



**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

Rai is a curious mage whose desire for knowledge knows no bounds. His deck includes many strong spells that he can use to increase his power and defeat his enemies, as well as reliable allies that can protect him. Become enlightened in the pursuit of magic and unleash devastating spells that lay waste on the battlefield! Beware of swordsmen whose advent of strikes may delay your preparations and warriors whose strong fortitudes are resistant to your magic. Maintain your concentration and have faith in the arcane!

### Gameplay Tips

Rai uses fire magic to burn away threats on the field while he builds up his knowledge of the Arcane. His allies will protect him from most attacks and help channel his mana for stronger and stronger spells. When Rai reaches level 3, he can unleash the power of Arcane magic to obliterate armies, and deal heavy damage to opposing champions! For ruling help, join our discord! ([discord.gg/grandarchivetcg](https://discord.gg/grandarchivetcg)) Ask questions in the #rules-help channel!

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

#### Material Deck

##### Champions

Spirit of Fire x1  
Rai, Spellcrafter x1  
Rai, Archmage x1  
Rai, Storm Seer x1

##### Regalia

Endura, Scepter of Ignition x1  
Wind Resonance Bauble x1  
Tome of Knowledge x1  
Surveillance Stone x1  
Mana Limiter x1  
Life Essence Amulet x1  
Crystal of Empowerment x1  
Arcanist's Prism x1

#### Main Deck

##### Ally

Blitz Mage x2  
Dungeon Guide x2  
Impassioned Tutor x3  
Library Witch x4  
Magus Disciple x3  
Barrier Servant x3

##### Action

Ignite the Soul x4  
Anger the Skies x2  
★Arcane Blast x4  
★Arcane Disposition x4  
Arcane Sight x4  
Careful Study x2  
Creative Shock x4  
★Fireball x4  
Focused Flames x2  
★Peer Into Mana x4  
Power Overwhelming x1  
Purge in Flames x2  
Scry the Skies x4  
Spellshield: Arcane x2



**Lv.0** Spirit of Fire **FIRE**



**Champion – Spirit**

**On Enter:** Draw seven cards.

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

12

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**Lv.1** Rai, Spellcrafter **NORM**



**Champion – Mage Human**

**On Enter:** Put two enlighten counters on Rai. (You may remove three enlighten counters from your champion to draw a card.)

"Mana runs richly through this world's leylines. I will make use of its abundance."

16

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**Lv.2** Rai, Archmage **NORM**



**Champion – Mage Human**

**Rai Lineage** (Rai, Archmage must be leveled from a previous level "Rai" champion.)

**Inherited Effect:** Whenever you activate your first Mage action card each turn, put an enlighten counter on your champion. (When this champion levels up, the new champion gains this ability.)

21

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**Lv.3** Rai, Storm Seer **ARCANE**



**Champion – Mage Human**

**Rai Lineage** (Rai, Storm Seer must be leveled from a previous level "Rai" champion.)

(Arcane element is enabled for you.)

Rai gets +1 level for each arcane element mage card in your banishment.

25

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**0** Endura, Scepter of Ignition **NORM**



**Regalia Item – Mage Scepter**

**Remove an enlighten counter from your champion:** Deal 1 damage to target unit. Activate this ability only at slow speed.

Its spark glows vibrantly in otherworldly color. Some say the staff has an ominous origin, perhaps from a far more sinister world.

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**0** Wind Resonance Bauble **NORM**



**Regalia Item – Mage Bauble**

**Banish Wind Resonance Bauble:** Draw a card. Activate this ability only if an opponent controls a wind element champion.

A spirit of wind sleeps within this bauble. Perhaps it will grant blessings once it wakes.

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**1** Tome of Knowledge **NORM**



**Regalia Item – Mage Book**

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

**Banish Tome of Knowledge:** Draw a card.

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**0** Surveillance Stone **NORM**



**Regalia Item – Mage Bauble**

Whenever an opponent declares an attacks with a unit for the third time each turn, you may banish Surveillance Stone. If you do, draw a card.

A simple tool that offers peace of mind and, with it, a good night's sleep.

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**0** Mana Limiter **NORM**



**Regalia Item – Mage Bauble**

You can't remove enlighten counters from your champion to pay for costs.

**Banish Mana Limiter:** Draw a card. Activate this ability only if your champion has six or more enlighten counters on them.

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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

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0

CRYSTAL OF EMPOWERMENT

NORM



Regalia Item – Mage Crystal

**Banish Crystal of Empowerment:** Your champion gets +2 level until end of turn.

*Mages often store their excess mana into such crystals. If used by even a novice mage, one might mistake them as far greater.*

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1

ARCANIST'S PRISM

ARCANE



Regalia Item – Mage Artifact

At the beginning of your recollection phase, put all cards from your memory on the bottom of your deck in any order, then draw that many cards.

*"Such a curious thing. It seems as though it's alive."*  
— Rai Koki

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3

BLITZ MAGE

FIRE



Ally – Mage Human

*Some mage circles will lend specialized troops excelling in both swiftness and destructive capability.*

3 1

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3

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

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3

DUNGEON GUIDE

NORM



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2

IMPASSIONED TUTOR

FIRE



Ally – Mage Human

**On Attack:** Your champion gets +1 level until end of turn.

*"Let me show you how it's done!"*

1 3

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2

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2

COST

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13

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2

COST

Library Witch

NORM

Ally - Mage Human

**Intercept** (When your champion is attacked while this ally is awake, you may redirect that attack to this ally.)

**On Death:** Draw a card.

The librarians of mage academies often instill their love for reading in aspiring students.

01

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2

COST

Magus Disciple

NORM

Ally - Cleric/Mage Human

Your champion gets +1 level.

**Class Bonus On Death:** Draw a card. (Apply this effect only if your champion's class matches this card's class.)

"Harness mana and divert it to the archmage!"

11

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COST

Barrier Servant

NORM

Ally - Cleric/Mage Human

**Intercept** (When your champion is attacked while this ally is awake, you may redirect that attack to this ally.)

**Remove two enlighten counters from your champion:** The next time damage would be dealt to Barrier Servant this turn, prevent that damage.

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3

COST

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2

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1

COST

Ignite the Soul

FIRE



Action – Mage Spell

Deal 1 damage to target unit.

**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.)

Fast

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Fast

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3

COST

Anger the Skies

ARCANE



Action – Mage Spell

Deal 3 damage to all allies (controlled by each player). **Class Bonus:** Deal 4 damage to those allies instead.

Those beneath darkened clouds can do little once the raucous thundering begins.

Slow

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11

COST

Arcane Blast

ARCANE



Action – Mage Spell

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

Deal 11 damage to target champion.

Power enough to level entire fortifications, only an arm's length away.

Slow

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3

COST

Arcane Disposition

ARCANE

Action - Mage Spell

**Flux** (Discard your hand at end of turn.)

Draw two cards. **Class Bonus:** Draw three cards instead. (Apply the additional effect only if your champion's class matches this card's class.)

Controlling such chaotic mana requires great finesse and some degree of luck.

Slow

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Slow

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0

COST

Arcane Sight

ARCANE

Action - Mage Spell

Your champion gets +1 level until end of turn.

Draw a card.

"If only you could see what I see, Lorraine. Even you might abandon the sword."  
— Rai Koki

Fast

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0 COST

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8 COST

### Careful Study

NORM

**Action – Mage Skill**

**Efficiency** (This card costs LV less to activate. LV refers to your champion's level.)  
Put five **enlighten** counters on your champion.  
(You may remove three **enlighten** counters from your champion to draw a card.)

**Slow**

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8 COST

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**Slow**

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3 COST

### Creative Shock

FIRE

**Action – Mage Spell**

Draw two cards, then discard a card.  
**Class Bonus:** If a fire element card was discarded, you may choose a unit and deal 2 damage to it.  
(Apply the additional effect only if your champion's class matches this card's class.)

*Fire shaped by imagination and will.*

**Fast**

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3 COST

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**Fast**

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3 COST

### Fireball

FIRE

**Action – Mage Spell**

**Class Bonus** This card costs 1 less to activate. (Apply this effect only if your champion's class matches this card's class.)  
Deal 1+LV damage to target unit. (LV refers to your champion's level.)

**Fast**

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0

COST

Power Overwhelming

ARCANE

Action - Mage Spell

Remove any amount of **enlighten** counters from your champion. Your champion gets +1 level for each counter removed this way until end of turn.

*Power without semblance of subtlety. One would do well to discard notions of escaping unscathed when battling a full-fledged arcanist.*

Fast

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8

COST

Purge in Flames

FIRE

Action - Mage Spell

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

Deal 2 damage to all units except for your champion. **Class Bonus:** Deal 3 damage to those units instead. (Apply the additional effect only if your champion's class matches this card's class.)

Slow

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8

COST

Purge in Flames

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Action - Mage Spell

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

Deal 2 damage to all units except for your champion. **Class Bonus:** Deal 3 damage to those units instead. (Apply the additional effect only if your champion's class matches this card's class.)

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.)

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

Slow

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1

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Slow

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3

COST

Spellshield: Arcane

ARCANE

Action - Mage Spell Reaction

**Class Bonus** This card costs 1 less to activate.

The next time damage would be dealt to your champion this turn, prevent that damage. Put an amount of **enlighten** counters on your champion equal to the amount of damage prevented this way.

Fast

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3

COST

Spellshield: Arcane

ARCANE

Action - Mage Spell Reaction

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