



**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](https://discord.gg/grandarchivetcg)) Ask questions in the #rules-help channel!

### Decklist [PnP Version 1.1] (★ = 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  
Commander's Blade 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

Note: Many cards in this print and play feature unfinished artwork.



Please look forward to the final version of these cards!

**Champion - Spirit****Enter Effect:** Draw 6 cards.**Inherited Effect:** This champion is Wind element in addition to its other elements. Wind element is permanently enabled. (Whenever this champion levels up, the new champion gains this ability.)

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**Champion - Warrior****Enter Effect:** Materialize a Weapon card from your material deck with a memory cost of 0.*"Sleep did not honor me with its presence, so the night will be productive elsewhere."*

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**Champion - Warrior****Lorraine Lineage** (Lorraine, Blademaster must be leveled from a previous level "Lorraine" champion.)**Enter Effect:** Until end of turn, Lorraine's attacks gain +2 and "When this attack destroys an ally, draw a card."*"Home World swordistry is like a cheat."*

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**Champion - Warrior****Lorraine Lineage** (Lorraine, Crux Knight must be leveled from a previous level "Lorraine" champion.) (Crux element is enabled.)

Lorraine's attacks gain +1 for each Regalia weapon card in your banishment.

*"Majestic Spirit, answer my call!"*

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**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.)

A magical sword that is disenchanted by bloodshed.

1 1 3

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**Regalia Item - Bauble**

Whenever an opponent activates a Fire card, you may banish Fire Resonance Bauble. If you do, draw 2 cards.

*Captured perhaps, but never tamed. Its owner must always err on the side of caution.*

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**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.)

Warriors hold their lives within their two hands. Reliable weapons are needed to protect them.

1 1 2

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**Regalia Weapon - Warrior Sword****Class Bonus** Enter Effect: 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 1

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**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.)

The jewel on its hilt emits a faint glow when nearby hostility.

1 1 1

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### Life Essence Amulet

COST

NORM

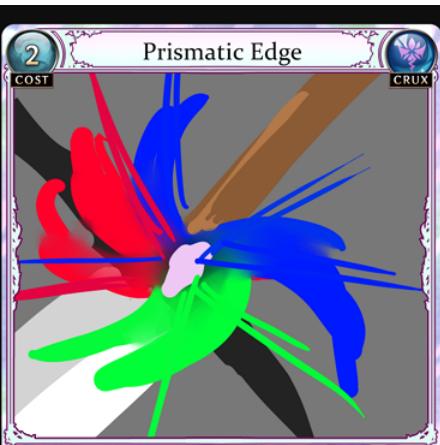
#### Regalia Item – Bauble

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

An amulet that resonates with the loss of life. It is commonly used by commanders to detect when a soldier dies in enemy territory.

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### Prismatic Edge

COST

CRUX

#### Regalia Weapon – Warrior Sword

**Class Bonus** **Enter Effect:** Each player reveals all cards from their memory. If a Fire card was revealed, choose a unit and deal 3 damage to it. If a Water card was revealed, draw a card. If a Wind card was revealed, target opponent banishes a card at random from their memory.

3 1

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### Seer's Sword

COST

NORM

#### Regalia Weapon – Warrior Sword

**Class Bonus** Whenever Seer's Sword is used for an attack, glimpse 1. (To glimpse, look at that many cards from the top of your deck. Put any of those cards back on top or on the bottom of your deck in any order.)

Even simple enchantment grants great advantage.

1 3

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### Banner Knight

COST

NORM

#### Ally – Warrior

**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.

1 3

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1 3

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### Crusader of Aesa

COST

NORM

#### Ally – Warrior

Crusader of Aesa enters the field rested.

**Class Bonus** **Intercept** (When your champion becomes a target of an attack, you may redirect that attack to this ally. Apply this effect only if your champion's class matches this card's class.)

Persistent, if little else.

1 4

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COST

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Persistent, if little else.

1 4

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

**Enter Effect:** Each opponent banishes a card at random from their memory.  
When Dream Fairy dies, each opponent draws a card.

1 2

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

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**Enter Effect:** You may banish 2 cards from your memory at random. If you do, your champion levels up. (Your champion levels up into a compatible champion card from your material deck, ignoring materializing costs.)

"Shortcuts are not without risk."

1 3

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**Enter Effect:** You may banish 2 cards from your memory at random. If you do, your champion levels up. (Your champion levels up into a compatible champion card from your material deck, ignoring materializing costs.)

"Shortcuts are not without risk."

1 3

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**Intercept** (When your champion becomes a target of an attack, you may redirect that attack to this ally.)

A knight errant whose reputation precedes him. Many have perished beneath his blade.

2 3

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**Intercept** (When your champion becomes a target of an attack, you may redirect that attack to this ally.)

A knight errant whose reputation precedes him. Many have perished beneath his blade.

2 3

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2 3

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Ally - Warrior

**Intercept** (When your champion becomes a target of an attack, you may redirect that attack to this ally.)

A knight errant whose reputation precedes him. Many have perished beneath his blade.

2 1 3

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Ally - Warrior

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

"On the signal of smoke, we open the gates."

1 1 2

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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.)

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"On the signal of smoke, we open the gates."

1 1 2

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Ally - Warrior

**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.

1 1 3

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Action - Mage

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

Draw a card.

Sight beyond physical limits.

**Fast**

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Draw a card.

Sight beyond physical limits.

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Action - Mage

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

Return target ally to their owner's hand. Draw a card.

Not the best way to travel.

**Slow**

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Action - Mage

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

Return target ally to their owner's hand. Draw a card.

Not the best way to travel.

**Slow**

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Action - Mage

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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A sudden gust to turn the tide.

**Fast**

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Action - Warrior

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.

"When words don't reach them, lead by example."  
- Lorraine Allard

**Fast**

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**Action - Warrior**

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

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

"When words don't reach them, lead by example."  
— Lorraine Allard

**Fast**

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**Action - Mage**

**Glimpse 1+LV.** Draw a card. (To glimpse, look at that many cards from the top of your deck. Put any of those cards back on 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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**Action - Warrior**

As an additional cost to activate this card, return a Sword regalia you control to your material deck. Materialize a Sword card from your material deck, ignoring its materialization costs.

"Spirit and Sword bound in harmony."  
— Lorraine Allard

**Fast**

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**Action - Warrior**

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

Materialize a Sword card from your material deck, ignoring its materialization costs.

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— Lorraine Allard

**Fast**

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**Action - Warrior**

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

Spirits are faithful companions to the very end.

**Fast**

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**Action - Warrior**

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 $\diamond$  and "Whenever an attack involving this weapon deals damage to a champion, draw a card."

A spirited strike never dulls.

**Fast**

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**Action - Warrior**

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/+0 and "Whenever an attack involving this weapon deals damage to a champion, draw a card."

A spirited strike never dulls.

**Fast**

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**Action - Mage**

As an additional cost to activate this card, return a Regalia you control to your material deck.

Wake your champion. Draw a card.

"With the Spirits' favor, my weapon is restored."  
— Lorraine Allard

**Fast**

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**Attack - Warrior**

**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.)

**Multi-Target** (This attack targets all units a chosen opponent controls, and cannot be intercepted.)

**1**

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**Attack - Warrior**

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

**Class Bonus Fast Attack** (This attack card may be activated at Fast speed.)

**2**

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**2**

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**2**

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Attack - Warrior

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**Class Bonus Fast Attack** (This attack card may be activated at Fast speed.)

2

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Attack - Warrior

**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."

- Lorraine Allard

3

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Attack - Warrior

**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.)

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A spirited strike never dulls.

5

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A spirited strike never dulls.

5

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Attack - Warrior

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

Reveal a random card in your memory. If that card is Wind element, put Wind Cutter into your memory instead of the graveyard as it resolves.

1

DOAp TEST CARD

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Attack - Warrior

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

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