

# NOTES FROM PLANET CRAY

OCTOBER 2023



# October's "IMAGE": A MONSTER

Been terribly busy with graduate school lately, hence the delay in this issue. I did realize though, were it not for me taking it upon myself to write this zine each month, my writing skills really would suck a lot more. Thanks CFY, somehow you've helped me write my grad school papers.

Richmond BCS was this past month; I had a great weekend there, really great games on both V-premium and Premium days! (Oh yeah, I made it to Top 8 in V-Premium; list is the one in the August 2023 zine!)

I'll be revisiting an old deck of mines this issue (haven't written about this one in the zine yet!) with some recent updates. It's a fun one, trust me. Meanwhile, look forward to seeing some new VG accessories from me in the coming month...

- Tempest  
@dragon8blade

October guest  
artist: @forcestrix



# VIOLENCE IN A CLOAK OF CRIMSON

Premium format Raging Form:  
A shadow paladin deck for the aggro  
player's mindset. -by Tempest

Overview, decklist, important units,  
card advantage overview, main and  
alternate offense options, the dream  
5 VG attack turn...



The focus of this deck is Raging Form Dragon (V)'s re-ride skill which let's you retire 3 RGs for another VG attack (and maybe force marker). The cost seems heavy the first time you read it, but this is shadow paladin where RGs come cheap and their deaths even cheaper. There's a bit of opponent RG retiring too, as usual for the clan.

The advantage of VG multiattack decks are the usual: Not honoly or damage trigger vulnerable, threaten crits on each swing, demand '2-to pass' guarding...It probably feels like an overlord deck to your opponent but it won't feel like that to you while playing it.



<https://decklog-en.bushiroad.com/view/4955>

- 4x **REVENGER, RAGING FORM DRAGON (V)** CBI +1 Main ride target
- 2x **REVENGER, RAGING FALL DRAGON "REVERSE" (2-3x)** Alternate ride target
- 2x **REVENGER, PHANTOM BLASTER "ABYSS"** For 'Stride Legion' recycle/compression

- 4x **REVENGER, DARKBLESS ANGEL** CBI +1 Post-retire extender
- 3x **WILY REVENGER, MANA (3-4x)** +1 Free card, extender when called on
- 2x **BLASTER DARK REVENGER "ABYSS"** RFD ride at 4+ dmg
- 3x **DARK CLOAK REVENGER, TARTU (V) (0-3x)** SBI +1 Free card, NOT an extender. 10k base.
- 2x **OVERCOMING REVENGER, RUKEA (V)** R<sub>s</sub> +1 Potential free card if ridden over, only RG in deck that hits a number.

- 4x **SELF-CONTROL REVENGER, RAKIA (V)** R<sub>s</sub> +1 SB2 +1 Free card, one of the few that can call a G2.
- 4x **DARK ARMOR REVENGER, RINNAL** Free card on hit.
- 3x **REVENGER OF VIGOR, MAUR (3-4x)** CBI\* +1 Targeted searcher for G3 VGs.
- 1x **DARK REVENGER, MAC LIR [SENTINEL] (1-3x)** Revenger name PG, doesn't use potential crit space.

1x **CRISIS REVENGER, FRITZ (V)**

- 4x **GRIM REVENGER (V) [C]** Emergency call if needed to retire.
- 4x **KNIGHT OF EVIL SPEAR, GILLINGR [C]** Much needed stride fodder due to needing G3s in hand.
- 4x **TABOO MAGE, CAFAR [C]**
- 3x **BELIAL OWL (V) [SENTINEL] [C] (1-3x)** We want more crits.
- 1x **SPIRITUAL KING OF AQUATICS, IDOSFARO [O]** Only crits. All crits.

- 3x **DARK DRAGON, CHAINRANCOR DRAGON** Main stride for VG things.
- 2x **DARK KNIGHT, CROW CRUACH** Good alternate stride for when opp has <3 RG
- 3x **TRUE REVENGER, RAGING RAPT DRAGON** Situational, if LB4, lots of non RFD G3 in hand.
- 2x **DARK DRAGON, PHANTOM BLASTER "DIABLO"** Situational. Know your opp's hand before committing.
- 1x **TRUE REVENGER, DRAGRULER REVENANT**
- 1x **DRAGPRINCIPAL, MORFESSA** Situational, when crit on all lanes is important.
- 1x **DRAGSTRIDER, LUARD** Situational.
- 2x **STORM ELEMENT, CYCLONED** 4x Grim Revenger, plenty of G-zone space
- 1x **HARMONICS MESSIAH** for G-flip fodder!





Main/alternate ride targets, for RFD focused deck, Slay Hex Dragon is also a good pick. Aim for 8-10x G3 (Revengeurs ONLY.)

Distinction between re-ride and re-stand leads to each having its advantages in different situations. Raging Fall is particularly useful vs. field control.

These 2 girls are the most important cards in this deck. The key to getting multiple RFD re-rides in a turn is in Darkbless's on retire call skill, and, at 4+ damage Mana's skill which turns RFD's on ride +1 into a +2. There are no substitutions.



G1 lineup is a bit more flexible but Rinnal and Rakia are clear standout choices with 8k power, 10k shield and +1 skills. Maur is useful for a guaranteed RFD search at the cost of 1 CB (if you run him, make sure to keep a Revengeur CB open). Alternatively Aife is a non CB top-5 RFD searcher. Trumpeter and Mac Lir are also good cards to consider. (Remember, Revengeurs ONLY.)



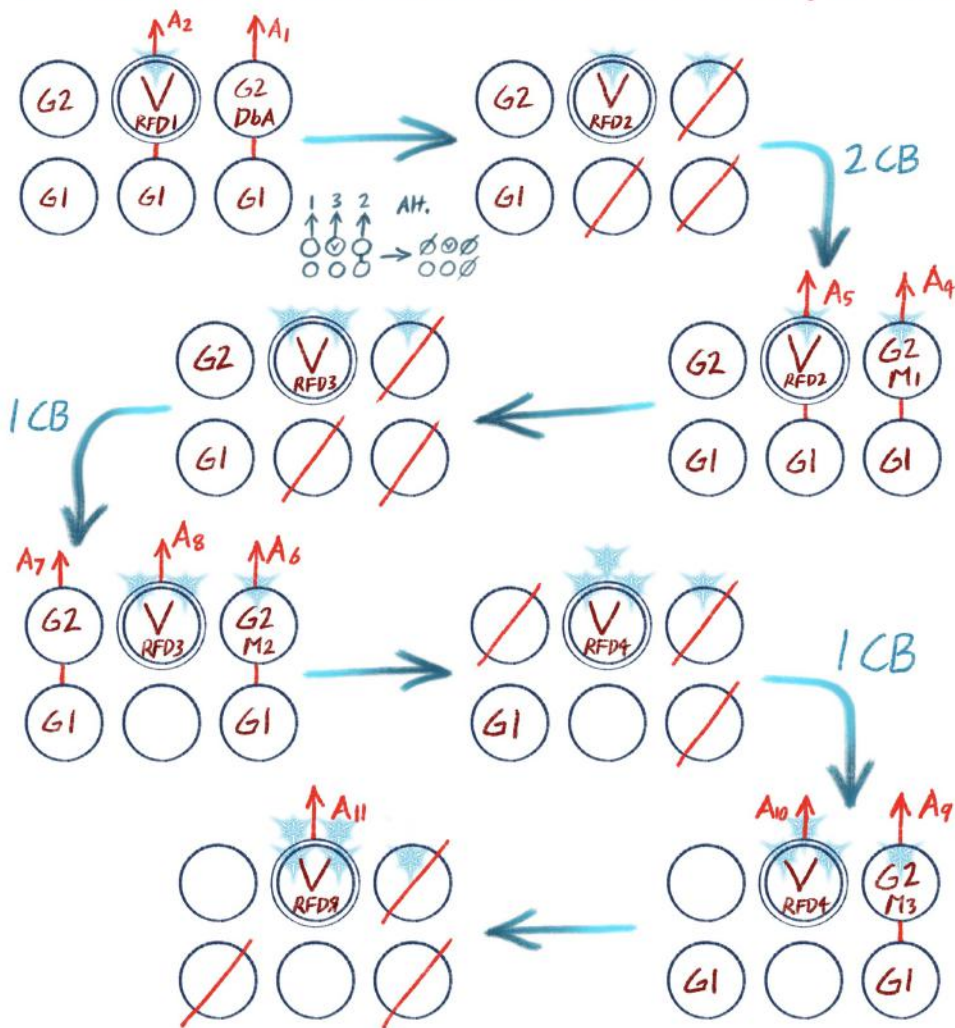
Deck is full of +1s to build a board and fuel VG retire costs.



# 5 VG ATTACK RFD DREAM TURN:

Even if you don't get there (you usually won't) 3-4 is nice too.

RFD - Raging Form Dragon, RFD<sub>R</sub> - Raging Fall Reverse, DbA - Darkbless Angel, M - Mana



Not the only possible attack pattern, just a sample shown.

12 maximum total attacks (11 shown here, 12 if you can hit with an unboosted RG in the non Darkbless lane, then call Darkbless's G1 to that spot, OR you really started turn with 5 CB, 2 Darkbless on field, and drew or drove check into all the RFDs +1 G3..... if you pull that off you deserve the win).

11 maximum drive checks (10+1 if starting on Chainrancer stride) +1CB needed for every RFD you need to search by Maur's skill



# USEFUL NOTES:



Crits are good. Run a lot of crits. As many as possible. Re-ride ≠ re-stand so you need to check/threaten crits on every new swing. The deck lacks innate power, needing to select Force 1, but also lacks innate +critical.

Pacing can make or break a game. Especially true for decks that may have the chance to kill on G3 ride, OR hold out for a longer game. Managing alternate offensive options is crucial to playing longer games. Crow Cruach's presence forces an opponent to either commit more board (and possibly lose them to Rinnal or Blaster Dark) or allow a restand (potentially both, if there are 2 RG). Playing a long game also means



more chances to deck thin. At some point this potentially allows a very strong 'Stride Legion' turn with almost nothing but triggers in deck. Lastly, Raging Fall can be a good tool vs. 'denial griffons' which RFD is typically vulnerable to.



Which heal? (if any at all):

- ♦ G3 Abyss Dragon (relevant for Raging Rapt)
- ♦ Use for stride fodder (usually you can't ditch other G3s in hand).
- ♦ Good vs. early aggro.



- ♦ Revenger name (can call to field)
- ♦ Countercharge in a deck that otherwise has none.
- ♦ She's very cute.





@dragonblade









P+1 tags



There is a uni same bias. I know.

A lot of work to make, but it was worth it!



# Clan ribbon tags:

(Pt 2, by popular demand)



Alt  
ver.



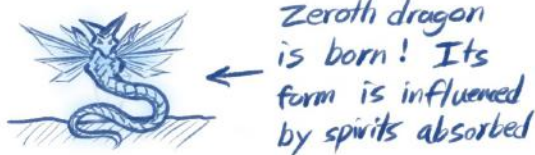
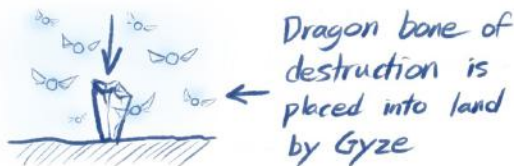
I handed out a lot of the last set I did at Richmond BCS! They were well received! Thank you everyone who came to show me your decks and claim a tag; I loved seeing how much love (and money, lol) you put into your decks. Time and method permitting, I look forward to handing these out via other giveaway events, etc.

(next up, probably: neo nectar, dark irregular, granblue, tachikaze)

# THE NAMES OF DESTRUCTION

(Zeroth Dragons, their names, and “Wait, why do we call them that?”)

## How to make a Zeroth Dragon



Naming scheme:

Zeroth Dragon of

a

b

'Messiah name', 'Gyze name'

The Zeroth Dragons, created by (and of) Gyze some thousands of years ago (number under debate due to lore inconsistencies) on Cray during the first 'Gyze War' caused a great deal of devastation to the nations of Planet Cray before being defeated\* and having their 'bones' sealed on.....planet Earth. We don't actually see them much in the lore stories, since they were mainly fought on Earth via the apostle fights. Here on Earth, we call them by their 'Gyze' names (Megiddo, Drachma, etc), despite the fact that the forces that fought against Gyze on Cray are said to refer to them by their 'Messiah' names (Distant Sea, Inferno, etc). Why did the heroes of Cray give them such wordy names? They didn't. It just didn't translate that neatly in English. Let's take a look at their names and brief historical record:



Nation	Gyze name	Messiah name (JP)	Messiah name (EN)	Status after 1st Gyze War
United Sanctuary	Ultima	極天 (kyokuten)	Zenith Peak	Killed (by a 'brave warrior's sacrificial attack')
Dragon Empire	Drachma	獄炎 (gokuen)	Inferno	Killed (by past wielder of both Swords of Apocalypse)
Dark Zone	Dust	終焉 (shuen)	End of the World	Killed
Magallanica	Megiddo	絶海 (zekkai)	Distant Sea	Unknown
Zoo	Zoa	死苑 (shien)	Death Garden	Killed
Star Gate	Stark	星葬 (seiso)	Destroy Star	Killed (inner spirits depleted in battle)

Don't ask me why it was 'End of the World' instead of 'Demise' or 'Ruin', ask Bushiroad.

I know no less than 10 people who will call Blaster Dark, Yunos but I know nobody who will willingly call Dust 'End of the World' but man, I feel bad for any doujin/fanfic authors.

That being said, there's a fun thing about their 'Gyze names' that a lot of people probably noticed too:

ULTIMA

u  
n  
i  
t  
e  
d  
s  
a  
n  
c  
t  
u  
a  
r  
y

DRACHMA

d  
r  
a  
g  
o  
n  
e  
m  
p  
i  
r  
e

DUST

d  
a  
r  
k  
z  
o  
n  
e

MEGIDDO

m  
a  
g  
a  
l  
l  
i  
a  
n  
i  
c  
a

ZOA

z  
o  
a

STARK

s  
t  
a  
r  
g  
a  
t  
e

# MASQUE OF AVARICE

D-format decklist by @dasasmay

Editor note: 2 VG restander decks in the same zine issue is a coincidence, I swear.

They are also both ABYSS DRAGON “restanders”/re-ride who sack 3 rears.

## Why play Greedon?

- Big plays on G3 turn.
- Unique aesthetic.
- “We have Dragonic Overlord at home.”
- Choice of starting vanguard actually matters for once.
- Attack pattern can benefit from both crits and fronts.
- Restanders with guard restrict are hilarious.
- Your opponent can’t 6th damage heal if you’re already at 6.



Disclaimer: there was also a not-so-modern solution (Brandt Ringer)





# Mulligan priorities:



Masque or Masque searcher

this guy



Nice to have; makes a tree to help unboosted front row hit numbers. Recycles Incane out of soul.

Saasyou can be searched upon G3 ride; hits VG unboosted.

Tree on a front row RG and Saasyou on the other front RG is common setup for 4 attack turn.



## Deck weaknesses:

- Can brick badly. No masque? No Incane? Welp.
- Counterblast heavy; Incane needs 2CB, wretches need CB to search masque/make tree.
- Vulnerable to decking out past turn 4.
- Not seeing triggers in drive checks is very bad.

Editor note: Asked dasasmay about triggers. Which crits don't matter much, the soul crit doesn't really see use and the 5k power of vanilla crits actually comes in clutch. I have also been authorized to say that you can take out heals for more fronts.





