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TerryTags

> *Eat your Veggies # 18 (BRG Elves and Goblins)*

- **Overall**

The fact that you pushed the Gilt-Leaf flavour really enhanced this entry and brought an unexpected cohesiveness between the Food and Elves theme, I think that was a great choice on your part. Mechanic wise, the cards do the job well enough — you successfully satisfied all restrictions without stumbling once — though there are some dubious details here and there that decrease the realism of the cards. In particular, there are unnecessary hybrid manas a bit everywhere and the balance is sometimes slightly off. Still, it's a very nice entry, and it's highlighted by the effort you put into the flavour texts and other creative elements that hold it together!

- **Gilt-Leaf Apothecary**

The concept and flavour is nice, though it's a bit too strong for common as giving +2/+2 to your team is basically out of common range already and this can get much more powerful. The colors are also a bit weird, that hybrid mana is unnecessary I think. Still, I really like that you made the effort to make the flavour of the card feel as natural as possible.

- **Winnower's Stare**

A really nice removal spell that reminds me of Undercity Uprising from Guilds of Ravnica. I do think that it's a bit too parasitic, even for a gold uncommon, I'd like it more if the second part of the ability could target any of your creatures instead of just elves so it's still a bad removal option in Limited. Also it's a small detail but, for realism purpose, the correct card border is actually gold, this is the hybrid one ;)

- **Tryl, Cocaere of Nath**

The card is interesting and well-balanced, it's the perfect crossover between a Food deck and an Elf tribal deck. On top of that, you made a great effort to make the two themes connect flavourfully by using the flavour text, which makes it a really strong entry =)

- **Anae, Gilt-Leaf Glamermancer**

It's a powerful lord with an interesting tension between the first ability that wants you to go wide and the last ability that transforms your wide board into fewer big threats. The deathtouch counter is a bit weird, while you want to pile up the +1/+1 counters, accumulating deathtouch counters on the same creature feels awkward and probably would get annoying and/or confusing on paper on top of the +1/+1 counters. I'd consider giving deathtouch until end of turn instead.

CassZero

> *Everything Shiny #01 (WUG the Bant shard of Alara)*

- **Overall**

The Bant flavour is really strong in this entry, you did an amazing job at researching the lore of the shard and using names from famous characters to make it feel like the cards belong there. Mechanically, the themes were also squarely in Bant territory. All the cards feel rare and Mythic and you were not afraid of taking some risks, which made for some really interesting designs, so the restrictions are perfectly satisfied. There are a few details here and there that I think could be improved, but in my opinion it was a really solid entry!

- **Valeron Coast**

It's a simple and elegant land, that was very daring to make a land card and you managed to really make it count. It definitely looks exciting enough to be Rare, still it doesn't look too powerful, and it mechanically really fits the feel of the Bant shard, I really like it!

- **Rafiq's Familiar**

The first ability looks like a good start for a Commander. The second ability has some interesting implications with the land Bant theme that exists with cards such as Knight of the Reliquary. I really appreciate it in a vacuum as it really pushes for a super original theme, but I think it would be best-suited on a five-colours-themed Commander. In my opinion it would be unfortunate to not see that ability live to its full potential, and the synergy with the Bant themes of Knights and Soldiers is tenuous at best. I'm loving the flavour though!

- **Rhox Beyond Peace**

Another very daring choice to go for a french vanilla Mythic, I really like it. That outrageous mana cost makes it feel special, like the Ultimatum cycle x) Where is the white ability in there though? Reach is green, hexproof is blue (or green) and trample is green, that card could have been mono-Green, which is a bit unfortunate for a GGWWUU card.

- **Triv, Empyrial Archangel**

Designing planeswalkers is incredibly difficult so, first, congratulations for designing something with an actual concept behind it. I like the idea of a protective planeswalker, it definitely feels very Bant. I feel the card suffers a bit from complexity overload, bringing back shroud on top of hexproof was probably unnecessary for instance, caring about Exalted feels a bit too parasitic, and the ability counters could have been simplified by using an emblem I think. I do like the concept behind the first ability though, even if I personally would have stucked to evergreen keywords. For the ultimate, exiling eight permanents is strong enough to win you the game on the spot, I'd keep either the exile thing or the reanimation thing, but both is overkill.

shadow123

> Technician #25 (BRG the plane of Kamigawa)

- **Overall**

I found it was a solid entry with a strong flavour and well-balanced creatures. All the cards could pass for real cards without too much trouble, though it is partially due to the fact that they are pretty tame mechanically and don't push for anything too daring or new. With all four cards being Human Samurai creatures with deathtouch, three of which are 3/3s, a bit of variety might have been beneficial to give the overall entry some more spice and kick. Nevertheless, I really enjoyed the strong work on the flavour of the corrupted samurais, it really adds additional value to the entry as a whole and conveys a well-executed concept.

- **Corrupted Ronin**

A simple common that is a bit unexciting gameplay wise, as 2-mana can get you a common deathtoucher with better stats than 1/2 or an additional upsides. Still, the work on the flavour aspect is very nice and referencing Kuro in the flavour text was a nice touch.

- **Bloodpact Ronin**

The card should work well and seems balanced. The way it cares about deathtouch is maybe a bit too subtle though; it does the job, but I feel there was more potential for exciting original design in the keyword-matters slot (e.g. Hooded Blightfang).

- **Feared Ronin**

That looks pretty strong both in offence and defence, it's going to be a central piece of the combat puzzle though I believe it still wouldn't be too oppressive, which is nice. I'd definitely playtest the card, it looks fun. It's still not the flashiest way of caring about deathtouch but I like that the activated ability also makes it a bit more obvious what the intended strategy is.

- **Miyako, Demon Bound**

An exquisitely scary legend. The first punisher ability feels very flavourful with the corrupted-by-demon flavour you have been weaving through the whole entry. Five-mana is a lot though and it's possible it might be slightly underwhelming, though I could be mistaken on this. The red in the activated ability feels a bit weird since granting deathtouch to another creature is not red. I would personally add an additional red rider to that ability to make it feel more black/red, for instance haste or - if we want to justify the 5-mana mythic status - first strike, which combos singularly well with deathtouch.

LordTachanka123

> *Ruthless #14 (BRG the plane of Innistrad)*

- **Overall**

I found the entry to be a bit uneven. I really enjoyed your lower rarity cards which were realistic enough and were exploring some pretty ruthless themes, but I think the higher rarity cards went a bit overboard though I could see there were some interesting concepts. On the flavour side, both the ruthless and Innistrad themes were there and nicely weaved together.

- **Moorland Roamer**

A nice little common that seems well balanced and uses a triggered ability to hide its black/green colour identity, which feels very reminiscent of Innistrad mechanically. The focus on the human creature type is also a nice flavour touch, and I especially like the use of the -1/-1 counters as they feel like a perfect fit for the ruthless theme.

- **Vampire Mercenary**

That's pretty spicy for an uncommon, possibly a bit too much. Still it's an elegant design where the abilities work well together and it offers an interesting mini-game. Overall, it tells a catching story mechanically, it's a homerun on the ruthless aspect, and I am very curious to see how it would play in a real playtest.

- **Haunting Spirits**

I get the concept and I think it's interesting, but I'm a bit dubious on the execution. A 4/1 for 2 is definitely a very scary card in the early game, but without evasion it becomes not that impressive pretty quickly. The first ability is the kind that would never happen since it says it fizzles destroy spell so nobody would bother trying. The last ability is weird, it allows the opponent to get rid of it too easily, but it's always better to just trade with it. On top of that, it can sacrifice itself to save itself, which I don't think is a very healthy interaction.

- **Act of Bravery**

The first ability seems too niche to be worth the space (it's also weird that it refers to the retired keyword intimidate), though I enjoy how original it is at satisfying the ruthless theme. The rest of the ability is too strong for 3-mana even if it is restricted to monoRed, and vigilance is a colour pie break in red, which makes the card feel weird overall.

East2West

> *Mastermind #34 (URG Dreams and Nightmares)*

- **Overall**

You got one of the most difficult flavour themes and I really liked the overall feel of this entry, it created a cohesive sense of what dream cards would look like. I found some of the concepts pretty interesting and original, though most cards were a bit unbalanced, in my opinion. For me, the big highlight was Aesop, which I really enjoyed mechanically as well as flavourfully and is one of my favourite cards from the contest!

- **Mortis Bloom**

I like that you went the extra mile in the flavour text to sell the dreams theme, and even referenced your legendary creature to tie the entry together nicely! The card in itself is a bit too swingy to be a common. Recuperating any permanent from your graveyard to your hand is already not a common effect; I would have been ok with it if it was clean and simple, but then drawing a number of cards equal to the CMC of a card you discard is also very much too strong for common, so I'm afraid the combination of the two is really over the top.

- **Fleshwarping**

The flavour is exquisitely creepy, I like it a lot ^^ Going for the deathtouch + first strike combo is pretty daring for a combat trick, it could see it be an evolution in the colour pie à la Lightning Helix being introduced in RW on top of monoB. The second ability doesn't work for me though because that's a straight up Murder so the combination of these effects on a single RG card is a colour pie break. I could have been ok with the proposition, but it also makes the combat trick aspect useless, which I think is unfortunate (there is zero reason to target your own creature with it if you can straight up murder any opposing creature).

- **Siren of Unsettled Sleep**

Delve probably shouldn't go on a creature that you can cast from your graveyard (see what happened with Hogaak), Delve is one of the most risky mechanics from a balance perspective and that's the kind of combo that's asking for problems I think. Otherwise, I think the card is nice, but it reminds me a lot of Dreamtrawler (flavour win, in a sense xD) and I think the hexproof ability feels very oppressive so I'd make sure to at least keep the fact that it taps it. Personally, I'd also increase the number of cards to discard, but that's my taste.

- **Aesop Thorn, Somnic Druid**

I love the tension between creature spells and noncreature spells here, it's very unique. This design is one of my favourite cards from the contest, I think it's original and looks like a lot of fun. My only bemoan would be that it feels pretty blue/red. I would remove the green from its mana cost entirely, or add a green option to the choice ability.

fire12

> *Mystical Arts #22 (WUB the Sky)*

- **Overall**

The storm flavour brought a lot of cohesiveness to the entry, which felt very nice! The main concern I had while reading these cards was that most of them were too powerful, or on the verge of being too powerful. I saw some nice concepts and I think that toning down some of the less necessary stuff would help focus the designs on what is cool about each of them.

- **Growing Tornado**

I like the concept of Bestow on a card that boosts stats in non-fixed way but the final results is a bit confusing to read. In the end, the card is a bit too pushed for common I think (3/3 flying for 4 is already at the limit of common, putting additional abilities on it pushes it over the edge) as well as being a bit too complicated.

- **Frostbite Roc**

I like this card though it is a bit pushed power wise; at uncommon I would recommend not going under 3-mana for this effect. Still, it plays with the edge but I don't think it's obviously broken so I'd be really interested in playtesting it ^^

- **Storm Drake**

A really exciting card that has the potential to be game-ending. I'm not a fan of hexproof on it though, usually cards are more interesting if they are either providing a lot of value, threatening to kill the opponent, or hard to deal with, but cards that are all of that at the same time are usually not that fun (though they exist for sure, see the Zombie Gods from War of the Spark for instance). My advice would be to remove the activated ability that feels too specific to justify adding three lines of text on an 8-lines rare, and use that space to create a conditional hexproof ability, like Dragonlord Ojutai.

- **Storm of Scrying**

I like that you respected the fact that Storm is one of the most broken mechanics of all time by overcosting the spell by a lot compared to a regular Opt. It is difficult to evaluate because it seems to be in the right range of mana cost for a 1-mana spell with Storm, even a bit overcosted if you count the three coloured mana, but drawing cards is still one of the most powerful things you could do with Storm. Overall, I'm not sure this hits the Mythic spirit?

joemamajoe

> *Smoke and Mirrors #05 (WBR Vampires)*

- **Overall**

You got one of the most complicated design packs and I think that you did well overall. Your entries were original and believable as Vampire cards. I do think you stumbled a bit on how you distributed the rarities and I believe there are some questionable choices in the balancing of each individual card, but overall I liked a lot of these concepts.

- **Vampiric Horror**

This is a very original and interesting design, I really think there's a nice concept in there. That being said, the fact that it basically needs to kill a creature in combat while having only one toughness makes it a bit useless. In addition, that is not an effect you would see at common. I know that "copies" is one of the hardest design packs to design a common for, but I think there were still more realistic ways of doing it.

- **Frenzied Vampires**

I think that would have been a great common with a small cost adjustment, using the Myriad mechanic is a great idea to make copies in a simpler way. As-is, it's a great aggressive card, but I think there's a missed opportunity for an "at the end of your end step" trigger there to synergise with Myriad.

- **Vampiric Realities**

I'm a fan of the concept, though spells can't look at what's written on a card outside of silver-border. I still think it's possible to make it work but that would require quite the rewording and I'm not sure what would be the best way to do it. In the end, it's still a clever and flavourful way of doing a spell that can copy a noncreature spell ^^

- **Bloodsworn Vampires**

Super original idea that I think would totally justify having a vampire-related clone spell, I think it's a great concept. I'm more wary about the balancing, two-mana seems quite generous considering most clones are 4-mana and, while I like that the spectacle cost allows you to copy your own creatures more easily, I don't think making it 0 mana is safe.

Potato13

> *Rainbow #33 (WBR Angels and Demons)*

- **Overall**

There were some pretty technical restrictions in that design pack and I think you were pretty successful at meeting them. It was mechanically pretty diversified though there were no super original concepts either. Overall, it was a solid entry with only a few minor issues.

- **Smog Demon**

Seems like an interesting use of haunt, having to wait for the haunted creature to die in the original version made the mechanic feel pretty clunky, but your card seems much more easy to play with. I'm going to assume this is supposed to be your common, correct? While 3/2 flying for 3 would not be impossible for a 2-coloured common as they tend to be much more pushed, the fact that it's also removal means it would likely be more in the 5-mana range.

- **Cackling Angel**

That's a quite spooky design! I think it would work just fine as a monoWhite or monoBlack design so it successfully passes the hybrid test. It has the potential to get big, works well with white/black aristocrats strategies, but I don't think it's too oppressive; nice concept!

- **Butcher of the Guildless**

I really like the flavour of that name, it feels ruthless. I like the concept behind the design, but it's very strong and I think lifelink pushes it a bit over the limit. It's not particularly difficult to cast one multicoloured spell a turn and at 5-power this would basically destroy a creature of your choice every turn.

- **Archangel Selyena**

Five-colours cards are pretty difficult to hit right, I think you did a good job at not going too much over-the-top with the abilities and keep it realistic enough. That being said, the fact that the white and black abilities are so weak compared to the others is a bit strange and, more importantly, I really think such a card should be able to trigger itself and not need other Demon and Angels before it can do anything.

bnew07

> *Knows-It-All #29 (UBR Dragons)*

- **Overall**

I found a lot of the cards in this entry to be super elegant and clever. The dragon flavour was tying everything nicely, but it's really the mechanical aspect that was the highlight for me. Many cards did very original things while using simple variations of well-known effects, which I really enjoyed overall.

- **Torturous Choice**

I really like that variation over Nightsnare, it's very subtle and offers an interesting mini-game. If I'm nit-picking, I think that 2-mana is a bit generous though, but I understand it's in a bit of a tight spot cost wise as it's technically less strong than either Mind Rot or Dark Inquiry while still being — I believe — a bit oppressive at only two-mana. In these cases, I personally like to go for the less aggressive option, especially for more frustrating slots such as discard or counterspells.

- **Mindborn Dragon**

An original take on the Lightning Shrieker / Ball Lightning slot. I'm really fond of this concept, it will most likely be more in the range of 3-4 damage most of the time, but it has the potential to be very explosive! I think it's a very elegant design.

- **Silumgar's Augury**

Love the Silumgar reference to help push the dragon flavour. The two effects mirror each other exquisitely, I can totally see both being useful and having a great impact on the game when you have no cards in hand and your opponent has a full grip. It's a little bit awkward that it doesn't do anything if you have more cards in hand than your opponent though.

- **Draconic Supremacy**

Now, that is a spicy Mythic! It would be a great reward for a big red deck and it has everything you could hope to ramp into. My only bemol here would be that I don't see a situation where you wouldn't pick all five options, so it doesn't feel like a choice spell. There's a fun mini-game with Sublime Epiphany where you can wait to cast it to try to get maximum value. In this case, because you're drawing five cards in the middle of the spell, you need to select all other options even if you have no hand and no creature just in case you draw something relevant.

Arceus8523

> *Good Fortune #32 (UBR Vikings)*

- **Overall**

The work of research you did on the MTG lore to make the entry fit the Vikings theme in a cohesive manner is absolutely remarkable. Mechanically, you had one of the most difficult design packs but you passed with flying colours in this area too. It's a daring entry full of originality, strong concepts, and a healthy philosophy of randomness. To top it all, it even manages to remain balanced despite how difficult it is to cost random effects.

- **Ruthless Ravager**

Both outcomes, 4/3 or 2/3 first strike, seem appropriate for a 3-mana cost and are close enough in power to be relevant in both cases most of the time, while still being different in a way where the coin flip still matters some time. Overall, I think it's great balancing for a coin flip card at common! I'm especially a fan of the philosophy of having two good outcomes to make the variance less frustrating to play with and against. I really like this card ^^

- **Rain of Arrows**

That's quite spicy! I like the concept behind it, it's very elegant, especially the restriction of needing a creature to cast this. I'm a fan of the fact that the more behind you're on board, the more likely the spell will kill two creatures an opponent controls. I have one bemol though, it's the kind of spell that looks nice when you play it fairly, but would feel a bit overpowered as a three-mana uncommon if you built around it, for instance by sacrificing your only creature in response.

- **Blustergale Reader**

A very audacious and original idea! I could get on board with it because it would definitely suit some players, but I also find it a bit sad that it ruins the fun of a random-based deck. The players that enjoy this kind of deck are usually looking for the thrill of the random outcome so removing it entirely might — unintuitively — make their decks less fun by making it too consistent. In general, I'd recommend increasing the odds for this kind of effect by multiplying instead of increasing to 100% (e.g. Krark's Thumb).

- **Ramaz, Driven Mad**

I think you did a really good job considering how hard planeswalkers are to design. I really enjoyed how all the abilities really tie into each other nicely, though I think it's a bit overpowered at only three-mana. The +1 gives you a really tight control over what you're drawing, the 0 is repeatable removal, and the -5 is quite powerful itself. I overall like this design but I would increase its cost and I would make the 0 ability a -1 or -2 ability that also draws you a card afterwards to reduce its variance.

Faiths_Guide

> *Smiles and Poisons #30 (WUR the plane of Kaladesh)*

- **Overall**

I really enjoyed the general elegance of this entry, I don't always agree with all the little details in each design but I found that every card had a great concept. It's a very difficult theme and you really went for the daring, most interesting design space. This made for a super entertaining read, all tied up nicely by the strong Kaladesh flavour.

- **Amiable Smith**

It's quite difficult to find a common effect in the group hug deck but you found a really good solution, it looks like a nice little common. My only bemol would be that giving that Servo to the opponent might be a bigger deal than intended, I would consider boosting it a little bit, by giving the opponent something that's not as relevant and/or by making it a 1/2 maybe so it lines up better with the opposing Servo when it attacks on their turn.

- **Exhilarated Thief**

Quite spicy x) It's a very elegant design with a lot of subtlety. I like that it's decent as just a 3/1 haste for 2 since it's most likely to die immediately, and I like that it dies easily unless your hand is full-choke of artifacts considering random discard will cause mayhem and can be quite frustrating when it's too inevitable.

- **Process Mandate**

I'm really fond of the flavour, it's simple and super graphic. It's quite aggressively costed but I don't think it's too broken since you need an artifact, which is a big restriction. Still, it's better than Shrewd Negotiation in so many ways that I think the mana cost could have been a bit more steep, in the 2UU or even 1UUU range maybe.

- **Infiltrating Saboteur**

I love this concept, especially with that name it's an instant homerun flavour wise for me. That being said, I think that's a bit of a missed opportunity. I would have enjoyed it more if the wrath ability could be avoided by killing the creature, so it felt less like a delayed sorcery spell, and would offer an interesting window of interaction if the creature said "At the beginning of your end step, destroy all creatures" for instance.

Aggroman15

> *Territorial Ground #36 (WUBRG the plane of Ravnica)*

- **Overall**

This entry is oozing with great mechanical flavour, the cards tell a story through what they do that perfectly ties to the flavour of the plane and guilds themselves. I found many of these cards to be very elegant, the balance is realistic, and there are some super original and exciting concepts in there as well.

- **Golgari Explorer**

The flavour is very much fitting the Golgari swarm, and it's a very elegant design that feeds at the same time the death and sacrifice themes of the guild as well as the ramp and land theme. I also really like how it manages to ramp in a way that still fills monoblock. Overall, I'm really fond of this design.

- **Azorius Courthouse**

The flavour of that last ability is super strong, I like an ability that tells a story when you read it and the mechanical flavour behind it feels very much like Azorius. I do feel like 4-mana (counting the Courthouse itself) is a bit undercosted considering that it costs 5 mana overall to remove a creature from combat with Labyrinth of Skophos. The restriction on the Courthouse is definitely much harder to meet, but bouncing a creature is also much stronger.

- **Rubblebelt Rising**

I feel like making use of the Gruul flavour was definitely the best option to do land animation from the guilds of Ravnica. It's a bit convoluted to read and I fear it would be cumbersome to figure out what the lands stats are, but I really much enjoy the idea that it depends on your other creatures so it doesn't feel like you're stealing the win out of nowhere.

- **Guildpact Monstrosity**

Ooh, going for a five-color creature for the mythic slot, quite daring! I'm liking the originality of the concept, referring to colour identity would not normally be something you'd see outside of a Commander-specific product, but it makes a lot of sense for lands so it's a clever idea I could totally see be done one day. It looks like a super fun build around, overall the perfect explosive touch of originality for this entry!

HeroKP

> *Midnight Strokes #04 (WUB the Esper shard of Alara)*

- **Overall**

I really enjoyed all the original ways of transforming the cards, you created several mini-games that look like a lot of fun. You had twice as much work as everyone else and you still managed to create some really interesting and fleshed out concepts, I was really impressed to see that all of the cards even had flavour text on both sides. I think there were some questionable choices balance wise, but the concepts were very original and entertaining, which is what really matters.

- **Discarded Monument // Ressource Extractor**

It's definitely an interesting idea mechanic wise, but I think in terms of balance it's a bit too generous. It's not too far off though if we compare it to Myriad Landscape for instance, but the fact that it can be untapped for infinite mana shenanigans, that it enters the battlefield untapped, and it initially produces coloured mana makes it a bit too strong compared to a regular swamp, and definitely not a common.

- **Prowling Manhound // Inkscape Etherhound**

I was really curious to see how you were going to pull off an Esper-flavoured werewolf and I'm not disappointed, it really feels like it belongs on the Esper shard, congrats! My only bemol is the overly complicated back. Artifact counters are not really a mechanic yet and it doesn't do anything by itself so I don't think they were worth while. In addition, wither would mean it puts two different kinds of counters on the same creatures, which is hard to track.

- **Unearthed Relics // Unearthed Secrets**

I like the really flavourful combination of names that immediately tells a story. I absolutely love the front card, it's a super original condition to transform, sounds like a fun mini-game that hints really subtly at the Esper artifact theme, and is still super useful if you miss (choosing the graveyard card randomly might have been even funnier). I also like the back card concept but drawing X cards feels broken, I would have preferred just looting, I think.

- **Qi Ren, the Pondering // A Search Complete**

Again, a super interesting transform trigger, I'm a real fan of that concept. You forgot to make the player reveal the card, but let's pretend it's there. The back is really exciting and has the potential for some super interesting combos, while the 5-mana cost and fun trigger prevent the card from feeling broken. I don't even think you need to double the X on the back to cast the copy, honestly if you managed to transform that card, you deserve it. Cherry on the top, it also really feels like a blue card transforming into a white/black card while not breaking the colour pie, which makes for an awesome Mythic overall!

IzltTru

> *Raining Riches #27 (WRG fairy tales)*

- **Overall**

The cards were really telling a fairy tale through their effects, which was great. I especially liked how elegantly some of the abilities synergised with each other; overall the entry was full of clever designs. It could have used a bit of polish though, there were a lot of typos, grammar errors and questionable templating, which made the cards a bit hard to read.

- **Red Hunter**

A simple common concept that ties very flavourfully into the red riding hood story. A 3/3 for 4 is reasonable if unexciting for red, while a 3/3 + a 2/2 is on the strong side for a common but doesn't feel completely unrealistic. Hence, the card is flavourful and seems balanced enough, it does the job nicely though it's nothing too original.

- **Colossus Slayer**

I think it's an elegant design in that it feeds into the mechanical flavour of White hating on big creatures to tell the story, but it also plays super well with big white decks such as Giants or Angels tribal in Constructed. This effect reminds me a lot of Wildgrowth Walker but with less risk of having it become oppressive as it's inherently hard to cast a creature spell with power 4 or greater. Overall, I'm really fond of this design!

- **Collector of Fables**

This is a very potent rare, in the right deck (or in Commander) that's a lot of card draw. These effects (Guardian Project, Beast Whisperer) are totally fine as Green rares nowadays but two mana is probably a bit too generous. I like that it's just a 1/1 so it's easy to remove, though. The last ability looks original and exciting, and ties the overall design nicely.

- **Foxhood, Robber of Rich**

The card is uncomfortably close to Robber of the Rich, even in the name (which I assume was the intent). I do like most of the changes you made though, having it be a legendary creature is a nice touch, the fact that the ability always trigger feels super interesting and fun, I really like that rummaging ability though it's a bit of a colour bend/break as it's very close to straight up discard. The tokens add some nice flavour as well. The last ability might push the card a bit over the top, but I like how it ties into the rest of the card nicely and helps to attack.