



Notes From
Planet Cray

2024
年
1
月

January's "IMAGE":

「北」

north

The beginning of a new year, a chaotic start with what feels like 50 things going on at once. This year, it was the intersection of some civic duties, a trip to visit family, and a trip to Japan, in that order. Ah, speaking of '50 things' at once... I've given much thought on what a 54 card Baromagnes deck looks and plays like (more on that in due time).

This month I'll show you one of my favorite V decks, a re-draw of a sketch from last year, and another page to the Fenrir doujin...

Hm? What does this month's theme even mean?? Ah, don't worry about it too much, just a random fun thing with city names and an excuse to use very very loose theming.

-Tempest
@dragon8blade

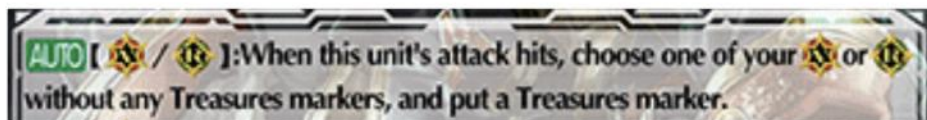


Seven Seas, Six Treasures, Sixteen Bullets

Seven Seas - Granblue
V-Premium deck intro

If you ever really wanted to
play a deck that actually
prefers Protect 2, here it is.

Back in the day, on hit skills were EVERYWHERE, even main vanguard skills were on hit. I'm talking OLD vanguard days. Not so much anymore, understandably having important skills be subject to denial, simply by guarding the attack generally isn't appealing. So when a deck does it, and not only does it well, but makes it the entire deck gimmick, it feels GREAT.



A lot of ways to make on-hit skills worth playing, and V Seven Seas has boldly chosen "Hey, let's just give EVERYONE the on-hit!" Faced with the inevitability of at least SOME of the attacks connecting, the opponent is forced to make the decision of how many and which ones, while you can more or less sit back and enjoy a relatively carefree turn vs most decks. Nightmist's skills function entirely based on how many treasures you have, and do not require CB or SB!

<https://decklog-en.bushiroad.com/view/47SNQ>



- Pretty much mandatory Seven Seas core
- Recommended for most
- For the real nutjobs

Possibly one of the most straightforward V-Premium deck builds. If it makes a Treasure, you run it. Your choices come down to whether you want 2, 3, or 4 Nightrunner, who the non-Seven Seas flex slot will be (ideally, someone who can f*ck off and bring in a Seven Seas or some off field value), and what triggers to run.

Negrobone is a popular choice with excellent toolboxing capability. Tommy the Ghostie Brothers can be considered for G3 consistency. Regardless, it is recommended to select a G1 due to grade ratios.

I highly recommend critical triggers. Due to the constant on-hit pressure, your opponent (if they play it smart) will probably guard early. When they start taking hits, crit pressure is ideal for closing the damage gap, and forcing sub-optimal guarding patterns.

- 1 Treasure: 7Cs back row attack/intercept
- 3 Treasure: all 7Cs +5000
- 6 Treasure: restand all 7C RGs after VG attack

1 is basically inevitable, a given.
 3 is what the opponent will be trying to prevent by your first grade 3 turn.
 6 treasures is usually game-ending; most likely a 10 attack turn with some BIG numbers



All the CB is for Nightspinel and Nighthaze

Along with Nightrunner, these guys will build a board and fill the drop zone

Big numbers

+5000 power makes them hit w/o boost



+10000 shield makes him a 20k guardian



Not only is protect 2 good and synergistic with the deck, it is the ONLY way to have a circle where ANY 7C G1/G2 can hit without boost; crucial for maximizing the number of attacks, especially earlier in the game if you don't have 3 treasures yet.

No, I don't want to talk about Chaos Breaker.

Clan ribbon tags:

(Pt 3, by less popular but more personal demand)



Show off your deck or lore knowledge or trade your own merch for one at Ontario, Toronto, and maybe Vancouver (if any left) BSF locations (made possible by me having Canadian friends).

Not attending? I'm always open to art/fic trading (I'll even make you a custom one)!

(Kagero and Dark Irregulars are next probably)

WIELDERS OF THE HOLY SWORDS

PAST, PRESENT, FUTURE



Throughout the history of Planet Cray, there are many stories of powerful swords, many of which are related to/originated in United Sanctuary. From the very beginning of Vanguard, the first Blaster Blade, to the modern incarnations of those weapons in Keter Sanctuary, these swords have left a mark on every era.

Who are their wielders? Their names? Their personal lives?

Going in chronological order (Cray timeline), the oldest of these swords we know of was Fides, a blade forged by a deity as a gift to his swordsman friend, long ago. Over thousands of years (billions, if you take the word of a certain lore's numbers), the sword passed through many hands, each of its wielders taking the name "Fides". This is said to be the origin of the tradition of naming Blaster weapon wielders.

We mainly know Fides as a Royal Paladin stride, although the blade itself pre-dates Royal Paladin as a clan, historically. In fact, according to the same (Planet Cray's History) source, it pre-dates the establishment of United Sanctuary as a nation. During the first Dual Deities War, the sage Zenon is said to have guided a swordsman of the Sanctuary region to the holy sword. That swordsman rallied together many knights and formed the clan known as Royal Paladin. This event, and the formation of Angel Feather marked a turning point of the war in favor of Messiah's forces, at the end of which Gyze was sealed at last.

We don't know explicitly if the hero during the Dual Deities War was the very first "Fides" (this part is from overDress era history lore, whereas a lot of the previous information is from the G era lores) but he is the earliest bearer of the name we know of. In contrast, the most recent wielder (not counting Altmile who temporarily used the sword) we know to be the 'Fides' (the "strongest, most beautiful, god-like knight") who fought against Fenrir. This is the Fides whose appearance is depicted in the stride artwork. Despite appearing in and speaking in the lores, we learn next to nothing about him as a person, not even knowing his original name.

THE BLASTER ARMAMENTS: CFV'S BT01

Unlike the unknowns that surround Fides, we know a LOT of specifics about how the Blaster weapons



were created, by whom, and who received and wielded them. Much of this information is thanks to Shining Swordsman Gaiden (seriously the whole manga was about this), which I'll surely go into more detail about another day, but for now the important bits:

- Blaster weapons were developed by Blasted (known in the TCG as Dark Dictator) who originally worked for Ezzell.
- The original Blaster weapons has this teeny weensy problem where they could corrupt one's soul. This is what happened to Larousse (Blaster Javelin; he got better), Junos (Blaster Dark; he got better), and Thing Saver Dragon (became Phantom Blaster when he got stabbed by Blasted with a Blaster weapon while already mortally wounded; long story follows, another day...)



The Blaster weapons respond to the emotions/spirit of the wielder, and their mental state greatly influences the weapon's output. This is why you'll see on card flavor text and such, Blaster Blade is referred to as the 'sword of courage' and Blaster Dark is the 'sword of determination'

Some time after United Sanctuary civil war (the cfv season 1 lore one, cause you know, this nation is very prone to this) after Ahmes (Blaster Blade) and Junos reconciled, the Shadow Paladins return and Larousse begins development on a new generation of Blaster weapons. These 'v Blaster' (that's 'nu' not a 'v') were far more stable and did not bear a risk of corrupting the user's mind. The later introduced Blasters are almost invariably v Blaster wielders (ex: New Style Blaster, Llew). Additionally, there was the even more dangerous 'EXD Blaster' developed around this time; and experimental weapon that maximizes output instead of stability, putting even more strain on the user's mind than the original Blaster weapons. Blaster Blade Exceed wields the only such weapon still in existence.

There's something particular about the way Blaster Blade is depicted in lore vs Blaster Dark; whereas Junos's lores/story are almost always about his personal problems and motivations, even well into G era lores, but Ahmes's thoughts and personality are shown comparatively less often. If not for Shining Swordsman putting him in the spotlight, we'd know very little of him aside from being 'the strongest paragon knight of Royal Paladin'.

KETER SANCTUARY AND “β-PROJECT”

“WHEN THE WORLD IS IN DANGER, THE SUCCESSORS TO THE BLASTER WILL APPEAR.”

It was this prophecy that initiated the β-project, an attempt to revive the lost technology of the Blaster armaments during the Deity-less era. Its success gave rise to the Mass Production-Type Blaster Armament, as they were called. 30 of these weapons currently exist, and they are distributed among the leader and deputy leader of each of the 10 knight orders (10 with the 5 Royal Paladin orders, 10 with Shadow Paladins).

The production of the mass production-type requires the power of certain relics and is handled by the Shadow Paladins and managed by Mugain of the Cloud Knights.

Currently ~9 current and former users have been named in lore.



REVOLDRESS AND ANCIENT TECH?

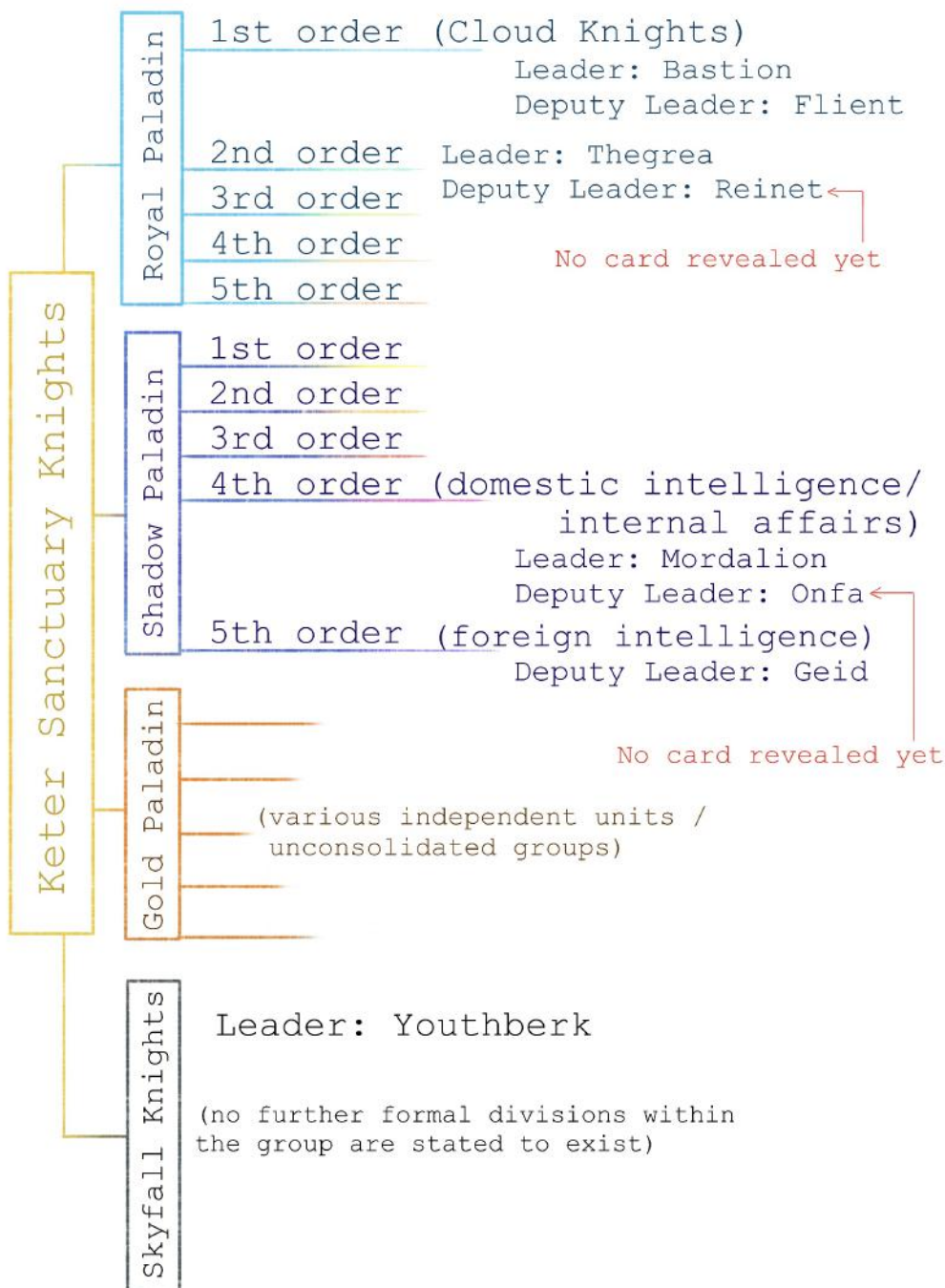
The details of it are fuzzy with both its user and researcher eager to keep some secrets, but the Revoldress technology developed by Ariadne of the Skyfall Knights is an attempt to recreate and surpass the old Blaster armaments. Its design synthesizes material and knowledge from many eras, past and present, reflected in its form change capability.



@dragonblade

KETER SANCTUARY'S KNIGHTS

(CURRENT ORGANIZATION STRUCTURE AS OF GRIPHOGILA ARC)



I wanted to make this sheet as an ongoing reference to fill in later after seeing a similar chart from Cray Adventurer (@shurastealth).

← reinforced door

GOOD MORNING,
DID YOU SLEEP
WELL LAST NIGHT?

(OH, HE ACTUALLY
SHOWED UP TODAY)

NO,
PISS OFF.

Weekly Agenda

- Review progress on sector A reconstruction
- Plans for data recovery
- Re: underground T.
- Establish timeline for remaining B sector area

GLAD TO
HEAR IT.
SHALL WE
BEGIN THE
MEETING,
EVERYONE?

