



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 copy spells, obliterate armies, and deal heavy damage to opposing champions! For ruling help, join our discord! (discord.gg/grandarchivetcg) Ask questions in the #rules-help channel!

Decklist (★ = 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 x4
Dungeon Guide x2
Honorable Vanguard x4
Impassioned Tutor x3
Library Witch x4
Magus Disciple x3
Barrier Servant x3

Action

Anger the Skies x2
★Arcane Blast x3
★Arcane Disposition x4
Arcane Sight x3
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!



**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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**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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**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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**Ally – Mage**

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

3 1

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**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

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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."

2 2

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Ally - Mage

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

Banish a Fire card from your graveyard: Your champion gains +1 level until end of turn.
"Are you ready for your lesson?"

0 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.

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Ally - Mage
Class Bonus Your champion gets +1 level. (Apply this effect only if your champion's class matches this card's class.)
When Magus Disciple dies, draw a card.
"Harness mana! Divert it to the archmage!"

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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."

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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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**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.

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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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**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.

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**Action - Mage**

Class Bonus This card costs 2 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 Focus This card costs 3 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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Deal 4 damage to target ally.

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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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**Action - Mage**

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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**Action - Mage**

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

Deal 2 damage to all units besides 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.)

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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 - Mage Cleric**

Class Bonus This card costs 2 less to activate.

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

Fast

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