



# Rai Starter Deck

## Print and Play

Fire/Mage: Combo, Control

**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 1.2] (★ = Important Card)

#### Material Deck

##### Champions

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

##### Regalia

Endura, Sceptre of Ignition x1  
Wind Resonance Bauble x1  
Tome of Knowledge x1  
Surveillance Stone x1  
Mana Limiter x1  
Life Essence Amulet x1  
Bauble 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

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

0

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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### Bauble of Empowerment

COST

NORM

0

Regalia Item – Bauble

**Banish Bauble of Empowerment:** Your champion gets +2 levels 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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### Arcanist's Prism

COST

ARCANE

1

Regalia Item – 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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### Blitz Mage

COST

FIRE

3

Ally – Mage

"Reckless mages. They should think before they act!"  
– Rai Koki

3 1

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### Blitz Mage

COST

FIRE

3

Ally – Mage

"Reckless mages. They should think before they act!"  
– Rai Koki

3 1

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### Arcane Sight

COST

ARCANE

0

Action – Mage

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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### Arcane Blast

COST

ARCANE

11

Action – Mage

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

Deal 11 damage to target champion.

Manifesting such chaotic mana is only possible for those who are at the pinnacle of magic.

Slow

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### Dungeon Guide

COST

NORM

3

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.)

"Lorem ipsum dolor sit amet."

1 3

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### Dungeon Guide

COST

NORM

3

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"Lorem ipsum dolor sit amet."

1 3

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Action - Mage

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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Ally - Mage

Whenever Impassioned Tutor attacks, your champion gains +1 level until end of turn.

*Instruction through fiery passion.*

1 3

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Ally - Mage

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

When Library Witch dies, draw a card.

*The studious ones at the academy have little patience for distractions. However, they are willing to help those in need.*

0 1

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0 1

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Library Witch

2

COST

NORM

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2

COST

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0 1

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Magus Disciple

2

COST

NORM

Ally - Mage

Your champion gets +1 level.

**Class Bonus** When Magus Disciple dies, draw a card. (Apply this effect only if your champion's class matches this card's class.)

"Harness mana! Divert it to the archmage!"

1 1

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Magus Disciple

2

COST

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1 1

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Barrier Servant

3

COST

NORM

Ally - Mage Cleric

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

**Remove 2 enlighten counters from your champion:** The next time damage would be dealt to Barrier Servant this turn, prevent that damage.

"Do not worry. I will protect you."

2 2

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Barrier Servant

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COST

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2 2

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Anger the Skies

4

COST

ARCANE

Action - Mage

Deal 3 damage to all allies. **Class Bonus:** Deal 4 damage to all allies instead. (Apply the additional effect only if your champion's class matches this card's class.)

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

Slow

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**Slow**

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**Action - Mage**

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

Deal 11 damage to target champion.

Manifesting such chaotic mana is only possible for those who are at the pinnacle of magic.

**Slow**

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**Slow**

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**Action - Mage**

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

Draw 2 cards.

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

Harnessing arcane power requires great finesse.

**Slow**

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**Action - Mage**

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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**Action - Mage**

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

Put 5 **enlighten** counters on your champion. (As a fast action, you may remove 3 **enlighten** counters from your champion to draw a card.)

Only with knowledge is power nurtured.

**Slow**

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**Creative Shock****COST****FIRE****Action - Mage**

Draw 2 cards, then discard a card.

**Class Bonus** If a Fire card was discarded by Creative Shock, you may choose a unit and deal 2 damage to it. (Apply this effect only if your champion's class matches this card's class.)

Fire mages must tread carefully.

**Fast**

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**Creative Shock****COST****FIRE****Action - Mage**

Draw 2 cards, then discard a card.

**Class Bonus** If a Fire card was discarded by Creative Shock, you may choose a unit and deal 2 damage to it. (Apply this effect only if your champion's class matches this card's class.)

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**Fireball****COST****FIRE****Action - Mage**

**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.)

A basic fire spell. Deadly when mastered.

**Fast**

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Action - Mage

**Class Bonus** This card costs 1 less to activate.  
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Deal 1+LV damage to target unit. (LV refers to your champion's level)

A basic fire spell. Deadly when mastered.

Fast

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Action - Mage

**Class Bonus Focus** This card costs 2 less to activate.  
(Apply this effect only if your champion's class matches this card's class, and only if you have not materialized a card this turn)

Deal 4 damage to target ally.

Little withstands such concentrated heat.

Slow

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Action - Mage

**Class Bonus Focus** This card costs 2 less to activate.  
(Apply this effect only if your champion's class matches this card's class, and only if you have not materialized a card this turn)

Deal 4 damage to target ally.

Little withstands such concentrated heat.

Slow

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Action - Mage

Put 2+LV **enlighten** counters on your champion.  
(LV refers to your champion's level. As a fast action, you may remove 3 **enlighten** counters from your champion to draw a card.)

"Mana works all the same in this world. Maybe it's what connects all of this together." – Rai Koki

Slow

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**Fast**

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**Slow**

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**Fast**

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