



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 (★ = 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
Avenger's Ring 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

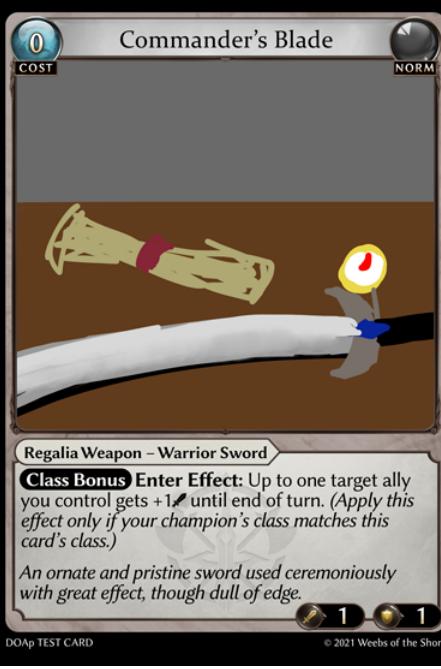
Attack

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!





Life Essence Amulet

COST

NORM

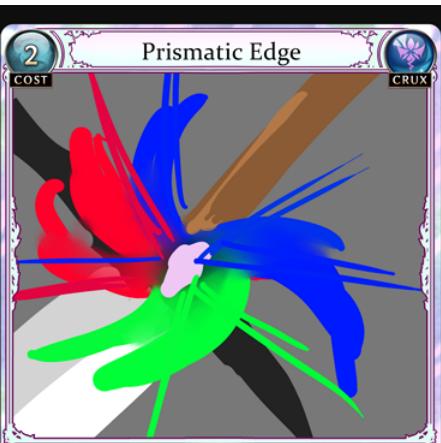
Regalia Item – Bauble

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.

DOAp TEST CARD

© 2021 Webs of the Shore



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.

1 1

DOAp TEST CARD

© 2021 Webs of the Shore



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

DOAp TEST CARD

© 2021 Webs of the Shore



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 leader often instill courage in those that march astride.

1 1 3

DOAp TEST CARD

© 2021 Webs of the Shore



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 leader often instill courage in those that march astride.

1 1 3

DOAp TEST CARD

© 2021 Webs of the Shore



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 leader often instill courage in those that march astride.

1 1 3

DOAp TEST CARD

© 2021 Webs of the Shore



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 1 4

DOAp TEST CARD

© 2021 Webs of the Shore



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 1 4

DOAp TEST CARD

© 2021 Webs of the Shore



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 1 4

DOAp TEST CARD

© 2021 Webs of the Shore

**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

DOAp TEST CARD

© 2021 Webs of the Shore

**Ally - Mage**

Stealth (This ally cannot be targeted by attacks.)

Enter Effect: Target opponent banishes a card at random from their memory.
When Dream Fairy dies, each opponent puts the top card of their deck into their memory.

1 2

DOAp TEST CARD

© 2021 Webs of the Shore

**Ally - Mage**

Stealth (This ally cannot be targeted by attacks.)

Enter Effect: Target opponent banishes a card at random from their memory.
When Dream Fairy dies, each opponent puts the top card of their deck into their memory.

1 2

DOAp TEST CARD

© 2021 Webs of the Shore

**Ally - Mage**

Stealth (This ally cannot be targeted by attacks.)

Enter Effect: Target opponent banishes a card at random from their memory.

When Dream Fairy dies, each opponent puts the top card of their deck into their memory.

1 2

DOAp TEST CARD

© 2021 Webs of the Shore

**Ally - Mage**

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

DOAp TEST CARD

© 2021 Webs of the Shore

**Ally - Mage**

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

DOAp TEST CARD

© 2021 Webs of the Shore

**Ally - Warrior**

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

2 3

DOAp TEST CARD

© 2021 Webs of the Shore

**Ally - Warrior**

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

2 3

DOAp TEST CARD

© 2021 Webs of the Shore

**Ally - Warrior**

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

2 3

DOAp TEST CARD

© 2021 Webs of the Shore



Esteemed Knight

3 COST

NORM

Ally - Warrior

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

DOAp TEST CARD

© 2021 Webs of the Shore



Honorable Vanguard

3 COST

NORM

Ally - Warrior

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

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

DOAp TEST CARD

© 2021 Webs of the Shore



Honorable Vanguard

3 COST

NORM

Ally - Warrior

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

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

DOAp TEST CARD

© 2021 Webs of the Shore



Honorable Vanguard

3 COST

NORM

Ally - Warrior

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

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

DOAp TEST CARD

© 2021 Webs of the Shore



Honorable Vanguard

3 COST

NORM

Ally - Warrior

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

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

DOAp TEST CARD

© 2021 Webs of the Shore



Weaponsmith

2 COST

NORM

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.

DOAp TEST CARD

© 2021 Webs of the Shore



Weaponsmith

2 COST

NORM

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.

DOAp TEST CARD

© 2021 Webs of the Shore



Weaponsmith

2 COST

NORM

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.

DOAp TEST CARD

© 2021 Webs of the Shore



Weaponsmith

2 COST

NORM

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.

DOAp TEST CARD

© 2021 Webs of the Shore



Action - Mage

Spectral Shift (When you activate this card, you may pay an additional 3. 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

DOAp TEST CARD

© 2021 Weebs of the Shore



Action - Mage

Spectral Shift (When you activate this card, you may pay an additional 3. 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

DOAp TEST CARD

© 2021 Weebs of the Shore



Action - Mage

Spectral Shift (When you activate this card, you may pay an additional 3. 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

DOAp TEST CARD

© 2021 Weebs of the Shore



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

DOAp TEST CARD

© 2021 Weebs of the Shore



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

DOAp TEST CARD

© 2021 Weebs of the Shore



Action - Mage

Favorable Winds costs 1 less to activate for each resting ally you control.

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

A sudden gust to turn the tide.

Fast

DOAp TEST CARD

© 2021 Weebs of the Shore



Action - Mage

Favorable Winds costs 1 less to activate for each resting ally you control.

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

A sudden gust to turn the tide.

Fast

DOAp TEST CARD

© 2021 Weebs of the Shore



Action - Mage

Favorable Winds costs 1 less to activate for each resting ally you control.

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

A sudden gust to turn the tide.

Fast

DOAp TEST CARD

© 2021 Weebs of the Shore



Action - Warrior

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

Allies you control get +1⚡ and +2♥ until the end of the turn.

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

Fast

DOAp TEST CARD

© 2021 Weebs of the Shore



**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

DOAp TEST CARD

© 2021 Weebs of the Shore

**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

DOAp TEST CARD

© 2021 Weebs of the Shore

**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

DOAp TEST CARD

© 2021 Weebs of the Shore

**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

DOAp TEST CARD

© 2021 Weebs of the Shore

**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

DOAp TEST CARD

© 2021 Weebs of the Shore

**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

DOAp TEST CARD

© 2021 Weebs of the Shore

**Attack - Warrior**

Spectral Shift (When you activate this card, you may pay an additional 3. 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

DOAp TEST CARD

© 2021 Weebs of the Shore

**Attack - Warrior**

Spectral Shift (When you activate this card, you may pay an additional 3. 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

DOAp TEST CARD

© 2021 Weebs of the Shore

**Attack - Warrior**

Spectral Shift (When you activate this card, you may pay an additional 3. 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

DOAp TEST CARD

© 2021 Weebs of the Shore



Attack - Warrior

Spectral Shift (When you activate this card, you may pay an additional 3. 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

DOAp TEST CARD

© 2021 Webs of the Shore



Attack - Warrior

Class Bonus Level 2+ Savage Slash gets +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.)

"There is no such thing as grace on a battlefield."
- Lorraine Allard

2

DOAp TEST CARD

© 2021 Webs of the Shore



Attack - Warrior

Class Bonus Level 2+ Savage Slash gets +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.)

"There is no such thing as grace on a battlefield."
- Lorraine Allard

2

DOAp TEST CARD

© 2021 Webs of the Shore



Attack - Warrior

Class Bonus Level 2+ Savage Slash gets +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.)

"There is no such thing as grace on a battlefield."
- Lorraine Allard

2

DOAp TEST CARD

© 2021 Webs of the Shore



Attack - Warrior

This card costs 1 less to activate for each Warrior ally you control.

Class Bonus If Sudden Steel is intercepted, put it into your memory instead of the graveyard as it resolves. (Apply this effect only if your champion's class matches this card's class.)

3

DOAp TEST CARD

© 2021 Webs of the Shore



Attack - Warrior

This card costs 1 less to activate for each Warrior ally you control.

Class Bonus If Sudden Steel is intercepted, put it into your memory instead of the graveyard as it resolves. (Apply this effect only if your champion's class matches this card's class.)

3

DOAp TEST CARD

© 2021 Webs of the Shore



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

© 2021 Webs of the Shore



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

© 2021 Webs of the Shore



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

© 2021 Webs of the Shore