



**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 1.4] (★ = 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.)

15

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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

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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

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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

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1 COST Clarent, Sword of Peace NORM

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

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0 COST Fire Resonance Bauble NORM

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.

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1 COST Warrior’s Longsword NORM

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: 渡邊 ©2022 Weebs of the Shore

0 COST Ornamental Greatsword NORM

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

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0 COST Sword of Seeking NORM

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-058 U • illust: Faicha ©2022 Weebs of the Shore

0 COST 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

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2 COST 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, each opponent banishes a card at random from their memory.

3 1

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1 COST 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.

1 3

DEMO22 - EN-006 U • illust: 漢道 ©2022 Weebs of the Shore

2 COST 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.

1 3

DOAp - EN-026 C • illust: Hanh Chu ©2022 Weebs of the Shore

2 COST 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.

1 3

DOAp - EN-026 C • illust: Hanh Chu ©2022 Weebs of the Shore

2 COST 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.

1 3

DOAp - EN-026 C • illust: Hanh Chu ©2022 Weebs of the Shore

3 COST 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 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

DOAp - EN-030 C • illust: Hanh Chu ©2022 Weebs of the Shore

3 COST 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 **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 **WIND**



**Ally - Mage Fairy**

**Stealth** (This unit can't be targeted by attacks unless permitted by **true sight**.)

**On Enter:** Return target ally you don't control to its owner's memory. Opponents can't activate cards with that ally's name as long as you control Dream Fairy.

1 2

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**3** COST **WIND**



**Ally - Mage Fairy**

**Stealth** (This unit can't be targeted by attacks unless permitted by **true sight**.)

**On Enter:** Return target ally you don't control to its owner's memory. Opponents can't activate cards with that ally's name as long as you control Dream Fairy.

1 2

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**3** COST **WIND**



**Ally - Mage Fairy**

**Stealth** (This unit can't be targeted by attacks unless permitted by **true sight**.)

**On Enter:** Return target ally you don't control to its owner's memory. Opponents can't activate cards with that ally's name as long as you control Dream Fairy.

1 2

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**3** COST **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 ©2022 Weebs of the Shore

**3** COST **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

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**3** COST **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

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**3** COST **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

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**3** COST **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

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**3** COST **Estemed 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

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**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!"

1 2

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**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!"

1 2

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**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!"

1 2

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**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!"

1 2

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**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.

1 3

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**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.

1 3

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**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.

1 3

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**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.

1 3

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0 COST CRUX

**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

**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

**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

**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

**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

**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**

DOAp - EN-083 C • illust: 渡瀨 ©2022 Weebs of the Shore

1 COST WIND

**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

**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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3 COST 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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**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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**1** COST **NORM**

**Scry the Skies**



**Action – Mage Skill**

**Glimpse LV.** Put the top card of your deck into your memory. (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 **NORM**

**Scry the Skies**



**Action – Mage Skill**

**Glimpse LV.** Put the top card of your deck into your memory. (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 **NORM**

**Scry the Skies**



**Action – Mage Skill**

**Glimpse LV.** Put the top card of your deck into your memory. (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 **NORM**

**Scry the Skies**



**Action – Mage Skill**

**Glimpse LV.** Put the top card of your deck into your memory. (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 **CRUX**

**Spirit Blade: Ascension**



**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 worn sword may be transfigured into a divine relic.*

**Fast**

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**1** COST **CRUX**

**Spirit Blade: Ascension**



**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 worn sword may be transfigured into a divine relic.*

**Fast**

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**0** COST **CRUX**

**Spirit Blade: Dispersion**



**Action – Warrior Spell**

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

*When spirits take, they pay in kind.*

**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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**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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**1** COST **Spirit's Blessing** CRUX



**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 **Spirit's Blessing** CRUX



**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 **Spirit's Blessing** CRUX



**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 **Hurricane Sweep** WIND



**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** (Attack all units a chosen opponent controls. This attack can't be intercepted.)

**1**

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**5** COST **Hurricane Sweep** WIND



**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** (Attack all units a chosen opponent controls. This attack can't be intercepted.)

**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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**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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**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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**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**

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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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**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.

**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.

**1**

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