

CHALLENGE 4

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KorandAngels (*MORTALS of Kamigawa*)

MECHANIC: Chastise N (*Deal N damage to target Spirit, Dragon, Demon, Horror or Devil*)

The mechanic cares about specific creature types from the set, which makes it very flavourful but also very narrow and swingy. Sometimes it will be devastating, sometimes it will do nothing, and that depends entirely on something you have no control over, your opponent's deck, which can be frustrating. Additionally, you can't make a lot of cards with it as you can't have too much removal in a set, the mechanic doesn't really do much outside of this plane, and doesn't introduce a new element to the game.

Design 1 — Sha, Stealthsage

First ***DING***, you use Ninjustsu but the rules stated to use no other non-evergreen mechanic than your custom mechanic. There are bigger issues with that card though. You didn't define what the power and toughness are, and this ability has zero chance to ever happen as it's already near-impossible for the opponent to attack you with six creatures at once if they wanted to, and they can choose to attack with just five. Besides, if you're dealt damage by 6 or more creatures at once, you're likely dead before you can chastise back.

Design 2 — Superstitious Noble

I'm afraid there are some strong colour pie problems with this card. Blue is really not the place for Chastise, as it can't just ping creatures like that. It also can't gain life. Otherwise, you usually don't want a common to repeatedly ping creatures as it can feel a bit smothering, but on a 1-toughness creature that has to attack it's probably fine ^^

Design 3 — Drive Away Spirits

Second ***DING*** for using a non-evergreen mechanic (hybrid mana) outside your custom mechanic. I could see this work in white as a bend justified by flavour, but it really doesn't fit blue. It's also not worth the rarity. The reason you have rare red spells with X in their cost is either because they can also hit players or because they can deal with multiple creatures.

Design 4 — Apik, Destroyer

That's a pretty original ability! It fits the Mythic rarity quite well. I especially like that this is legendary, it's a welcome mechanical restriction on an ability that powerful. My only little bemol is templating. You wrote "when a creature is destroyed", which will create confusion. Completely new players will likely think this applies to any creature dying from anything, most players will probably think it only applies to effects that say "destroy target creature" and such but not damage or -N/-N effects. Then players who know the rules really well will know state-based actions do "destroy" creatures. This needs to say "When this creature dies" to avoid that confusion.

OVERALL

You chose a very narrow mechanic that cared about a subset of creatures in your opponent's deck. Making it work would have been no easy task, and I do think you stumbled on the difficulty of this challenge. You also had problems identifying the right colours for your mechanic, and its power level. On the brighter side, it fitted the faction quite well flavour wise, and your Mythic Rare card was quite interesting.

bnew07 (*BANT of Alara*)

MECHANIC: Chivalry N (*Whenever this creature attacks, you may tap an untapped creature you control with lesser power. If you do, this creature gets +N/+N until end of turn.*)

This mechanic is simple and clean, I think it would be quite easy to develop and seems to have a decent amount of design space as it synergises with many evergreen keywords. I think it's often always right to use the Chivalry ability, and as it's not hard to do it might play as if it was always on, though. Otherwise, it plays well with the Bant flavour, though I'm not sure the name is best-suited since usually a chivalrous character helps others, and this mechanic does the opposite.

Design 1 — Cavalry Vanguard

A really elegant way of introducing the mechanic at common. It's an effect you see in every set but here it takes so much more sense. The balancing is realistic but maybe a little underpowered. Usually, you have a keyword attached to the token or the creature itself, that looks a little bit like a 3/3 for 4 with downsides.

Design 2 — Jarael, the Ivory Knight

That's a fun twist on a staple white ability! But I don't think it really works in the rules, at this point it might be better to just write its own ability and let people make the connection, like how the Scarab God in Amonkhet doesn't really say "Eternalize". It also doesn't really feel like Chivalry at this point, like the difference between "destroy" and "sacrifice". I think a 4/2 with lifelink that taps a creature when it attacks is a bit much for a two-mana creature. It's too aggressive even with a more restrictive mana cost and legendary type.

Design 3 — Keeper of Valeron

The idea is nice, if your opponent refuses to chump this massive 4/6, you get an ability for each colour and the last two even synergise well with each other. It might be a bit swingy though, as the difference between connecting or not is really a massive shift in value. I would have considered making this an attack trigger, and/or a choice ability for instance. Still, that's a great reward for committing to three colours.

Design 4 — Asha's Recruiter

That's a Mythic that Spike will like for its value ^^ It's not the most original but it's a good concept that will create interesting deck building decisions. I'm guessing you put the cards in the graveyard because of space issues? That's the kind of card I think would benefit from removing the reminder text. Unless you're committed to a graveyard strategies, seeing a big finisher end up in your graveyard this way might feel a bit punishing.

OVERALL

Chivalry looked like a realistic mechanic with plenty of potential. It might play a bit too linearly though, as you'll almost always want to trigger it and it's easy to do so. The synergy with the "saboteur" effects (dealing damage to an opponent) was well used but felt a bit lonely as a way of rewarding you for committing to the mechanic. I liked the recruitment flavour on some of the cards, it played nicely with the flavour of Bant.

Undead (*ZOMBIES of Innistrad*)

MECHANIC: Unsettle (*When this card leaves your graveyard, create a 2/2 black Zombie creature token.*)

This is a very original and flavourful mechanic. While exciting, it will bring issues with it as it would require a lot of support to make it work, and there aren't that many ways of removing cards from a graveyard at common. It will also be very broken with effects that can exile a whole graveyard at once. That could be arranged I think, for instance it could make only one token if you exiled multiple cards with Unsettle at once. There's definitely a fun way of using it with reanimation spells and such.

Design 1 — Corpse Thieves of Nephalia

This card emphasises the problem of this mechanic with finding ways to remove cards from the graveyard at common. It's a nice idea and a clever synergy, but it doesn't look like a common, because the ability is so expensive it will rarely come up, and it cannot be cheaper otherwise it would be too strong at common. It should probably just exile itself.

Design 2 — Depths of the Tomb

That's a really original build-around uncommon. This way of triggering the Unsettle ability seems fun, fair, and clever. It's a little awkward if you control no zombie though. I think it should probably just be a card that makes a token as a base effect, and then some more with the Unsettle effect. Without the removal ability, it would probably be simpler and cleaner.

Design 3 — Caller of the Forgotten

The first ability is really clever! It's a fantastic way of rewarding a zombie deck, I love that real Zombie card will be replaced while the tokens just allow you to filter your deck all while filling your graveyard. It would work greatly with any tribe but makes even more sense with zombies. I like that the second ability stacks, but it might be too easy to break.

Design 4 — Ludevic's Lightning

A really nice callback to Snapcaster Mage. The balancing is especially interesting in this variation. It does cost one more mana than the Mage or Mission Briefing which is very relevant with this effect, but you get a Zombie out of the deal for that one mana and you could even exile your graveyard on top of that for maximum value. I think it's a great design.

OVERALL

Unsettle is a really original and exciting mechanic. I think it would be complicated to develop, as it has the potential to be broken, but I think that can be arranged, with the right restriction like a cost or making sure you can't make more than one token at once. It's also hard to trigger in Limited because of it's A/B nature that would require a lot of support from the set. Despite those challenges, you still showed a lot of clever ways of using the mechanic, your entry in general had a lot of elegance and you kept its excitement factor always above its potential developmental risks.

Derfaulehelmut (*DIMIR of Ravnica*)

MECHANIC: Hemorrhage (*This creature deals damage to players in the form of Bleed counters. At the beginning of their upkeep, players lose 1 life for each Bleed counters they have.*)

That's a quite original mechanic, it reminds me a bit of infect. It definitely pushes for new kind of strategies. Blue cannot really bend that hard though, it's not something the colour pie would allow. But the main problem is going to be the power level. Right now the mechanic is really broken, especially in density. For comparison with a more balanced mechanic, Orzhov had "Debt" counters during Guilds of Ravnica's development. You only lost one life whatever the number of counters you had, and players could pay to get rid of them.

Design 1 — Blowgun Artist

This is a good example of why this mechanic doesn't fit blue, that card should be red. Additionally, removing any chance of interaction is probably the last thing you'd want to do at common, you really need to let the opponent a chance to prevent the hemorrhage. The stats are well-balanced though if we forget the inherent problem of the mechanic itself.

Design 2 — Dimir Sellknife

This is a nice and clean design. It offers an interesting decision to the opponent, I like that it really doesn't remove any interaction. The stats seem well-balanced, if I had to keep only one card for a set with that mechanic I would probably choose this one ^^

Design 3 — Send a Message

I like that it becomes a murder starting at 5 mana which is usually where the removal spells with strong upsides stand. The second ability is probably way too strong though, if you cast that on an unblocked attacking creature, you probably win the game within two or three turns without having to cast another spell. Also, giving +X/+0 to a creature is not in Black's part of the colour pie anymore, it's a red thing.

Design 4 — Ichika, the Blade Flurry

That's a really original Mythic legend. It has pretty valuable stats that will please Spike, and the trigger on the last ability is very unique. The mechanic itself makes it overpowered, but if we ignore that it's a really cool and interactive way of triggering multiple times a turn.

OVERALL

The mechanic itself is original and there's a good core idea behind it. This iteration is really overpowered though, it will kill any opponent way too fast. I liked best the designs that offered a real choice to the opponent without removing the possibility of interaction. Overall, I liked the concept but I think it needs to be reworked to find a better balance.

TheCenterOfTheUniverse (*RIVER HERALDS of Ixalan*)

MECHANIC: Dominion (*When this creature enters the battlefield, an unclaimed land you control becomes claimed by it for as long as you control both of them.*)

That's a pretty original concept for a mechanic. It has aspects of both Fortify and Soulbond. It also takes the tribe in a different direction gameplay and flavour wise. The memory issue is really daunting though, tracking this mechanic would be a nightmare in density and I don't think the punch-out tokens would help much, especially because you wouldn't be able to re-use them as you must write on them. I just don't think there's enough interesting design space to justify so much trouble.

Design 1 — Shaper's Prodigy

That's a nice common, which sells the mechanic quite well. The balance is indeed nice, a 1/2 is a nice upside for a one-mana color filter spell. I think there are simpler and cleaner ways to do the same thing though. A one-mana land aura that creates a creature token when it enters the battlefield for instance would do the same thing without the tracking issues.

Design 2 — Seafloor Skirmisher

It's a nice variation on the way to use Dominion. It probably plays pretty nicely with a basic land, there was a similar cycle of Landfall creatures on Zendikar. The unblockable ability is a nice reward. I'm more dubious of the hexproof ability. If your opponent has an answer at instant speed, they can cast it in response to the trigger anyways, and if they don't, hexproof really doesn't matter. There are corner cases where this is relevant, but not many.

Design 3 — Jaded Champion

That's a nice design which really sells how Dominion can matter in unique ways. Both abilities are original and make perfect sense when combined with a land. I'm especially fan of the one-shot indestructible ability, it looks like nice gameplay. The stats are also well-balanced, it's strong without being oppressive.

Design 4 — Mitica, Life Shaper

Double dominion is a nice twist for a Mythic card and awakening lands sounds like the perfect fit for this mechanic. Giving the lands haste so you don't have to track which lands you played this turn is an especially elegant touch and make the card worth its 6-mana. The best part of this design is probably its last ability though. It's a tribal reward that will work with other Dominion cards, with other Merfolks cards outside the Dominion archetype, and as a nice last touch is even sort of ramp still you get to untap your elemental lands for mana.

OVERALL

Dominion is original but looks very difficult to track and its available design space is probably not worth the trouble. On the other hand, you did a very good job of selling the mechanic anyways. You found clever and original ways of making it matter despite the difficulty of finding interesting design space that make lands matter. You also had a lot of elegant details sprinkled on that made the mechanic look better.

Netherin5 (*ELDRAZI of Zendikar*)

MECHANIC: Awaken N (*At the beginning of your upkeep, place N +1/+1 counters on this creature.*)

I understand the flavour of the mechanic, it does a good job at showing how the Eldrazi, and especially the Ulamog brood, are relentlessly eating the world away and getting bigger. The mechanic as it's written right now is really overpowered though. It would be really problematic to develop in density in a set. For comparison, a mechanic that's well-balanced and does something similar is Outlast from Tarkir. You can see the difference in power is massive. Also, you should know there's already a mechanic called Awaken in Zendikar.

Design 1 — Spawn of the Blind Eternities

That's a pretty interesting way of using Awakening. It's basically "you have one turn to destroy me" and the counters act as a way to remind you in when it's gone indestructible which is pretty elegant. This is not an uncommon though, you really don't want a 12/12 indestructible in a set at uncommon, it would ruin Limited even at 12 mana, it needs to be at least rare.

Design 2 — The End

First, you get a ***DING*** for using a non-evergreen mechanic (phyrexian mana). It's definitely original and interesting to have the Awaken number change over time, but it would be an absolute nightmare to track. You can't even use dices because you would mix them with the +1/+1 counters. Power wise, this one is much harder to grow which is a good thing, but indestructible with hexproof is still a really oppressive combination. A 15 mana 1/1 is definitely worth the Mythic rarity though. Lastly, the last ability does nothing as there won't be spells on the stack at the beginning of your upkeep. Did you meant permanents?

Design 3 — Doomsayer

There's an interesting concept with those increasing Awaken numbers, but as I was saying before it would be near impossible to track, and this increases the problem ten-fold by also affecting other eldrazis. This card is too complicated, too powerful, and too wordy to be a common. Usually, you don't want a common to have more than four lines of text.

Design 4 — Awaken the Gods

You get a second ***DING*** for using a non-evergreen (and obsolete) mechanic (Tribal Sorcery). You can go a little more complicated as you go higher in rarity but I think this is way above the line, it's literally impossible to track. The last ability means you control Ulamog, Kozilek or Emrakul, you likely don't need a 14-mana card to win the game at this point, so it feels like overkill. The idea of growing your Eldrazi Spawns is nice though.

OVERALL

Awaken is a really problematic mechanic that would need to be toned down considerably to be more balanced. The way you used it reinforced that problem as you added a lot of tracking issues and the overall balance didn't feel right. You did a good job at capturing the Eldrazi flavour and the excitement of playing ridiculously big cards though, and it's one of the most difficult tribe to design for in all MTG.

Faiths_Guide (*BRAZEN COALITION of Ixalan*)

MECHANIC: Hoard — Whenever a Treasure token enters the battlefield under your control,...

It's an original, more subtle way of caring about what Pirates do. It's simple enough and there should be a decently large design space, though the timing pushes towards sorcery speed effects. It would require a lot of support in the set for this to work, which is a little worrying because it means a lot of treasures so a lot of free mana floating around. But let's assume the support is there and not problematic for the rest of the review.

Design 1 — Bold Cutthroat

It's a simple and elegant common. Because you're most likely to create Treasures at sorcery speed, this should encourage aggression which is nice gameplay wise. On top of that, giving +1/+0 to a first strike creature is a good example of an ability that scales well with the number of Treasures you make. I like that this will play simple and nice most of the time, but it still has the potential for a huge burst from time to time.

Design 2 — Runaway Powder-Monkey

The balance is interesting, it's nice to see you hinting at instant speed treasure making on higher rarity cards. The card does emphasise an issue of the mechanic though: putting treasure tokens with Hoard on the same card makes them really wordy. Still, I think it's an interesting way to reuse an enters-the-battlefield ability, it reminds me of Rally which played nicely. Colour pie wise, Blue usually does twiddle (tap or untap) but it's still acceptable.

Design 3 — Terrifying Reputation

The concept is nice and flavourful but I think the combination of both abilities makes the card too oppressive for only one mana, especially with menace. I think it snowballs too fast and too easily. It should probably not produce more than one treasure and pirate per turn.

Design 4 — Burial Harbor

That's a really original utility land, making it your Mythic slot was especially daring but it's worth it. It's elegant to have cared about toughness instead of converted mana cost for instance. This way, it cannot take down tokens like a machine gun. The most elegant though is how Hoard is narrow enough that this can't go into any deck despite being a land.

OVERALL

Hoard is a flavourful mechanic and seems to have potential. It would require a lot of infrastructure to support its presence in a set and requires a critical mass of treasures which are essentially free mana though. Still, your execution was really clever and showed a lot of interesting ways of using the mechanic. I think Hoard is realistic and scales well, your entry hinted at enough interesting design space that I believe it would make a good mechanic.

LyndonF (*ABZAN of Tarkir*)

MECHANIC: Endure X (Tap N other untapped creatures you control: This creature gains indestructible until end of turn.)

It seems to fit the flavour of Abzan tribe and the black/green/white mechanical colours' identity especially well. The design space is going to be limited though, there's a good ratio to find between the power of the creature and the number of creatures you need to tap and that's about it. You can't really go too high in power without being oppressive. Additionally, I fear it would be pretty oppressive in density in a set.

Design 1 — Enduring Warrior

This is the perfect example of why this mechanic is more powerful than you might think. See Vampire Warlord: It has the same stats but it costs one more, and requires you to sacrifice a creature to regenerate it which is much harder to do repeatedly than tapping two random creatures. All of this at uncommon. I don't think you'd want a common with that much power and Endure unless that Endure ability had a ridiculous number attached to it. Both on attack or defense this would make sure the opponent loses a creature and you don't every combat.

Design 2 — Abzan Chief

It's a well-balanced uncommon. I like that it synergises with the Abzan tribe in general outside the Endure archetype. It's a more elegant and subtle way of synergizing with Endure. It's especially nice that it helps in two different ways, both by providing three creatures to tap and by gaining you life whenever you endure.

Design 3 — Spirit of Endurance

It's definitely an interesting card, I have a hard time determining its worth. Usually, this kind of effect would be too weak to make an exciting rare. But with the addition of the second ability, it becomes nearly impossible to get rid of. The downsides of this is that it could be pretty oppressive, not very fun to play against. On another note, the templating is slightly wrong, "if [creature] would die" calls for a replacement effect. You need "whenever". But you need to wait for the creature to actually die before you can return it from the graveyard.

Design 4 — Guardian of the Mer-Ek

I'm really fan of the Endure X, it's a nice twist on the ability that is exactly what you want from a Mythic card. Giving +X/+X is also an effect that will scale nicely with the number of creatures you tap. I'm unsure it's a good idea to let it boost any creature at instant speed though, it should probably just boost itself, which would also reduce its complexity.

OVERALL

I think there's an inherent developmental problem with Endure as it's a repeatable free regenerate ability. That's probably really oppressive if you put it on too many cards in a set, which is why I don't think it would make a very enjoyable mechanic. It also made your whole entry feel a bit overpowered. That being said, you managed to execute the mechanic in many interesting ways, and I especially like that you mentioned how you would warp the removal from the set around it. So, the card-by-card designs did compensate nicely for the inherent issues of Endure.

kandra127 (FAERIES & MERFOLKS of Lorwyn)

MECHANIC: Dream [CARD] *(Exile that card with a dream counter on it. For as long as it has a Dream counter on it and you control a Faerie, you may cast it and spend mana as if it were of any color to cast it.)*

Dream is putting a name on a mechanic that is being used in various ways in about every set, from red impulsive draw to black's stealing from the library. One of the challenges of this mechanic is going to make sure it has its own identity. The Faerie restriction sounds interesting gameplay wise but it makes the mechanic very parasitic, you usually want your mechanics to synergise with multiple archetypes. I like the dream counter, it enhances the playability by removing memory issues.

Design 1 — Gilded Dreamer

This card looks exactly like the right way to use the mechanic at common. It's not too complex, and it still offers a bit of interaction to the opponent as they can remove it before you get to cast the card. The balance looks nice as well, it's reminds me of cards like Dream Thief, which might actually have been the inspiration?

Design 2 — Dissolve Into Dream

That's a really interesting design. On one hand, it's a very strong bend for Black because of how close it is to "Gain control of target creature". On the other hand, it's just an expensive removal as long as you don't control a Faerie, which makes the mechanic really elegant on a non-faerie card. In the end, I think it works thanks to its nice flavour.

Design 3 —Fair Confidant

It's a pretty unique variation on the Dark Confidant ability. It will always ping you for at least one life and lands will get stuck as dreamt cards forever which will eventually start to hurt. But it won't make you lose as much life as the original Dark Confidant if you draw a card with high converted mana cost. I like how the ability works but I think the card is largely undercosted as a one-mana 2/1 flyer. It really needs to cost at least 3 with those stats.

Design 4 — Aelfdane, Eternal Trickster

It's a nice mythic for Spike with a lot of value to be extracted from it. It's a real swiss army knife, acting as removal, card advantage, little flyer and scary blocker. It's also really hard to remove for good. The repeatable removal aspect is probably a bit much though. But the dream ability, on top of being very original, seems well-costed enough that it's a bit less of an issue, as you need five mana to recast it completely.

OVERALL

You took a simple mechanic idea based on a staple effect and you managed to make that little variation (caring about controlling a faerie) matter. I'd say you managed to avoid the potential trap of keywording the thief ability in a way that would make it harder to use in other sets, and you did it in a very elegant way. The balance of your cards was especially ingenious and you showed a lot of innovative ways of dreaming.

LeSelton (*KAMI of Kamigawa*)

MECHANIC: Usher N (*To usher N, search your library for a Spirit of converted mana cost N, reveal it and put it into your hand.*)

Usher starts with a strong downside: WOTC has stopped doing this kind of tutoring mechanic because it reduces variability and requires a lot of shuffling. By the way, you forgot to shuffle after searching the library, it's absolutely mandatory. The fact that it cares about Spirits specifically makes it flavourful but also very narrow. In Limited, you'll often get to Usher without a Spirit in your deck with the right converted mana cost to fetch.

Design 1 — Swarm of Light

The balancing of this card is nice, it leaves the possibility of having it die on turn 1 so you can cast the Spirit you just fetched on turn 2. The flavour is especially nice for a Japanese spirit, that illustration is a very original choice.

Design 2 — Kubiko of Forgotten Fields

The balance seems appreciable, it's a terrible body that you really want to die as the death trigger is really strong. The three toughness makes it a bit hard to have it die during regular combat though. I like the Usher 1, 2, 3 concept. Notably, it mitigates the issue in Limited of not having a Spirit of the right converted mana cost in your deck. As a side note, "Kubiko" sounds a bit too close to the real Japanese scarecrow god "Kuebiko", it's like if the god of the Underworld on Theros was called "Hadeis", it's a little too close to the real thing.

Design 3 — Fujin, Announcer of Change

It's definitely worth a rare slot and I like that it will still be a fine card as a 4/4 flyer for 6 in Limited, even if you don't have any other Spirit in your deck. It's also a good reward for a more tribal-centric Spirit deck in Constructed. It's a high mana cost but this is mitigated by how strong its ability is and the fact that you can trigger it on the turn it enters the battlefield thanks to your other Spirits that are already on the battlefield.

Design 4 — O-Shoku, the Corruptor

That's definitely a Mythic if I've ever seen one x) Very original! I understand what you're going for but I'm not sure there's a fun ground between "This creates a combo that automatically wins you the game" and "This makes you lose the game on the spot". Because this can search your whole library, either you have the combo or you don't, there's not much thrill to it. It would probably be more fun with a bit of uncertainty attached to it.

OVERALL

Usher is an inherently problematic mechanic, as this kind of tutoring ability makes each game play more similar to the next and requires too much shuffling. Despite its gameplay problems, you still managed to make the mechanic shine thanks to an excellent execution that helped selling it. Notably, you found interesting ways of circumventing the fact that Usher only searches for one specific converted mana cost by having all your cards outside common search for multiple Usher costs.

Ranshi922 (ORZHOV of Ravnica)

MECHANIC: Reincarnate N—{cost} ({cost}), Exile this card from your graveyard: Look at the top four cards of your library. You may reveal a creature card with power N or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order.)

Searching from the top of the library is a nice way of tutoring without removing the game's variability and shuffling too much. With 49 words, it makes the mechanic really wordy though, it takes six lines just by itself. This will reduce the design space available just by the place it takes. The design space is also going to be narrow, there's a fair price for each Reincarnate value and you'll have to stick to it. But it's probably a nice ability to have in a set as it will smooth out the draws and reduces the number of non-games.

Design 1 — Coiling Mortality

That's a pretty original ability for a common card. But that's not worth 5-mana and it's not possible to discard a specific card type without also revealing the hand. It's interesting to have colour-shifted the Reincarnate cost, but I think it's too expensive to do anything. The flavour of reanimating a noncreature spell is also slightly weird.

Design 2 — Obzedat Loyalist

I like the Reincarnation trigger, it's quite interesting as it requires the creature to die first before you can pay for it. It also opens the design space a lot. I think "Charge" (a.k.a. +1/+1 to your team for a turn) is not that interesting of a reward, especially for 5-mana. It's got good stats to compensate for it though, so it ends up balanced enough.

Design 3 — Prodigious Pontiff

I don't think that effect is worth a Rare slot. Sacrificing a creature is a really steep cost just to drain a single life point. Draining life is a black ability by the way, not white. It could be nice if it wasn't tapping, it could be a good sacrifice outlet. I like the variation of Reincarnate cost though, it's pretty clever to have it pay life so it synergises with the life drain.

Design 4 — Spirit of Avarice

It's a value Mythic meant for Spike, but I'm unsure it's really hitting its target audience because of how expensive it is. Even if it gives you back two mana once you cast it thanks to the treasures, it's still just a 4/4 body for 5 mana. The Reincarnate ability is really nice though, it's a flavourful choice to make to wait or not for the creature to die or use the treasures right away.

OVERALL

The mechanic has a couple issues built-in but still sounds fun. Notably, it's very wordy and I don't think it has a lot of design space but you still managed to find interesting ways to make Reincarnate matter. The variation in costs on the higher rarity cards were especially nice. I do think you overcosted the ability by a lot when you had regular mana costs though.

Domrikade (*SPIRITS of Innistrad*)

MECHANIC: Incorporeal {cost} (*Whenever this creature becomes the target of a spell or ability, you may pay {cost} to exile it and return it to the battlefield tapped.*)

I think Incorporeal has the issue of threat abilities that will never really happen in game. Your opponent won't target a creature with Incorporeal as long as you have the mana open to activate it, which means you'll see it blink and do its thing too rarely to matter. It could say "Whenever this becomes the target of a spell or ability, its controller loses 50 life" and probably would play about the same. It's also hard to activate yourself as you'll need to fizzle your own spell or ability. So, I think it would play more like a weird hexproof than anything.

Design 1 — Luminous Lurker

It's a nice and clean way of introducing the mechanic at common. It's a relevant body in Limited and I like that you used an enters-the-battlefield effect so even if the Incorporeal ability never triggers, it still gains you a bit of life. Four-mana to blink it is probably a bit much, but at least it won't be too difficult to remove it unless you're willing to skip your whole turn.

Design 2 — Persistent Phantom

That sounds like nice stats. A 3/2 flyer for four mana it nothing to laugh at in Limited, and that last ability seems to be a fair and fun recursion ability. It's not that hard to blink a Spirit, but it will still require to jump through enough hoops that there are plenty of ways for the opponent to interact with that card and prevent it from coming back in an oppressive manner.

Design 3 — Sepulchral Wanderer

That's a really nice reward for the blink archetype. What I especially like in this card is that it actually makes it a bit more worth to target your own Spirit so you can blink it with Incorporeal. If you do that, it replaces the card you just fizzled which softens the loss of card advantage. It might be a bit pushed for a three-mana blue creature, it's already pretty valuable thanks to the card advantage it provides,.

Design 4 — Grigor, Drogskol Scourge

First, you get a ***DING*** for making more than one multicoloured card. The body is very nice and worth playing by itself which is nice for a Mythic rare. I also like that you compensated by giving it a very restrictive mana cost. I'm not sure giving Incorporeal is really the right reward for a card aimed at the Spirit tribe. A lot of your Spirits will already have Incorporeal. In that slot, I would rather expect something that synergises with Incorporeal, not overrule it.

OVERALL

In my opinion, Incorporeal is a design trap. It sounds nice at first glance but I think it would play as a threat-only mechanic that never triggers. You definitely had some strong and fun rewards for the archetype though, and it was still very interesting to read. It made me think that, with some tweaking, it could be a very fitting mechanic for the Spirits of Innistrad.