



Notes From
Planet Cray



April 2024

April's "IMAGE": MOON

The month after BSF did prove to be a very busy one, so here's another catch-up issue. Lore article returns for the month, no P-deck this time.

I am still working on a separate way of organizing "Antithesis of a Deva" in such a way that I can easily update it while having all current pages in one place.

A year ago this month, the zine's theme was "Flowers" and this year I'd actually like to bring it back, as a standalone collaborative zine! If you or anyone is interested in participating, send me a message on twitter, discord, or through my website!

— Tempest
@dragon8blade

UNDER THE RED MOON

Standard format
Orfist Masques

by Kamu_Susanoo

page editor: Dragon8Blade

*editor comments in red



The moment DBT01 dropped I knew Orfist was going to be a deck I absolutely adored. The aesthetics of the world orders and the uniqueness of the core gimmick of being a token deck at the start of a new format drew me in- an unrelenting love of Zakusa Ishigame not withstanding.

Regis provided the deck with an incredible upgrade, and I loved that to death. I was initially resistant to the upgrade from Regis to Masques- unlike with Zorga, [Masque of Hydragrum] didn't feel super splashable in the deck, I felt choked for space and I, personally, may have been trying to do too much with too little. Even when we got the 4 card boost it just freed the space for [Polaraxis]. But I learned to stop worrying and love the Masque.

Ride Deck

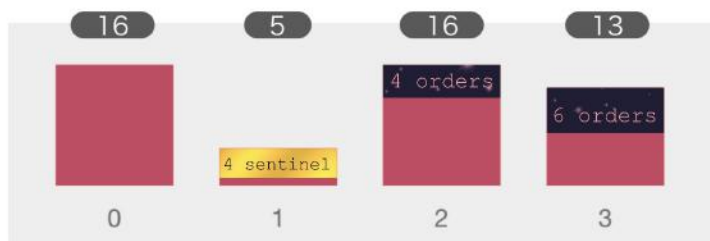


The ride line choice is simple, Fetch a world order, you can pitch it for ride if you have a spare and Regis fetches it back.

Note: Cardinal Fang, Raphilog is not included in this list due to lack of access to said card during time of play/writing. Culjameed or Grunder are likely cuts if going strictly based on recent JP lists. <This statement is not a gameplay based analysis.>



Grade



When it comes to the world orders I went heavier on [Overcoming an Eternity] than the other options just for the power gain, especially to counterbalance the low number of [Psyber Kaitul]s I'm playing. While fishing for Masque is important enough cards in this deck facilitate draws- along with running the 4 Draw Triggers themselves, as well as cycling [Hollowing Moonlit Night] to get quick and easy draws.



When it comes to attack time, it's a multipurpose multiwave attack deck being able to pile up multiple 30k+ attacks- power further facilitated by the Front Triggers and reduces the need for multiple Dragontree Markers. [Cardinal Draco, Nuvorea] and [Cardinal Principle, Oparts] generate extra Shadow Army tokens.



The deck has a lot of space for multiple tech options, but my preferences for [Cardinal Draco, Culjameed] for free shield and boost for the VG for doing... what the deck does.



HAVE YOU NOTICED ANY STRANGE 'SPIRITS' OR ANYTHING HANGING AROUND LATELY?

...

SOMEONE ...LONG DEPARTED

NONE STRANGER THAN THE USUAL
(MANY OF OUR COWORKERS SORT OF FIT THE BILL FOR 'STRANGE SPIRITS' YOU KNOW)



THEN, YOU'RE SPEAKING OF FIDES?



IS THERE ANYONE ELSE WHO COULD HAVE YOU SO UNSETTLED?

In progress:

Tiny VG acrylic stands
for use as energy counters

~1.5" tall, 0.75" base

Set 1:

- Baromagnes
- Zorga
- Eva
- Trickstar
- Petralka
- Youthberk

Set 2-3 (potential):

- Rorowa
- Kheios
- Michu
- Welstra
- SD Orfist
- Lianorn
- Shojodoji
- Bruce
- Bavsargra
- Bastion
- Kyouka
- Mordalion



Trickstar



Petraika

Baromagnes



Youthberts

Eva



Zorga

The “Sun”, the Moon, and the Days That Go By



Planet Cray and Earth share a number of similarities in terms of calendar days and associated satellites and planetary systems, according to textual lore (don't ask me about the artistically depicted random stuff in the sky that looks too close to be other planets and too big to be moons).

Like earth, 60 seconds make a minute, 60 minutes make an hour, and 24 hours make a day. Like in Japan, a month is divided into thirds, each 10 days long (旬).

However, on Cray the standard week seems to be 6 days long, with 1 of those days typically designated as a weekend day. Each month, therefore, is composed of 5 weeks. (This is specifically confirmed to be true for Lyrical Monasterio, and is stated that Lyrical Monasterio is following what is 'standard' for Cray.)

<https://story.cf-vanguard.com/unit/story017/>
<https://story.cf-vanguard.com/unit/story045/>

Like Earth, Cray revolves around a G-type main-sequence star (the same spectral type, size, and luminosity as our sun). There are 12 months (30 days) to each year, which is 360 days, however leap days to adjust the calendar are also mentioned (where/when they are added is unclear). The year has 4 seasons, in temperate zones, at least (this implies Cray has an axial tilt much like Earth does).



Cray has... 2 confirmed moons. Yes, 2. Potentially as of the resolution of the Deletors incident, only 2. In Selseera's column, Arius says the Brandt Moon is also known as Cray's "Second Moon"...which implies Cray had only 1 moon until that point

otherwise the Brandt Moon would be the 3rd moon, or 4th moon, or whatever. The Brandt Moon is the red planetoid where the Deletors are from. Fairly large. The first moon (seen on Messiah's staff) is small and pale (like ours). So, what's all this other stuff in the sky? Good question. As far as textual lore goes, we don't actually know.

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