



Notes From
Planet Cray

January
2023

January's "IMAGE": Wish // Blessing

To think that I've now written '2023' on a cover of "Notes From Planet Cray"... it's a weird feeling... Big news first! I'll be compiling all the art pieces from the 2022 issues into its own book! Will put up pre-orders soon.

Deck lists are a bit of a deviation from the usual this time; I being an old "legacy" list of sorts and the other being more of a "beginner's intro" standard list.

A big thanks to the guest artists this time: @appletart370 for the Bastion/Youthberk illustration and @No6rapCenation for the paladin trumpeters' overtrigger counter!

Some of you are sharp-eyed and may have noticed that I recently learned how to color lineart/text layers... the easy way. Very embarrassed that it took this long to ask what "lock transparency" actually does...

- Tempest
@dragon&blade

Memories of the Moon

I wanted to show everyone something different this month... This is the last(?) iteration of my Pellinore deck from Limit Break to Legion era. (I may have added in Danvallo and Elio early in G-era...)



The whole deck is built around achieving a single gimmick (uncommon, even for back then), Pellinore's **NOT** 'superior ride' skill. It was truly satisfying to play, even if heavily RNG dependent.

In a way, a deck like this, full of nothing but on-hit blind top deck calls, and "call extenders" like Lop Ear Shooter and Ketchgal is as 'Gold Paladin' as 'Gold Paladin' gets.



On that note, the anime episode in which Pellinore appears (Ep 97: The King's Challenge) is amazing in its own right. One of my favorite cardfights in the entire anime!

On-hit, calls from top of deck - 
 On-call, can chain into another call - 

Target 

Was any existing vanguard at the time actually suitable for this deck? No.



Up to Speed With Overdress Lore: A brief summary and index

This index and summary will mainly cover the 'unit lore' on the official lore site EN+JP

Current chapters:

Official EN site - 001-030

Official JP site - 001-082

Unofficial EN translations - 001-048~(maybe)

001-042 cover the 'Nirvana Awakening' arc

043 onwards is the World Tree Arc

076 onwards is the Dragontree Arc

Cray Zoo's comic loosely follows the Nirvana arc as an alternate retelling of sorts.

No, the EN site has not updated the ride line lore since set 1, and no, we have not gotten any official EN Cray Cross Epic. :(

*Main Plot Chapters for Nirvana Arc: 001-002, 031-042
(Follows the journey of the Blaze Maidens + Trickstar + Egg)*

Other notable semi-continuous storylines: (May be incomplete listing past 050)

Baromagnes: 006, 018, 040, 074

Zorga: 008-009, 020, 054

Letitia Great Canyon: 017, 035, 041, 053

Firine, Abban, Gaddy (from The Elderly): 028-029

*Main Plot Chapters listed in **BOLD** →*

Many thanks to the CFV wiki, @ShuraStealth, and other translators!

- 001 Trickstar
- 002 Chakrabarathi Divine Dragon, Nirvana (Quickening)
- 003 Heavy Artillery of Dust Storm, Eugene
- 004 Grand Heavenly Sword, Alden
- 005 Divine Sister, Faciata
- 006 Master of Gravity, Baromagnes
- 007 Upward Acrobat, Marjorie
- 008 Inheritance Maiden, Hendrina
- 009 Hydrolic Ram Dragon
- 010 Granaroad Fairtigar
- 011 Detonation Monster, Bobalmine
- 012 Hexaorb Sorceress
- 013 Actual Analyst, Kokabiel D-BT01
-
- 014 Diabolos Jetbacker, Lenard
- 015 Soaring Dragon, Prideful Dragon
- 016 Cardinal Noid, Thumborino
- 017 Sylvan Horned Beast, Damainaru
- 018 Supernatural Extraction
- 019 Moment of Capture! Aurora Battle Princess 24-hr Coverage!
- 020 Regurgitation from the Underworld D-BT02
-
- 021 Astesice, Kairi
- 022 Earnescorrect Leader, Clarissa D-LBT01
-
- 023 Avaricious Demonic Dragon, Greedon
- 024 Gravidia Nordlinger
- 025 Flagship Dragon, Flagburg Dragon
- 026 Howitzer of Dust Storm, Dustin
- 027 Cardinal Draco, Destijade
- 028 Stealth Dragon, Fushimachi Madoka
- 029 Knight of Severe Punishment, Geid D-BT03
-
- 030 Falling Hellhazard
- extent of official EN lore
- 031 Sealed Blaze Maiden, Bavsargra
- 032 Desire Devil, Kenen
- 033 Trickmoon
- 034 Blue Artillery Dragon, Inlet Pulse Dragon
- 035 Sylvan Horned Beast Emperor, Magnolia Elder
- 036 Chakrabarathi True Dragon, Mahar Nirvana
- 037 Aurora Fierce Princess, Seraph Purelight
- 038 Diabolos, "Unrivaled" Bruce
- 039 Apex-surpassing Sword, Bastion Prime
- 040 Vairina Esperaridea (Part 1)
- 040 Vairina Esperaridea (Part 2)
- 041 Chakrabarathi Divine Dragon, Nirvana (Awakening) Part 1
~Sublimating Wishes~
- 042 Chakrabarathi Divine Dragon, Nirvana (Awakening) Part 2
~Sunrise Egg~ D-BT04
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Nirvana's Awakening Arc Recap

- Sunrise Egg Hatches at Red Dawn Manor
- Rino and the Blaze Maidens set off on a journey with the egg.
- Trickstar commits theft, joins party.
- Group causes a scene at Tu-rizen when Vairina beats up some thugs in town; Rino sees a vision of Nirvana.
- Group travels for 6 months, aiding people in need.
- Sealed Blaze group steals Sunrise Egg.
- Rino and Trickstar chase after egg.
- Bavsargra and Trickmoon perform an incomplete awakening of Mahar Nirvana; A rift is created, the 2 enter, followed closely by Rino and Vairina.
- They end up in Brandt Gate; Seraph detains all 4 of them for questioning.
- Meanwhile, 'despair zombies' run amok in various places on Cray.
- Bavsargra escapes with Trickmoon and takes Sunrise Egg to Gyze End Bay.
- Blaze Maiden group finds Bavsargra with help of Seraph.
- Rino and Trickstar confront them, Bavsargra plans to kill Rino to fully awaken Nirvana and cleanse (destroy) the world and re-create it.
- Vairina fights Bavsargra, meanwhile the egg is about to fully hatch, bringing <<The Choice of the World>>
- The world has chosen 'Hope' and Nirvana fully awakens, its blessings spreading across Cray.
- Nirvana turns into ash, then becomes an egg once more.



嵐

@dragonsblade

*The people rejoiced throughout Planet Gray.
The holy dragon had awoken. It was the birth of a*



*The sun shone brightly upon the earth,
and all prayers were being fulfilled.*

*How beautiful was the ring that it bore upon
its neck. All prayers were being fulfilled. Behold*

new era, one of great hope.



*...th sat the great being in the sky, looking down on a new age,
struck as it soared through the hea...*



*...n its back.
...old, the descent of the Chakrabarthi Divine Dragon—*

@dragonblade



11/25/23

Making VG Accessories: The First Sortie

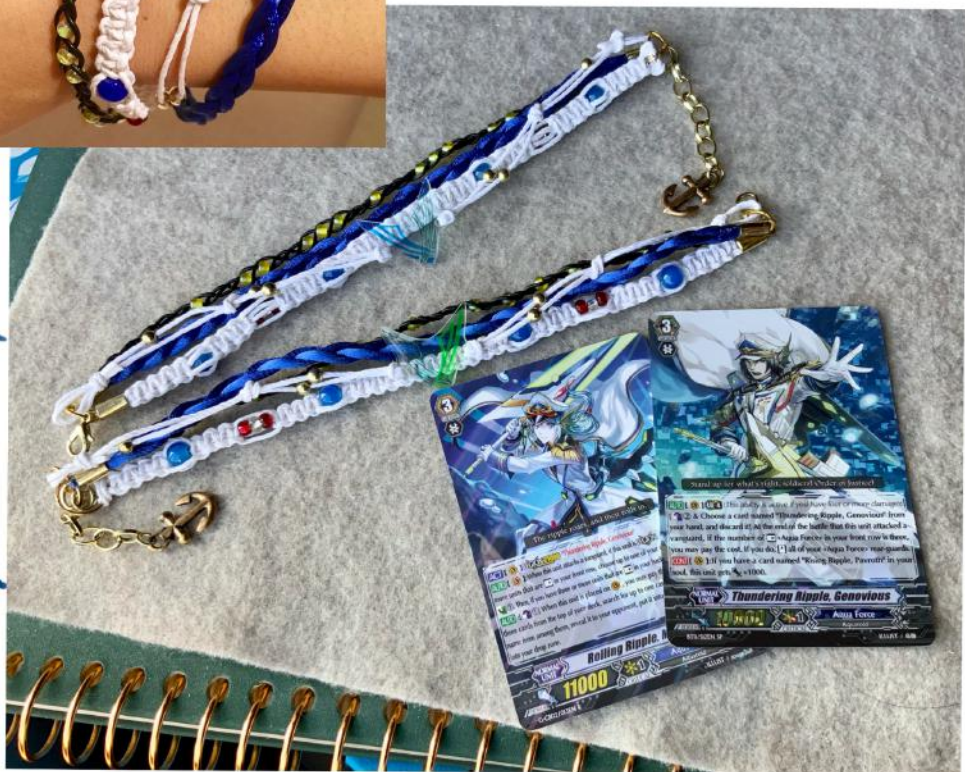
Late in the summer of 2017, largely inspired by JP artists tabling at Stand Up events and the #VG手芸部 tag on twitter, I too, started making Vanguard inspired accessories.

A lot of you might actually know me mainly by having seen some of my VG jewelry. Did you also know that I had enjoyed making accessories as a hobby, long before vanguard? But I hadn't touched it in a long time, and vanguard was what brought me back into it.



These ripple legion bracelets were the first VG accessories I made. I think I'll revisit them soon (version 2.0?)

Full Gallery: ateliertempest.com



OVERDRESS

A newcomer friendly deck overview



One of the first ride lines in D format, Nirvana remains a strong contender in today's environment. A great deck for those who love rear guard focused decks with some unique gimmicks and don't mind getting hosed by control decks!

Ride Deck:

- G0 - Sunrise Egg
- G1 - Blaze Maiden, Rino ← +1 Trickstar
- G2 - Blaze Maiden, Reiyu ← +1 Vairina
- G3 - Chakrabarhi Divine Dragon, Nirvana



In both raw numbers (a solid +2) and deck synergy, Nirvana's own intended ride line scores high marks. Rino guarantees you at least 1 Trickstar to mess around with by turn 2, while Reiyu searches a Vairina, insuring that you have at least 1 overdress beatstick to play on the first G3 turn. Nice + simple.

4x Chakrabarathi True Dragon, Mahar Nirvana G4
 4x Trickstar GO

Main Vanguard ↘



calls

Core unit of the deck ↘



G3 Nirvana's Trickstar call is via simple discard, G4 Mahar Nirvana's call is specific and tied to a CB skill! Always make sure you have a Trickstar accessible!

Call Trickstars, overdress, and power up your units with Nirvana's skill (basic turn for both G3 and G4). After riding into Mahar Nirvana, put additional pressure on the opponent by dealing a guaranteed (non-lethal) damage! Your units will have a lot of power so no need to worry too much about damage triggers.

OVERDRESS units:

3x Vairina Esperaridea	G4	(3-4x)	1 SB
1x Vairina Exspecta	G3	(1-2x)	1 CB
4x Vairina Arcs	G2		1 CB
2x Vairina Erger	G2	(0-2x)	
2x Vairina	G2		2 SB

<https://decklog-en.bushiroad.com/view/3E5G>



Arcs is best played early in the game (turn 2 or 3) to amass cards in hand to plan out next turn or guard against a rush. Overdress is a mechanic that eats your hand by design and you will thank this 'draw 2'.

Just 2 Vairina should be good enough for consistent Reiyu search.

Retire skill is occasionally useful. Free power.



Erger is optional but a constant (both turns) +10000 power/shield is good!



Exspecta is BIG. With crit. Good timing is crucial.



Esperaridea is a restanding RG that gets a ton of power. Normally, you swing Esperaridea → Mahar Nirvana → 2 RG attacks. Can be a dead card early game.

Other important rear guards:

4x Blaze Pole Monk, Retsuji
2x Blaze Maiden, Amelia

Retsuji helps you recover
overdress units from drop zone
and can even refund its own cost
when your vanguard is G4!

Optionally, Blaze Maiden, Ximena can
also be run for a similar purpose.



Amelia allows you to speed
into riding G4 on your G3 ride
turn if you went 2nd in the
game. Earlier access to triple
drive and Mahar's damage skill!
I recommend 2-3 copies.

Staples and Triggers:

4x Twin Buckler Dragon (Sentinel)

4x Burning Flail Dragon [C]

3x Blaze Maiden, Parama [F]

4x Blaze Maiden, Zonne [C]

4x Blaze Maiden, Rona [H]

1x Dragon Deity King of
Resurgence, Dragveda [0]

Additional
soul is nice
for long games

Some people prefer
draw triggers, I
recommend trying both

Choice of sentinel and heal may depend on what
you expect most of your opponents will use.

Upcoming Releases/Events

EN Lore has not been updated since DECEMBER!!! wtf...

1/23 - 2/19 - February PR packs
(varies) for shop tournaments

Notable cards include a promo art of Trickstar, Makarite's reprint, V Dwmjid, etc...

2/3 - D-BT08 Minerva Rising

2/24 - D-SS03 Chronojet set

3/4 - 3/5 - BRO V-Premium

- BSF Toronto, Canada

3/18 - 3/19 - BSF San Gabriel, CA (USA)

3/31 - D-BT09 Dragontree Invasion

Preorders for art compilation:
"Portraits of Planet Cray" start in
late February (estimated) !!!

