



Notes From Planet Cray



November 2023

November's "IMAGE":

~ Room ~

Very late with this issue, but I spent a good amount of November catching up with the October zine, and then a lot of time in preparing for a (mostly) unrelated to CFV event I was vending at (I did sell some of my VG unit ear cuffs there).

This time I wanted to focus on art and the Planet Cray 'fandom' side of things so the month's theme is for the purpose of doing some self-indulgent visual worldbuilding / headcanons (so I say, but inevitably I end up paying a lot of attention to canon lore details anyways...)

- Tempest

@dragon8blade

New cards to build with: *Tempest's Notes* Gold Paladin / Oracle Think Tank



Oddly good synergy w/ cards it competes for space with ??? →

RGs that attack extend by CB (in premium golds) not been worth their spot for a while now, but what if it were a 1 for 2 exchange rate?

For Ezel: Cycling effect is a huge boon, CB No room if running Beaucairens! skill not very important (can often only call 1) limited CB early in game

For Gurguit: Probably has space to run 3-4

For Liberators: Tight on space if running BB engine, but good synergy with.



Needing a booster is a huge detriment and liability, especially in Golds.

In theory, good for Tsukuyomi (full stack) as it doubles chances of G1 correct ride, but heck, we have Sae for that. Also, both will shuffle the deck, which is not preferred.

3 card topdeck manipulation is always nice, but needing a booster and a CB makes choices limited. Additionally you cannot use this to plan an attack order or battle phase ahead of time like you can do with main phase manipulation.

Interesting card. Hard to justify. How do Susanoo players weigh in on this? Is he working out there?

- Synergy w/stack
- Synergy w/cards
- Currently run
- Synergy w/stack
- Synergy w/cards
- Currently run
- Synergy w/stack
- Synergy w/cards
- Currently run



4 G2 slots already taken by Tsukuyomi Hard to justify ditching Kurokazuchi. Ditch Tom? Deck suffers offensively.

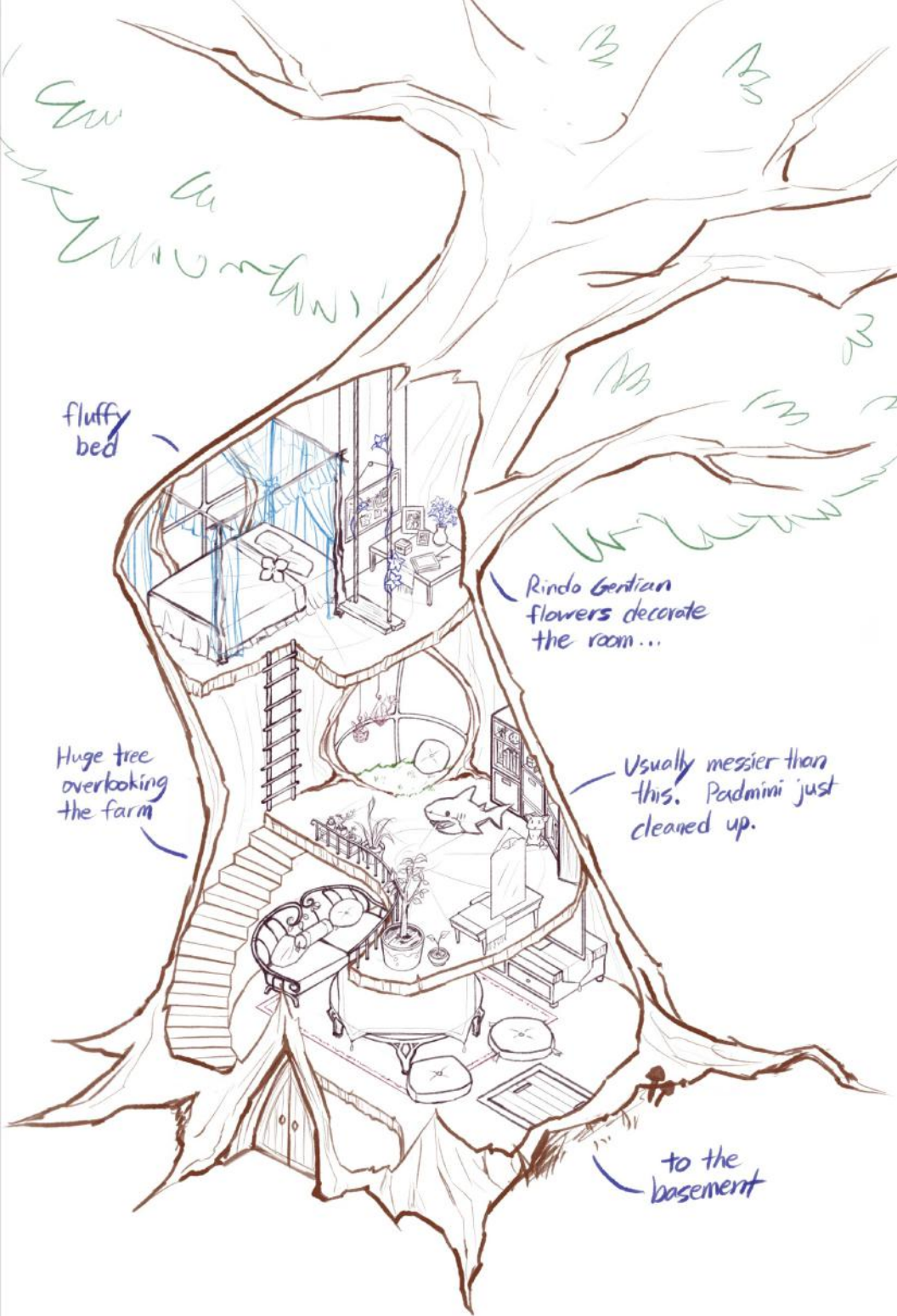
Filling in Blanks: Setting

Vanguard lore from G-era and prior had a very different feel from Overdress era lore, in that, while very focused in story and consistent in style, it did not give us nearly as many details and visuals of settings. Often times, we barely know what an important place even looks like. Contrast with the new era's nation visuals, diagrams of Ketergia, in-character first person descriptions...

The following few pages are some drawings of what I visualized as the personal 'room' of some of my favorite units from the old era lore.

I hope that others might be inspired to imagine and create their own as well!

Hopefully you can tell whose these are...



Sw
a
mountain

fluffy bed

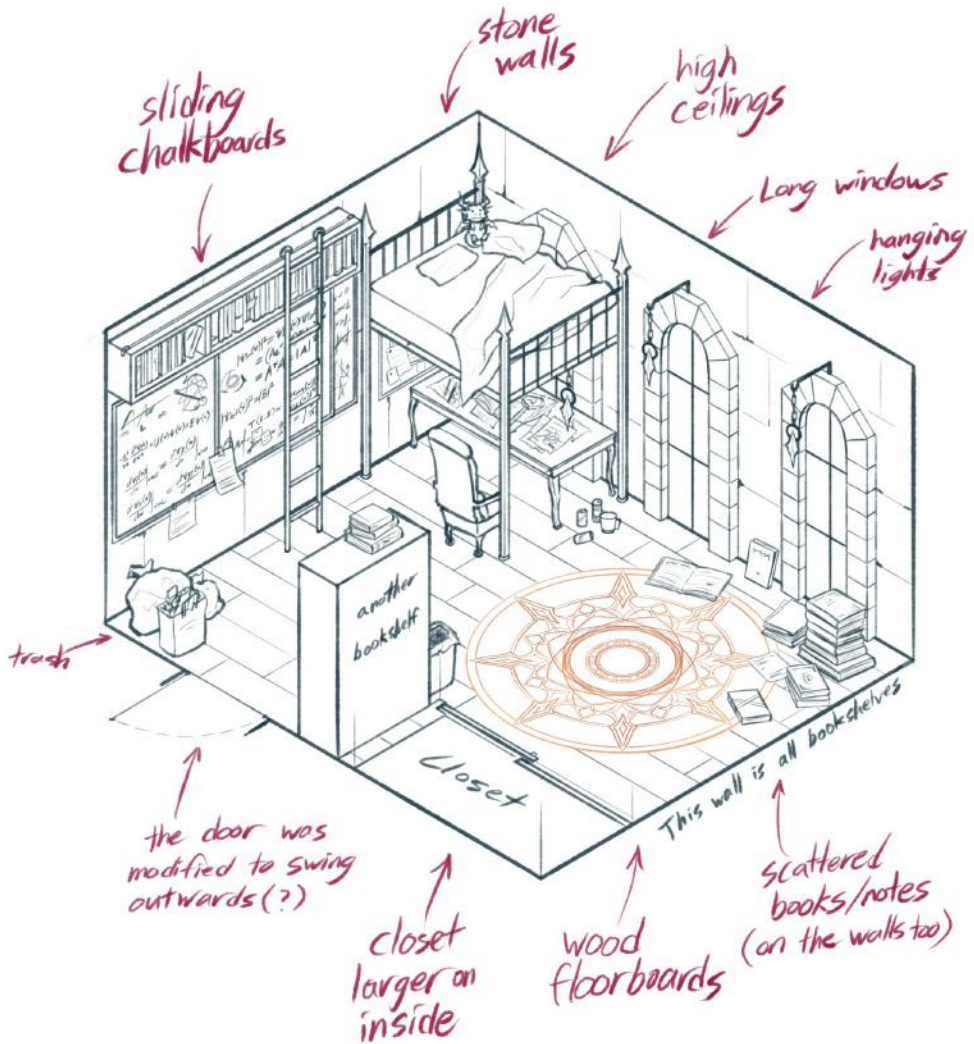
Rindo Gentian flowers decorate the room...

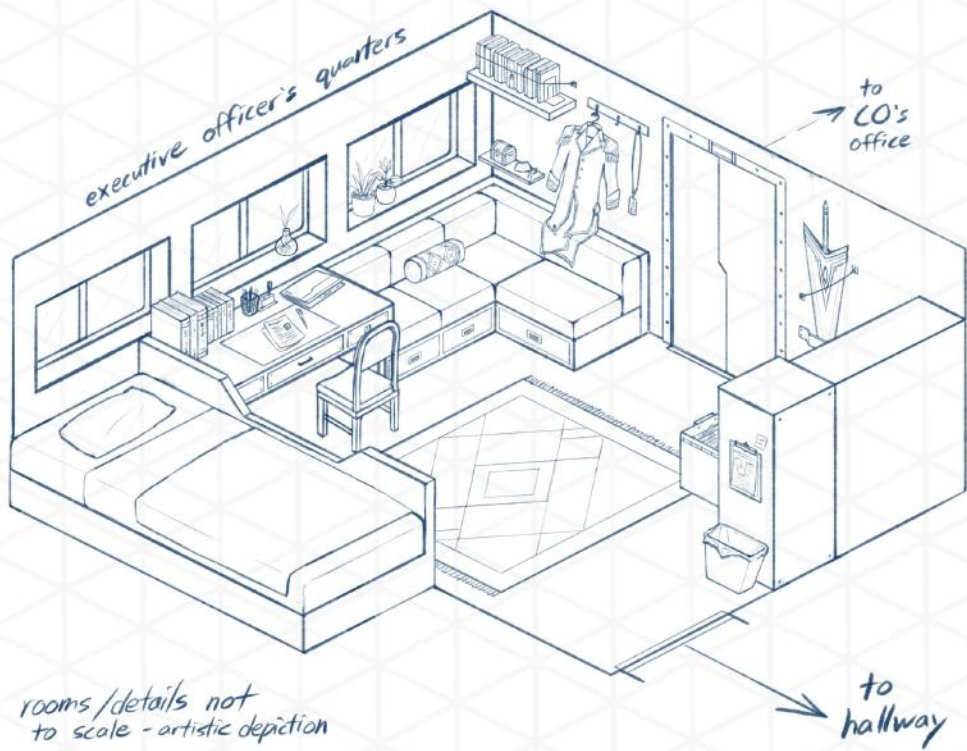
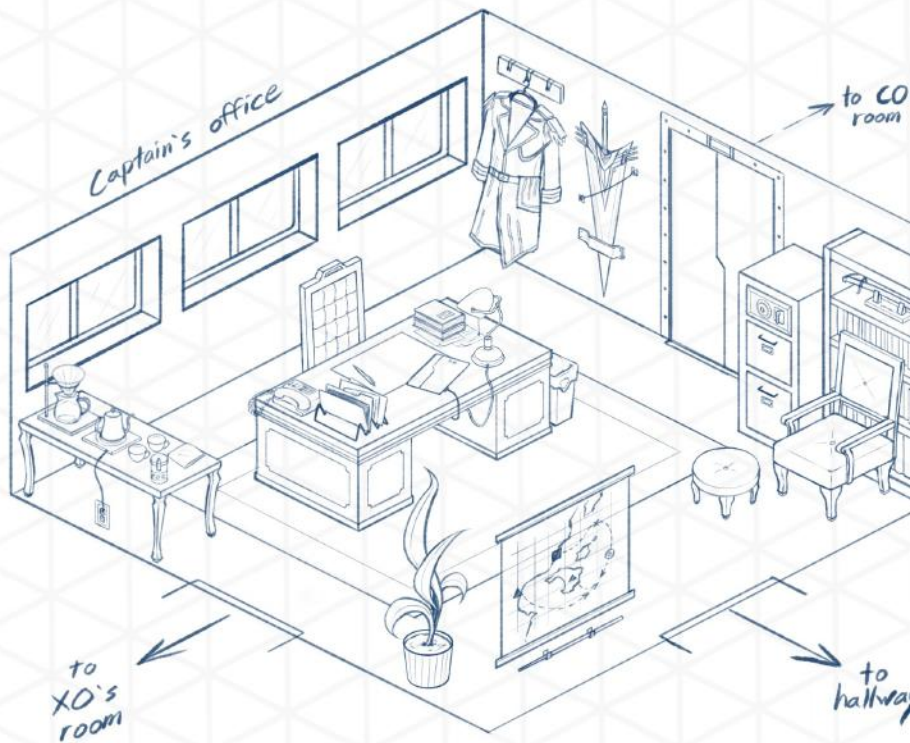
Huge tree overlooking the farm

Usually messier than this. Padmini just cleaned up.

to the basement

... Inside Demon World Castle, Eingang
the room of a certain Dragwizzard

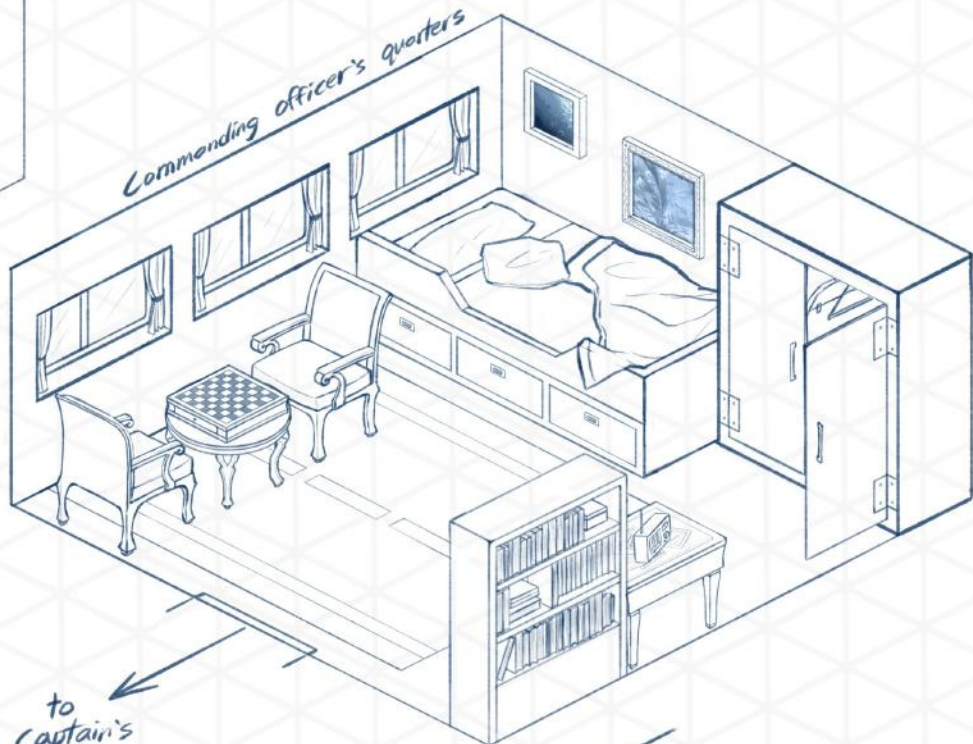




relative location
on ship



Commanding officer's quarters



to
Captain's
office



Textiles and Dragons

(Some cases of puns?)



The naming theme of the Seal Dragons is types of fabrics, with most of the archetype members having a related name of sorts... except a few?

Some of them are generic type names like Hunger Hell Dragon, but what about the name of the very first Seal Dragon, Blockade?

ブロケード
bu ro ke - do

Blockade makes sense for a unit who **-blocks-** intercepts, right? At the same time, we don't see it in English but this is also Brocade, a type of silk fabric with woven patterns.

The Seal Dragon strides have a similar naming with double(?) intended readings. In the EN cards, they are spelled as Crossorigin and Granitcross, but in JP, クロス is also how you would write the word **-cloth-** (English) in katakana. In the lore we learn that the **-cross-** part of the name is from the true name of the dragon, whereas the **-origin-** part refers to the status as the originator of the sealing techniques.



Altogether, the fabric names are all (so far) those of woven fabrics, a large portion of them being fabrics with notable textures or patterns created by the weaving process itself.

By the way, his case is (lore) a bit different, but Dungearee of Narukami ALSO fits this naming theme.



Bloom



Magia



Nightrose Pirates

