

Commander Brackets Cheat Sheet

BETA · 02.2026

Socially Focused ----- the difference is **Thematic** ----- the difference is **Staples** ----- the difference is **SPEED** ----- the difference is **Metagame** ----- Meta Game Focused

1Exhibition Player Expectations 9+ turns Decks to prioritize a goal, theme, or idea over power. Rules around card or commander legality to be flexible, if all players agree. Win conditions to be highly thematic or substandard. Gameplay to be an opportunity to show off their creations. Restrictions 0 Game Changers Restricted by theme No mass land denial No extra turns No 2-card combos	2Core Player Expectations 8+ turns Decks to be mechanically focused with some cards chosen to maximize creativity and/or entertainment. Win conditions to be incremental, telegraphed on the board, and disrupt-able. Gameplay to be low pressure, proactive, and considerate, letting each deck showcase its plan. Restrictions 0 Game Changers No mass land denial No chaining extra turns No 2-card combos	3Upgraded Player Expectations 6+ turns Decks to be powered up with strong synergy and high card quality. They can effectively disrupt opponents. Win conditions that can be played from hand in one turn, usually because of steadily accrued resources. Gameplay to feature many proactive and reactive plays. Restrictions Up to 3 Game Changers No mass land denial No chaining extra turns No 2-card combos before turn 6	4Optimized Player Expectations 4+ turns but can win at any time Decks to be lethal, consistent, and fast, designed to take people down as fast as possible. They do not adhere to the cEDH metagame. Win conditions to vary from archetype to archetype, but can end a game quickly and suddenly. Gameplay to be explosive and powerful, featuring huge threats and efficient disruption to match. Restrictions Any # of Game Changers No restrictions other than the banned list	5cEDH Player Expectations Wins at any time Decks that 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. Restrictions Any # of Game Changers No restrictions other than the banned list
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Game Changers53

✱ White7 Drannith Magistrate Enlightened Tutor FarewellNEW 02.26 Humility Serra's Sanctum Smothering Tithe Teferi's Protection	💧 Blue10 Consecrated Sphinx Cyclonic Rift ExpropriateCUT 10.25 Force of Will Fierce Guardianship Gifts Ungiven Intuition Jin-Gitaxias, Core AugurCUT 10.25 Mystical Tutor Narset, Parter of Veils Rhystic Study Sway of the StarsCUT 10.25 Thassa's Oracle Urza, Lord High ArtificerCUT 10.25	♠ Black10 Bolas's Citadel Braids, Cabal Minion Demonic Tutor Imperial Seal Necropotence Opposition Agent Orcish Bowmasters Tergrid, God of Fright Vampiric Tutor Ad Nauseam	🔴 Red3 Deflecting SwatCUT 10.25 Gamble Jeska's Will Underworld Breach	🌿 Green6 BiorhythmNEW 02.26 Crop Rotation Food ChainCUT 10.25 Natural Order Seedborn Muse Survival of the Fittest Vorinclex, Voice of HungerCUT 10.25 Worldly Tutor	🌈 Multi4 Aura Shards Coalition Victory Grand Arbiter Augustin IV Kinnan, Bonder ProdigyCUT 10.25 Yuriko, the Tiger's ShadowCUT 10.25 Notion Thief Winota, Joiner of ForcesCUT 10.25	⚔ Colorless13 Ancient Tomb Chrome Mox Field of the Dead Gaea's Cradle Glacial Chasm Grim Monolith Lion's Eye Diamond Mana Vault Mishra's Workshop Mox Diamond Panoptic Mirror The One Ring The Tabernacle at Pendrell Vale
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Terms & Topics

Mass Land Denial An effect that removes, incapacitates, or significantly hinders four or more lands per player without replacing them. Brackets Beta↗	2 Card Combo A combination of two cards that, when together, create a loop or a game-ending effect, producing infinite resources like mana, damage, or creatures. Oct 2025 update↗	Extra Turns A turn that a player takes in addition to the normal turn order. Brackets 2 and 3 rule out chaining them rather than playing one. Brackets Beta↗
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