

- # Game CHANGERS
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|---------------------------|---------------------------------|
| Ad Nauseam | Intuition |
| Ancient Tomb | Jeska's Will |
| Aura Shards | Lion's Eye Diamond |
| Biorhythm | Mana Vault |
| Bolas's Citadel | Mishra's Workshop |
| Braids, Cabal Minion | Mox Diamond |
| Chrome Mox | Mystical Tutor |
| Coalition Victory | Narset, Parter of Veils |
| Consecrated Sphinx | Natural Order |
| Crop Rotation | Necropotence |
| Cyclonic Rift | Notion Thief |
| Demonic Tutor | Opposition Agent |
| Drannith Magistrate | Orchish Bowmasters |
| Enlightened Tutor | Panoptic Mirror |
| Farewell | Rhythmic Study |
| Field of the Dead | Seedborn Muse |
| Fierce Guardianship | Serra's Sanctum |
| Force of Will | Smothering Tithe |
| Gaea's Cradle | Survival of the Fittest |
| Gamble | Teleris's Protection |
| Gifts Ungiven | Tergrid, God of Fright |
| Glacial Chasm | Thassa's Oracle |
| Grand Arbiter Augustin IV | The One Ring |
| Grim Monolith | The Tabernacle at Pendrell Vale |
| Humility | Underworld Breach |
| Imperial Seal | Vampiric Tutor |
| | Worldly Tutor |



BRACKET SYSTEM

This is a Guide to Help You Understand EDH

Play fair.
Take a shower.
Respect the pod.

The commander bracket system helps set player expectations and define a deck's power level.

Ideally the system helps players navigate "rule zero" conversations.

Not all decks and players are equal. The bracket system helps level the playing field.

Try and determine what power level your deck is before sitting down to play others.

If possible match to the strength of the lowest power deck at the table.

NO Game Changers

Decks prioritize a goal, theme, or idea over power

Rules around card legality or viable commanders to have some flexibility depending on the pod

Win conditions to be highly thematic or standard

Gameplay to be an opportunity to show off your creations

Generally, you should expect to be able to play at least nine turns before you win or lose. Players should feel like they have the time to showcase their decks.

CEDH Bracket



bracket four



MAX 3 GAME CHANGERS

Decks are powered up with strong synergy and high card quality; they can effectively disrupt opponents

Game Changers that are likely to be value engines and game-ending spells

Win conditions that can be deployed in one big turn from hand, usually because of steadily accrued resources

Gameplay to feature many proactive and reactive plays

Generally, you should expect to be able to win or lose **six turns** before you

Bracket 2

Still No Game Changers

Decks are unoptimized and straightforward, with some cards chosen to maximize creativity and/or entertainment

Win conditions to be incremental, telegraphed on the board, and disruptable

Gameplay to be low pressure with an emphasis on social interaction

Gameplay to be proactive and considerate, letting each deck showcase its plan

Generally, you should expect to be able to play at least **eight turns** before you win or lose

These games could end on **any turn**

Decks are meticulously designed to battle in the CEDH metagame, with the ability to win quickly or generate overwhelming resources; often built using existing CEDH knowledge, tools, and/or decklists

Win conditions to be optimized for efficiency and consistency

Gameplay to be intricate and advanced, with razor-thin margins for error; players prioritize victory over all else

unlimited game changers

Decks are lethal, consistent, and fast; designed to take people down as fast as possible but NOT the CEDH Metagame

Game Changers that are likely to be fast mana, snowballing resource engines, free disruption, and tutors

Win conditions to vary but be efficient and instantaneous

Gameplay to be explosive and powerful, featuring huge threats and efficient disruption to match

Generally, you should expect to be able to play at least **four turns** before you win or lose

Bracket 1

Decks prioritize a goal, theme, or idea over power

Rules around card legality or viable commanders to have some flexibility depending on the pod

Win conditions to be highly thematic or standard

Gameplay to be an opportunity to show off your creations

Generally, you should expect to be able to play at least nine turns before you win or lose. Players should feel like they have the time to showcase their decks.