

NOTES FROM PLANET CRAY

May 2024



/hr

May's "IMAGE": SPEED

May is always a busy month for me, so zine delays are no surprise here (fun fact, the very first issue of Notes From Planet Cra was supposed to be a May issue, but ended up as June instead by the time it was completed).

You would think my signature Ezel Premium deck would be the feature of this issue, but it's actually changed very little in the past year...

So instead, I'll show you my Ezel deck in standard! Speaking of standard, the 2nd Touken Ranbu booster is out now, with a lot of fun decks to build. Did you build one? Show me! I want to see more builds than just Tachi crest or Mikazuki Kiwame!

- Tempest
@dragon8blade

FANG AND CLAW

STANDARD FORMAT - EZEL

DECK LIST / OVERVIEW - @DRAGON8BLADE

It's been sometime since Ezel was released in standard format, but the deck has largely flown under the radar, despite being a pretty complete and stable deck that isn't quite "missing" anything. Much of this has to do with the "pre-emptive balancing" done to prevent the sort of menace of



premium and V Ezel have been capable of being; put simply it is currently locked to 3* attacks before the opponent hits G3. Too fair? Just right? Has potential? Either way, I haven't seen much in depth discussion about standard Ezel, so let's see what I can add to the lacking conversations.

The rideline is what this deck is best known for; its ability to reach grade 3 a turn earlier than any other deck. In standard, this also locks you out of riding any non-Ezel vanguard (which Ezel is not specified, hinting at the obvious future release of Platina or Grand Ezel), preventing its use as an "engine" like it often serves as for Gurguit in premium.

Ride Deck





Grade



Answering a big question: What advantage does getting to grade 3 early actually grant, without half the VG skill, without stride, and without twin drive?

1. Persona ride also comes 1 turn early
2. Ability to freely call G3 rears and utilize G3 orders

With this in mind, the deck is built to capitalize on those advantages.



Next, we consider synergy with VG skills, as usual. Ezel has 2 AUTO skills, the first which triggers at the beginning of ride phase, calls a free unit off the top 3 of deck, IF you have 3 or less units. The 2nd skill enables multiattacks by calling 2 units to OPEN RG circles on VG attack.

Rear guard selection is prioritized by certain criteria:

- abilities do not conflict with R->R->V->R->R attack pattern
- enables Ezel's skills by clearing own RGs off board
- RG power gain to supplement the fact that Ezel doesn't give any power to the called units (true to his original card)

Sajess is an excellent RG for this deck:

1. The ability to overcome damage triggers
2. A G3 that can guard for 10k on most turns
3. A choice of emergency soul charging or a convenient end of turn scry that can help guide guarding decisions based of presence of a potential damage trigger

(pre-drive check scrying is generally unhelpful in Ezel due to his ability scrambling the top anyways)





The must have RGs; these units clear out your front row so that Ezel can call units to the open RGs (I would run at least 4x Azaltus and 4x Dindrane, with the 2x Beaumains being optional for consistency)



can also search orders



Teithfalt helps with early aggro and has good synergy with the amount of orders the deck runs (1 of which is automatically searched)

Cerrgaon and Silver Fang Witch both aid with accumulating card advantage. Both are also decent front row attackers in a pinch (easy +5000 conditions).

Cerrgaon also removes itself from the board, allowing further use of Ezel's skill to repopulate the field.



Future considerations and budget options:



Inflictor Dragon is another potential 'front row clear' thought slightly more awkward to use, since it clears a different column rather than its own. Ideally it goes in front of Dindrane. +10000 is nice, and energy usage in a deck that doesn't use much of it is nice.

Obligator Dragon can ensure more consistent use of orders each turn, complimenting Teithfalt and Cerrgaon's presence, or simply being able to run more order variety and pick the one you want.



Divine Sister, Bugne is just, a big beatstick when called with Ezel, (or another call from deck skill, which the deck is full of).

(She also looks awesome but this is a deck profile so I won't go in depth about that.)



Platinamane Stallion, new card and another energy user. Nets a field +1 when called. Also facilitates clearing the board for Ezel's free calls at the start of turns. I haven't had enough testing with this horse yet, but I think Cerrgaon roughly fills this niche while also getting +5k. That being said, this is WAY cheaper and works well with Azaltus.





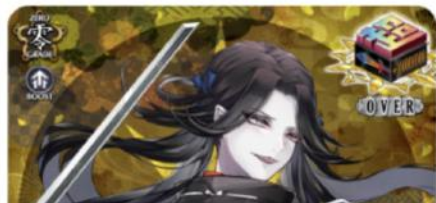
Incandescent Zion, Blond Szel

How to read numbers in formal (大字) kanji:

At least, the 0-3 which actually matters in vanguard...

Yeah the arabic number is there too but is really tiny. You can thank me one day when they print a grade 2 Touken Ranbu with the boost icon or something.

零 : 0



壹 : 1



弐 : 2



参 : 3



Q: Why are TRRs like this?

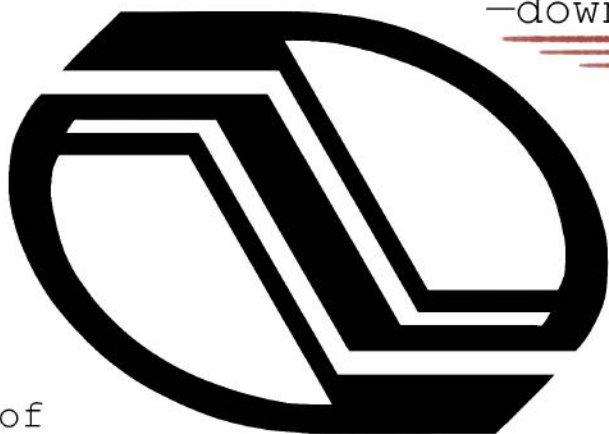
A: Why are Bermuda SPs in fish glyphs?

Q: What are these even for irl?

A: To my knowledge, financial documents usually, to prevent fraud, like how we write out numbers on checks.

BLITZ INDUSTRY EMBLEM

I made a clear PNG so you don't have to!
Feel free to use it for cosplay or art or
other non-commercial works. No credit
needed, I just redrew it from the card
art refs and cleaned it up.



-download-

Some of
the refs used



EQUIPMENTS OF THE KNIGHTS: TYPE-SPEED

SPEED/AGILITY ENHANCEMENTS, RELATED USERS' ABILITIES



Pellinore
Gold Paladin
White Hare Corps

Of the sacred beast armor groups, the White Hare are best known for their work scouting and recon, their equipment designed to enhance speed at the cost of sacrificing defense. Magical coatings are often applied to their armors to compensate for the lowered defense.

Equipment: -Aura Sabers 2x
-Aura Booster (unique)
Abilities: -Moonlight Energy Raise

Aura Booster is said to be a one-of-a-kind equip that enhances speed and jumping power to super-human levels. So far, only Pellinore has been able to utilize it. An unspecified 'sacrifice' powers it, allowing the user to cover great distances in an instant. Because of notes that it produces extreme strain on allies (thus making it unsuitable for continuous usage), it can be inferred that it may draw its power from nearby allied units.

Moonlight Energy Raise is the special technique of Pellinore. Unlike Aura Booster, this ability provides power to nearby allies. This combined setup, combined with enhanced hearing ability from his armor, has great potential in quick reorganization and bolstering of formations in battle.



Aglovale
Gold Paladin
Blaze Paladins/Liberators

The Blaze Paladins are a group summoned forth by the sage Zenon, in order to minimize the spacetime distortion in the altered timeline where Blaster Blade disappeared. The bluish flames they use in battle respond to the wielder's emotions, much like blaster armaments.

Equipment: -Vermeer Revolt
Abilities: -Aura Concealment
-Bluish Flame Manipulation

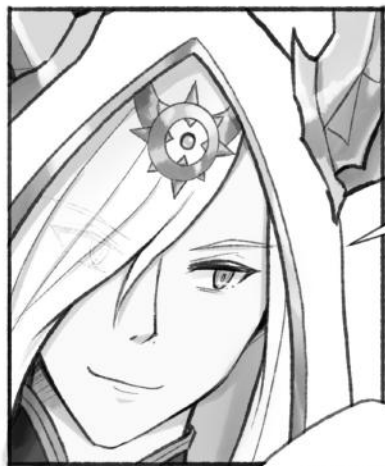
Vermeer Revolt is the signature armament of Aglovale. It is a physical reinforcement-type armament which enhances the user's legs, increasing speed and agility. Working in the shadows as Percival's 2nd in command, he is often entrusted with secret missions.



Galahad
Royal Paladin
(working independently)

Equipment: ???????
Abilities: ???????

Known by various titles in various places, the 'Knight of Godly Speed' left the knight order and wandered the world, eradicating evil. Current whereabouts unknown.



MAYBE
YOU'RE
SEEING
...

HIS
GHOST?



NOT A
CHANCE

SOMEONE LIKE
HIM WOULDN'T BE
HANGIN AROUND
AS A GHOST

THE OTHER POSSIBILITY
IS THAT YOU ARE
HALLUCINATING

✠
I'M GONNA
KILL YOU.

♥
I'M JOKING





km