

August's "IMAGE": Melting

At the end of this month we got the EN release of DZ03 - Dimensional Transcendence, a set that gave us some upgrades to several 'encounter' and Cray Cross Epic decks, as well as a few new ones. We also got some new decks from the manga! It was a release I was personally very excited about, so while it may be somewhat late, I wanted to talk a bit about Mordalion and the undercover archetype.

In other news, It's been a while since I did a round of character themed drinks, so enjoy a few recipes I came up with too!





SHADOW PALADIN'S UNDERCOVER 4TH ORDER

A PRELIMINARY LOOK AT A NEW DECK ARCHETYPE

This will be a relatively simple 'deck list' (since the deck is currently constrained by card availability) and we will mainly do some looking into the main mechanic of 'undercover' and its functions and implications for future support.

I won't talk much about alternate builds that only utilize part of the package, or standard Luard or premium use of Deira and Obscudeid, respectively; this is purely about Undercover, as a whole.





New mechanic: Undercover Gauges

Keter Sanctuary is not a nation known for playing a lot of set orders and this is arguably the first time we've had a deck in the nation which functions AROUND one (Thegrea is the only other who comes close, but her deck doesn't strictly require them like this).

Monitored Tryst puts a unit under it as a 'gauge' which is interacted with by other units' skills. This adds a 'zone' of sorts to the field which opens up many possibilities for future cards to do cool stuff with.

The grade 1 and grade 2 of the undercover rideline, Onux and Awnfar each search out a copy of Monitored Tryst on ride, thus guaranteeing the 1st 2 can be set for at least 2 potential undercover gauges. In addition, the order can be played from drop, making it an excellent free ride discard!

Ride Deck



Quick TLDR of the core units:



- EB2 refill undercover gauges from top 7
- CB1 on attack, call column from gauges

5 attacks total, doesn't care if you go 1st/2nd



Q: Why is Obscudeid here; Isn't he with Eva?

A: This is his old job. For more info, read Cray Cross Epic.



- SB1 call self from gauge
- Can attack from back center, +10000
- Big, w/ potential drive check



- CB1 on place (doesn't matter when or from where!!) check top 5, add 1 'undercover' or 'shadow paladin' to hand, shuffle deck
- SB1 on attack (opp G3) +10000

Keep an eye out for future generic 'Shadow Paladin' cards in standard!!



- EB2 end of battle (boost), return to hand
- Bottom deck 'undercover', +5000 shield



Fair amount of in-archetype energy usage (Mordalion + Tigris) and ride discards (Monitored Tryst), no need for Biscotti here!

Other recommendations:



To search out that 3rd Monitored Tryst



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PG you can search with Deira



Return useful stuff to deck (Obscudeids, Deiras, etc), CB1 to search order or call unit off top 5

Clears itself off field, recoup hand Good synergy with Mordalion

What to prioritize here? We don't have infinite money: If you ask me, Esras sounds like a solid investment; definitely useful, unlikely to be replaced. Cerrgaon has good synergy with the deck, and Tigris already has a 'remove self to +1 hand' sort of skill, so Undercover is unlikely to get another; safe choice to buy 2 copies or so. Obligator Dragon will see more play if we get more undercover related orders, and less if we instead get another Monitored Tryst searcher, but it's also dirt cheap to get. Liel and her robot are nice, but really aren't necessary..

Future support: predictions, possibilities, expectations...



The next confirmed undercover unit will be coming in DZ06 - Generation Dragenesis (This is Onux's brother)

Fast Chase Undercover Blade, Genix

(EN name pending)
[AUTO](RC): At the end of the battle this unit attacked while boosted, if you have a grade 3 or greater VG with "Undercover" in its card name, COST [put all of the RG in the same column as this unit into soul], draw a card, if you did not CC this turn, COST[EB3] and CC1

Grade 2 (good, but not the G1s we are sorely missing), clears his own column for a partial refund, with an optional counter charge that competes for energy with Mordalion (needed on T4+) and Tigris (optional). Solid card, increases deck's efficiency.

What do we need?:

Honestly, any G1 with 'undercover' in its name, and a half-decent skill will do. Being a bit greedier, a unit that can call itself from gauge, AND refill that gauge would be great. A unit that can call something from hand/top deck when it is called from gauge would be excellent; leaning hard into gold paladin territory.

What would be interesting?:

- Unit that gets a guard restrict if called from undercover gauge
- An Obscudeid that works in both Eva and Mordalion?
- A different set order from Monitored Tryst that also makes undercover gauges (name also treated as Monitored Tryst)
- Mechanic that allows you to guard from an undercover gauge?
- Awnfar's bird. As a unit.

Clan ribbon tags:

(Pt 6, filling out the rest, almost there)











WHAT IS CRAY CROSS EPIC?

AND WHERE DOES IT FIT IN WITH THE REST OF THE LORE?

CRAY CROSS EPIC IS A (FOR THE MOST PART) STANDALONE LORE STORY (MUCH LIKE 'THE ELDERLY') THAT IS SEPARATE FROM THE UNIT LORES, TAKING PLACE MORE OR LESS CONCURRENTLY, WITHIN THE SAME WORLD AND ERA.

THE STORY IS DIVIDED INTO 4 CHAPTERS, EACH WITH AROUND 10-15 SUB-CHAPTERS; AS OF THIS WRITING, CHAPTERS 1-2 ARE FULLY TRANSLATED AND CHAPTER 3 IS PARTIALLY DONE.

YOU CAN READ THE TRANSLATED CHAPTERS HERE:

HTTPS://CRAYADVENTURER.WORDPRESS.COM/CRAY-CROSS-EPIC/

A GREAT THANKS TO CRAY ADVENTURER (@SHURASTEALTH), AAYA (@HAYABUSAHIDEKI), AND HELLLFIREIFRIT (FROM CFV WIKI) FOR TRANSLATIONS!

WHAT IS THE FIRE REGALIS? WHO ARE THE GLITTERS?

THE FIRE REGALIS (THERE ARE MULTIPLE)
IS A CHUNK OF CRYSTALLIZED FATE POWER
THAT IS CAPABLE OF 'GRANTING WISHES'
AND MAKING 'MIRACLES' HAPPEN. THE
PEOPLE WHO SEEK OUT THE FIRE REGALIS
ARE KNOWN AS "GLITTERS".



THE POWER CONTAINED WITHIN A FIRE REGALIS IS FINITE AND CAN BE 'USED UP' SO TO SPEAK. THE FATE POWER THEY CONTAIN CAN CAUSE GREAT DESTRUCTION OR RESTORATION, IN ACCORDANCE WITH THE WISHES OF THE HOLDER.

NOT EVERY CHARACTER IN CRAY CROSS EPIC INTENTIONALLY SEEKS A FIRE REGALIS. SOME OF THEM ARE EVEN UNAWARE (INITIALLY) OF THEIR GLITTER PARTNER'S REASONS/MOTIVES (TAMAYURA, MAPLE, ETC) OR ARE INVOLVED IN THE STORY IN A DIFFERENT WAY (MORDALION, SHOJODOJI, ETC).

CRAY CROSS EPIC HEIGHT CHART



DUE TO THE SOMEWHAT INCONSISTENT DEPICTIONS IN ANIME AND CARD ARTS, MANY PEOPLE OFTEN WONDER HOW TALL UNITS ARE, AND EVEN IF 'CRAY HUMANS ARE MUCH TALLER THAN EARTH HUMANS'. WELL WE'VE GOT OFFICIAL HEIGHTS FOR THE GLITTER UNITS, ALONG WITH SOME IN LORE DESCRIPTORS THAT OCCASIONALLY TELL US SOMEONE IS 'CONSIDERED TALL' OR SHORT OR AVERAGE... IN CONCLUSION: THERE IS NO REASON TO BELIEVE THAT EARTH AND CRAY HUMANS DIFFER IN HEIGHT ON AVERAGE.

Ririmi/Rarami	130 cm	4'3"
Maple	140 cm	4'7"
Radylina	156 cm	5'1"
Noqno	157 cm	5'2"
Michu	160 cm	5'3"
Tamayura	160 cm	5'3"
Eva	163 cm	5'4"
Rorowa	165 cm	5'5"
Thegrea	168 cm	5'6"
Kheios	178 cm	5'10"
Mikani	180 cm	5'11"
Obscudeid	185 cm	6'1"



BLITZ AFTERBURNER

- 1 oz Calvados (or other straight apple brandy)
- 0.75 oz Grand Marnier
- 1.5 oz Cranberry Juice
- Orange bitters



- 1. Combine calvados, Grand Marnier, cranberry juice, and a dash of orange bitters in a shaker tin with ice. Shake to chill and dilute.
- 2. Strain into a cocktail glass.

Editor note:

Look for a very fruit forward apple brandy. Not too aged, probably. The drink is definitely very fruity (like Welstra).



Corpse in the Flowerbed

- 2.5 oz butterfly pea tea, sweetened with honey
- 1.5 oz St-Germain elderflower liqueur
- 1 oz Lillet Blanc
- 5 drops of herbal bitters
- fresh lemon juice



- 1. Brew the butterfly pea tea ahead of time (if making it from dried flowers), add the honey and let it cool.
- 2. Combine tea, elderflower liqueur, Lillet Blanc, and bitters in a mixing glass; lightly stir to mix the ingredients.
- 3. Pour into a glass with ice, and add lemon juice to preferred taste.

Editor notes:

I have to warn you this is a Really Sweet drink.



Editor note: This drink is a based mostly on a recipe from Julia Momose's book, 'The Way of the Cocktail'. The sweet potato shochu is irreplaceable here in my opinion, but if you can't find the Suntory rice vodka, I dare say you can may be substitute in a strong soju...

Cloudwater, Sanguine Sword

- 1.5 oz sweet potato shochu
- 0.5 oz Suntory Haku vodka
- 0.5 oz dry vermouth
- canned lychees in syrup
- 0.5 oz lemon juice
- legg white
- amarena cherries



- 1. Combine shochu, vodka, vermouth, lemon juice, egg white, and I oz of the syrup from the canned lychee in a shaker tin.
- 2. Dry shake to emulsify (egg white should be frothy). Then add ice, and shake to chill and dilute.
- 3. Pour into cocktail glass with 2 lychees.

 Serve with an amarena cherry on a cocktail pick.



Clearwater, Sanguine Sword

For those who want a less boozy drink, or don't do eggs, or can't find shochu near you.

- 3 oz sparkling sake
- canned lychees
- amarena cherries



- 1. Pour 2 oz of the syrup from the lychee can into a small glass filled with ice.
- 2. Top with sparkling sake.
- 3. Serve with an amarena cherry on a cocktail pick.

Editor note: If I have to recommend a brand of sparkling sake to use, I think MIO crisp, or Hana Awaka taste best here.



Fruity Fireworks

- 1 egg white
- 1.5 tbsp sugar
- pink lemonade
- lemon soda/sprite
- strawberry pop rocks
- lemon sherbet
- a small butane torch



- Whip egg white until frothy, add sugar, continue beating until it forms stiff peaks. Set aside.
- 2. In a tall (?) glass, pour pink lemonade and soda, 50/50 (fill until 70% full).
- 3. Add a scoop of sherbet to the glass.
- 4. Top with the meringue from step 1, and toast it with a torch.
- 5. Sprinkle some pop rocks on top.



