

But there are some rules, because there is a lore to this world. (It'll get its own section where you can help work on it as well and possibly get favorites for it as well.) The lore is incredibly jumbled up because this set is really just a bunch of random ideas I had held together by weak lore, so it's a bit confusing and that's way I'm also having lore/story entries. But here is my go at explaining it:

In advance,

there are some challenges for you to make specific cards related to the lore, which I will call entries. There is maximum of two submissions per entry, and your submission will be judged, possibly against your competing entry and you can receive up to 3 favorites per submission.

So basically there are five main factions: Morodin (Boros), Gauntmaw (Gruul), Rivenmall (Izzet). Those three are the only ones mentioned in cards. The other two factions were named right on the spot. Here they are: Shadowdeep (Dimir), Grildenar (Selesnya). I know those color combinations aren't all part of the same set, but like I said, the lore is incredibly jumbled up.

Anyway, here are some brief descriptions of the factions and card entries you can make for them (Most of this lore didn't even exist until now so there is more material for you to work with):

Morodin is your classic medieval fantasy human kingdom with knights, soldiers, nobles, even some mages etc... They believe in justice and order. Their capital is named Brighthold and the king, the leader of the faction resides here. Here is the entry you can make for this faction.

King of Morodin: Make a card for the king of Morodin. It should be a legendary boros rare creature Human Noble, perhaps with other subtypes as you see fit, and the art should have some resemblance to the figure depicted in this card:

<https://mtgcardsmith.com/view/kings-stand?list=set&set=70029>. Don't forget to name the card.

Gauntmaw is a large barbarian tribe that has united all of the other tribes in its region into itself. It is comprised of orcs, goblins, similar creatures, and even some humans. They live a slightly nomadic lifestyle, with semi-permanent fortified camps. Their leader, the High Chieftain directs their movements, often leading to raids of Morodinian territory.

Here is the entry you can make for this faction:

High Chieftain of Gauntmaw: Make a card for the High Chieftain of the Gauntmaw tribe. It should be a legendary gruul rare creature Barbarian, with at least one racial subtype, and other subtypes as you see fit. Don't forget to name the card.

Rivenmall is a prestigious mage school where hundreds learn of the ways of magic and cast spells. They delve deep in their research for knowledge and always welcome new apprentices with a talent for magic. They are mostly removed from the events of the world outside, but sometimes they communicate with Morodin's mages and sometimes get attacked by Gauntmaw. They also maintain a rivalry with Shadowdeep and communications

with Grildenar. They are led by Arcan and Nomus, respective archmages of red and blue, who already have cards, so there is not preset entries for Rivenmall.

Shadowdeep is a loose-knit organization of assassins, sea monsters, and other dark creatures related to watery areas. They control a large portion of the ocean near Morodin and Rivenmall's coastline, disrupting trade and capturing or sinking unallied ships that pass through without permission, particularly targeting Rivenmall's ships for their hidden knowledge.

They are led by a Wavelord, a mysterious and powerful figure who is reported to be able to bend the sea to their will and has a long-standing rivalry with Arcan and Nomus.

Here is the entry you can make for Shadowdeep:

Wavelord: Make a card for the Wavelord of the Shadowdeep. It should be a legendary dimir rare creature with at least one subtype related to the sea (Merfolk, kraken, fish, elemental etc...) and at least one class subtype related to magic (Wizard, Warlock, Spellshaper etc...) Other subtypes it might have are up to you. Don't forget to name the card.

Grildenar is a tight community of creatures that all collectively care for their forest, also named Grildenar Wood. They include treefolk, elves, spirits, faeries and other similar creatures. They protect it fiercely from those who destroy it but are otherwise quite welcoming to others, except for those who are acting suspiciously or appear to be evil. They are led by an ancient treefolk known as the First Elder who is older than even the forest itself, being the first tree ever to grow there.

Here is the entry you can make for this faction:

First Elder: Create a card for the First Elder, a legendary selesnya rare creature that is an Elder Treefolk Druid and might have other subtypes as you see fit.

Other lore:

This is just a collection of other pieces of lore tied to the plane.

Daggerwood is a large forest located on the borderlands of Morodin and not belonging to any faction. It is ancient, though not as old as Grildenar Wood and contains many dangerous creatures, such as trolls, elementals, and beasts. There are not preset entries for Daggerwood, as it already has its own card.

The Golem Kingdom is a society of golems with advanced technology that have been recently discovered by and are being warred against by Morodin. They have sentient futuristic vehicles and other sci-fi-ish creatures. It has one preset entry, its leader the Powershell:

Powershell: The powershell is a huge futuristic creature with a futuristic humanoid's helmeted wearing head, but with the body of a large metallic spider. It leads the Golem Kingdom and the war efforts against Morodin, creating new sentient artifacts to be its subjects. Create a card for it. It should be a yore-tiller (Every color except green) legendary

mythic rare artifact creature that is a Construct Artificer and might have other subtypes as you see fit.

Garangrim is an old dwarf who prolonged his life through magical means and is the owner of an ancient and sprawling labyrinthine dungeon filled with deadly traps and powerful monsters, but with equally valuable treasure. There is two preset entries, as there is already a card for him:

Garangrim's Dungeon: Create a card for Garangrim's dungeon. You decide what to name it and its rooms' effects, but keep them thematic to the brief description. The easiest way to do this on MTG Cardsmith is to create a card with no frame and upload the image of the custom dungeon you got from a custom dungeon editor.

Adventuring Party: Create a cycle of anywhere from 4 or 5 adventurers, each being monocolored or dual-colored of the same set (enemy or allied) legendary creatures of different racial and class subtypes with any rarity. If you add flavor text, it should be related to their relationship with Garangrim's dungeon. You must submit the entire cycle to have it count as a submission.

The Undefeatable One is a deific minotaur entity that is incredibly powerful and as its name suggests, has never been defeated. It already has a card, so there are no preset entries, but you could create cards for followers, temples, priests, and minotaur minions.

Omenslayers and Razi Omenslayers are an organized group of eldritch horrors that is invading Elladarian through Omenpaths. Razi is an elder dragon that was wakened from a magical slumber to help defend against this invasion.

There is only one preset entry, as the invasion of Elladarian and Razi already have cards, but you could create different types of Omenslayers. Preset entry:

Omenslayer Leader: Create a card for the leader of the Omenslayers, an eldritch-corrupted elder dragon. It should be a mythic rare legendary grixis creature with Elder Dragon Horror as its subtypes.

Story, and Non-Preset Entries

If you want, you can help shape the set's story into a coherent one in the style of official mtg stories, involving the invasion of the Omenslayers, the awakening of Razi and the other lore in some way. Just submit an entry for the start of the story, and list your characters and story arc plans. If other people also want to work on the story, they should DM each other about working together and could coalesce into different groups working on different possible versions of the story, each told in submissions from those working on it until it is as long as any MTG set story. You can receive favorites for story work, and the chosen story to be the one used will have its writers each receive 5 favorites. As for non-preset entries, they

are what they sound like: Cards somehow based off the lore, but not specifically directed by me. They will be judged and can grant their creator up to 3 favorites.