of your deck. Put those cards back on the top or on the bottom of your deck in any order.)*

The skies hold secrets only privy to the few versed in its signs.

Slow

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1

COST

SCRY THE SKIES

NORM



Action – Mage Spell

Glimpse LV. Draw a card. *(To glimpse, look at that many cards from the top of your deck. Put those cards back on the top or on the bottom of your deck in any order.)*

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The skies hold secrets only privy to the few versed in its signs.

Slow

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1

COST

SPIRIT BLADE: ASCENSION

CRUX



Action – Warrior Spell

As an additional cost to activate this card, return a Sword regalia you own to your material deck.

Choose a Sword regalia card from your material deck or banishment and put it onto the field.

With the spirits' aid, even a worm sword may be transfigured into a divine relic.

Fast

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1

COST

SPIRIT BLADE: ASCENSION

CRUX



Action – Warrior Spell

As an additional cost to activate this card, return a Sword regalia you own to your material deck.

Choose a Sword regalia card from your material deck or banishment and put it onto the field.

With the spirits' aid, even a worm sword may be transfigured into a divine relic.

Fast

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0

COST

SPIRIT BLADE: DISPERSION

CRUX



Action – Warrior Spell

Remove all **durability** counters from any amount of Sword weapons you control, then banish them. Deal damage equal to the amount of **durability** counters removed this way split among any amount of target units.

When spirits take, they pay in kind.

Fast

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2

COST

SPIRIT BLADE: INFUSION

CRUX



Action – Warrior Spell

This card costs 2 less to activate if your champion has dealt damage with an attack this turn.

Until end of turn, target Sword weapon gets +3 and **"On Champion Hit: Draw a card."**

A blade empowered with spiritual might.

Fast

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2

COST

CRUX

Spirit Blade: Infusion

Action – Warrior Spell

This card costs 2 less to activate if your champion has dealt damage with an attack this turn.

Until end of turn, target Sword weapon gets +3 and "On Champion Hit: Draw a card."

A blade empowered with spiritual might.

Fast

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1

COST

CRUX

Spirit's Blessing

Action – Mage Spell

As an additional cost to activate this card, return a regalia you control to its owner's material deck.

Wake up your champion. Draw a card.

Spirits bestow their favor upon those who offer tribute in earnest.

Fast

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1

COST

CRUX

Spirit's Blessing

Action – Mage Spell

As an additional cost to activate this card, return a regalia you control to its owner's material deck.

Wake up your champion. Draw a card.

Spirits bestow their favor upon those who offer tribute in earnest.

Fast

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1

COST

CRUX

Spirit's Blessing

Action – Mage Spell

As an additional cost to activate this card, return a regalia you control to its owner's material deck.

Wake up your champion. Draw a card.

Spirits bestow their favor upon those who offer tribute in earnest.

Fast

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5

COST

WIND

Hurricane Sweep

Attack – Warrior Sword

Class Bonus Efficiency (This card costs LV less to activate. LV refers to your champion's level. Apply this effect only if your champion's class matches this card's class.)

Cleave All (Hurricane Sweep attacks all units an opponent controls and can't be intercepted.)

1

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5

COST

WIND

Hurricane Sweep

Attack – Warrior Sword

Class Bonus Efficiency (This card costs LV less to activate. LV refers to your champion's level. Apply this effect only if your champion's class matches this card's class.)

Cleave All (Hurricane Sweep attacks all units an opponent controls and can't be intercepted.)

1

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0

COST

CRUX

Spirit Blade: Ghost Strike

Attack – Warrior Sword

Spectral Shift (When you activate this card, you may pay an additional 2. If you do, banish this card as it resolves, then return a crux element card from your graveyard to your hand.)

On Attack: You may banish a card from your material deck. If you do, your champion's attacks get +1 until end of turn.

1

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0

COST

CRUX

Spirit Blade: Ghost Strike

Attack – Warrior Sword

Spectral Shift (When you activate this card, you may pay an additional 2. If you do, banish this card as it resolves, then return a crux element card from your graveyard to your hand.)

On Attack: You may banish a card from your material deck. If you do, your champion's attacks get +1 until end of turn.

1

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0

COST

CRUX

Spirit Blade: Ghost Strike

Attack – Warrior Sword

Spectral Shift (When you activate this card, you may pay an additional 2. If you do, banish this card as it resolves, then return a crux element card from your graveyard to your hand.)

On Attack: You may banish a card from your material deck. If you do, your champion's attacks get +1 until end of turn.

1

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0

COST

Spirit Blade: Ghost Strike

CRUX



Attack – Warrior Sword

Spectral Shift (When you activate this card, you may pay an additional 2. If you do, banish this card as it resolves, then return a crux element card from your graveyard to your hand.)

On Attack: You may banish a card from your material deck. If you do, your champion's attacks get +1 until end of turn.

1

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2

COST

Savage Slash

NORM



Attack – Warrior Sword

Class Bonus Floating Memory (While paying for a memory cost, you may banish this card from your graveyard to pay for 1 of that cost. Apply this effect only if your champion's class matches this card's class.)

There is no such thing as grace on a battlefield.

2

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2

COST

Savage Slash

NORM



Attack – Warrior Sword

Class Bonus Floating Memory (While paying for a memory cost, you may banish this card from your graveyard to pay for 1 of that cost. Apply this effect only if your champion's class matches this card's class.)

There is no such thing as grace on a battlefield.

2

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2

COST

Savage Slash

NORM



Attack – Warrior Sword

Class Bonus Floating Memory (While paying for a memory cost, you may banish this card from your graveyard to pay for 1 of that cost. Apply this effect only if your champion's class matches this card's class.)

There is no such thing as grace on a battlefield.

2

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6

COST

Sudden Steel

NORM



Attack – Warrior Sword

Class Bonus Efficiency (This card costs LV less to activate. LV refers to your champion's level. Apply this effect only if your champion's class matches this card's class.)

With a warrior's force behind a blade's momentum, there is little that poses significant defense.

5

DOAp • EN-052 C • illust: 渡道

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6

COST

Sudden Steel

NORM



Attack – Warrior Sword

Class Bonus Efficiency (This card costs LV less to activate. LV refers to your champion's level. Apply this effect only if your champion's class matches this card's class.)

With a warrior's force behind a blade's momentum, there is little that poses significant defense.

5

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2

COST

Wind Cutter

WIND



Attack – Ranger/Warrior Sword

Class Bonus Wind Cutter gets +1. (Apply this effect only if your champion's class matches this card's class.)

On Hit: Reveal a random card in your memory. If that card is wind element, put Wind Cutter into your memory.

1

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2

COST

Wind Cutter

WIND



Attack – Ranger/Warrior Sword

Class Bonus Wind Cutter gets +1. (Apply this effect only if your champion's class matches this card's class.)

On Hit: Reveal a random card in your memory. If that card is wind element, put Wind Cutter into your memory.

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2

COST

Wind Cutter

WIND



Attack – Ranger/Warrior Sword

Class Bonus Wind Cutter gets +1. (Apply this effect only if your champion's class matches this card's class.)

On Hit: Reveal a random card in your memory. If that card is wind element, put Wind Cutter into your memory.

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