

GAME CHANGERS





THIS IS A COMMUNICATION TOOL TO GUIDE PREGAME CONVERSATIONS ABOUT POWER LEVEL.
CHOOSE THE BRACKET YOU FEEL FITS YOUR DECK BEST.

1

EXHIBITION

Decks prioritize theme over function and showcase a unique idea or experience over valuing winning.

- ❌ NO GAME CHANGERS
- ❌ NO MASS LAND DENIAL
- ❌ NO EXTRA TURNS
- ❌ NO TWO-CARD INFINITE COMBOS (GAME-ENDERS, LOCKOUTS, OR INFINITE)
- ✅ FEW TUTORS

2

CORE

Decks are focused, even if every card choice isn't the highest power, and comparable to an average precon. Wins are often telegraphed or incremental.

- ❌ NO GAME CHANGERS
- ❌ NO MASS LAND DENIAL
- ❌ NO CHAINING EXTRA TURNS
- ❌ NO TWO-CARD INFINITE COMBOS (GAME-ENDERS, LOCKOUTS, OR INFINITE)
- ✅ FEW TUTORS

3

UPGRADED

Decks are thoughtfully designed, full of synergistic or strong cards. Games could end out of nowhere with powerful spells and late-game combos.

- ❌ NO MASS LAND DENIAL
- ❌ NO CHAINING EXTRA TURNS
- ✅ LATE-GAME, TWO-CARD INFINITE COMBOS
- 3 UP TO THREE GAME CHANGERS

4

OPTIMIZED

Decks are turbocharged with the most powerful cards in the format. Everybody intends to win and is ready to play against anything.

- ✅ NO RESTRICTIONS (OTHER THAN THE BANNED LIST)

5

CEDH

Decks are built to win in the competitive metagame. Players intend to use only the most powerful strategies.

- ✅ NO RESTRICTIONS (OTHER THAN THE BANNED LIST)

SOCIAL-FOCUSED DECK BUILDING

METAGAME-FOCUSED DECK BUILDING

Drannith Magistrate 1*



Creature — Human Wizard

Your opponents can't cast spells from anywhere other than their hands.

1/3

314 R
TKO • EN • KIERAN YANNER
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Enlightened Tutor



Instant

Search your library for an artifact or enchantment card and reveal that card. Shuffle your library, then put the card on top of it.

The path offered by the academy is long and difficult, but those who brave it arrive at wisdom beyond compare.

003/010 P Judge
J20 • EN • AARON MILLER
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Humility 2**



Enchantment

All creatures lose all abilities and have base power and toughness 1/1.

"One cannot cleanse the wounds of failure."
—Karn, silver golem

016/269 M
TPR • EN • PHIL FOLGIO
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Serra's Sanctum



Legendary Land

☞ Add * to your mana pool for each enchantment you control.

A fragile cocoon of dreaming will.

Illus. Ciruelo
© 1993–1999 Wizards of the Coast, Inc. 325/330

Smothering Tithe 3*



Enchantment

Whenever an opponent draws a card, that player may pay 2. If the player doesn't, you create a Treasure token.

"I await your donation."
—Dasha, Orzhov priest

M 0473
CHM • EN • MARK BEHM
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Teferi's Protection 2*



Instant

Until your next turn, your life total can't change and you gain protection from everything. All permanents you control phase out.

Exile Teferi's Protection.

"If you're doing it alone, you're doing it wrong."
—Sheldon Menery

R 1691
SLD • EN • STEVE ANGLE
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Consecrated Sphinx 4



Creature — Sphinx

Flying

Whenever an opponent draws a card, you may draw two cards.

A curse is just another name for an unwanted blessing.

4/6

043/331 M
2X2 • EN • MARK ZUG
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Cyclonic Rift 1



Instant

Return target nonland permanent you don't control to its owner's hand.

Overload 6 • (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

The Izet specialize in unnatural disaster.

M 0040
RVR • EN • IRLS
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Expropriate 7



Sorcery

Council's dilemma — Starting with you, each player votes for time or money. For each time vote, take an extra turn after this one. For each money vote, choose a permanent owned by the voter and gain control of it. Exile Expropriate.

Few things are more valuable than time or money—and Leovold has plenty of both.

030/221 M
CN2 • EN • ZACK STELLA
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Force of Will 3



Instant

You may pay 1 life and exile a blue card from your hand rather than pay Force of Will's mana cost.

Counter target spell.

069/325 R
VMA • EN • MATT STEWART
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Fierce Guardianship 2



Instant

If you control a commander, you may cast this spell without paying its mana cost.

Counter target noncreature spell.

"Hunt somewhere else. This is your only warning."
—Gavi, nest warden

R 0094
CHM • EN • RANDY VARGAS
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Gifts Ungiven 3



Instant

Search your library for up to four cards with different names and reveal them. Target opponent chooses two of those cards. Put the chosen cards into your graveyard and the rest into your hand. Then shuffle your library.

040/249 R
MMS • EN • D. ALEXANDER GREGORY
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Intuition 2



Instant

Search your library for three cards and reveal them. Target opponent chooses one. Put that card into your hand and the rest into your graveyard. Then shuffle your library.

054/269 R
TPR • EN • APRIL LEE
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Jin-Gitaxias, Core Augur 8



Legendary Creature — Praetor

Flash

At the beginning of your end step, draw seven cards.

Each opponent's maximum hand size is reduced by seven.

"It is not a goal, but a process—the process of creating the perfect Phyrexia."

5/4

062/249 M
IMA • EN • ERIC DESCHAMPS
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Mystical Tutor



Instant

Search your library for an instant or sorcery card and reveal that card. Shuffle your library, then put the card on top of it.

The student searches the world for meaning. The master finds worlds of meaning in the search.

062/249 R
EMA • EN • LINDSEY LOOK
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Narset, Parter of Veils 1



Legendary Planeswalker — Narset

Each opponent can't draw more than one card each turn.

☞ Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

5

U 0853
CHM • EN • MAGALI VILLENEUVE
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Rhystic Study 2



Enchantment

Whenever an opponent casts a spell, you may draw a card unless that player pays 1.

Friends teach what you want to know. Enemies teach what you need to know.

169 R
JMP • EN • TERESE NIELSEN
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Sway of the Stars 8



Sorcery

Each player shuffles his or her hand, graveyard, and permanents he or she owns into his or her library, then draws seven cards. Each player's life total becomes 7.

—Randy Gallegos

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Thassa's Oracle 1 1

Creature — Merfolk Wizard

When Thassa's Oracle enters the battlefield, look at the top X cards of your library, where X is your devotion to blue. Put up to one of them on top of your library and the rest on the bottom of your library in a random order. If X is greater than or equal to the number of cards in your library, you win the game.

1/3

308 R THB • EN • JESPER EISING™ & © 2020 Wizards of the Coast

Urza, Lord High Artificer 2 1 1

Legendary Creature — Human Artificer

When Urza, Lord High Artificer enters the battlefield, create a 0/0 colorless Construct artifact creature token with "This creature gets +1/+1 for each artifact you control." Tap an untapped artifact you control: Add 5. Shuffle your library, then exile the top card. Until end of turn, you may play that card without paying its mana cost.

1/4

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Bolas's Citadel 3 3 3 3

Legendary Artifact

You may look at the top card of your library any time. You may play the top card of your library. If you cast a spell this way, pay life equal to its converted mana cost rather than pay its mana cost. 6, Sacrifice ten nonland permanents: Each opponent loses 10 life.

079/264 R WAR • EN • JONAS DE RO™ & © 2019 Wizards of the Coast

Braids, Cabal Minion 2 3 3

Legendary Creature — Human Minion

At the beginning of each player's upkeep, that player sacrifices an artifact, creature, or land. "Home is where you can find a decent graveyard and strangers can disappear without awkward questions."

2/2

273/303 R MH2 • EN • ERIC PETERSON™ & © 2021 Wizards of the Coast

Demonic Tutor 1 3

Sorcery

Search your library for a card, put that card into your hand, then shuffle. Beware the generosity of demons.

M 0150 CMM • EN • ZACK STELLA™ & © 2023 Wizards of the Coast

Imperial Seal 3

Sorcery

Search your library for a card, then shuffle and put that card on top. You lose 2 life. "Your presence at the palace this evening is required." —Letter from Queen Marchesa

079/331 M 2X2 • EN • MILIVOJ CERAN™ & © 2022 Wizards of the Coast

Necropotence 3 3 3

Enchantment

Skip your draw step. Whenever you discard a card, exile that card from your graveyard. Pay 1 life: Exile the top card of your library face down. Put that card into your hand at the beginning of your next end step.

098/249 M 1MA • EN • DAVE KENDALL™ & © 2017 Wizards of the Coast

Orcish Bowmasters 1 3

Creature — Orc Archer

Flash. When Orcish Bowmasters enters the battlefield and whenever an opponent draws a card except the first one they draw in each of their draw steps, Orcish Bowmasters deals 1 damage to any target. Then amass Orcs 1.

1/1

R 0103 LTR • EN • MAXIM KOSTIN© MEE™ & © 2023 Wizards of the Coast

Tergrid, God of Fright 3 3 3

Legendary Creature — God

Menace. Whenever an opponent sacrifices a nontoken permanent or discards a permanent card, you may put that card from a graveyard onto the battlefield under your control. Fear is her one true companion.

Artifact 3 3 3 4/5

112/285 R KHM • EN • YONGJAE CHOI™ & © 2021 Wizards of the Coast

Tergrid's Lantern 3 3

Legendary Artifact

6: Target player loses 3 life unless they sacrifice a nonland permanent or discard a card. 3 3: Untap Tergrid's Lantern. When Tergrid was a child, her shadow tried to kill her. Only her lantern keeps it at bay.

God 3 3 3 112/285 R KHM • EN • YONGJAE CHOI™ & © 2021 Wizards of the Coast

Vampiric Tutor 3

Instant

Search your library for a card, then shuffle your library and put that card on top of it. You lose 2 life.

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Ad Nauseam 3 3 3

Instant

Reveal the top card of your library and put that card into your hand. You lose life equal to its converted mana cost. You may repeat this process any number of times. When the task spilled over into undeath, he stopped calling it his life's work.

076/532 R 2XM • EN • JEREMY JARVIS™ & © 2020 Wizards of the Coast

Deflecting Swat 2 3

Instant

If you control a commander, you may cast this spell without paying its mana cost. You may choose new targets for target spell or ability. Archmage attacks are little more than annoyances to Kalamax.

R 0214 CMM • EN • IZZY™ & © 2023 Wizards of the Coast

Gamble 2

Sorcery

Search your library for a card, put that card into your hand, discard a card at random, then shuffle your library. "STUFF AND SUNDRIES AND MUNITIONS!" —Breeches, gunner of the Belligerent

132/254 R UMA • EN • EVAN AMUNDSEN™ & © 2018 Wizards of the Coast

Jeska's Will 2 3

Sorcery

Choose one. If you control a commander as you cast this spell, you may choose both. Add 1 for each card in target opponent's hand. Exile the top three cards of your library. You may play them this turn.

668 R CMR • EN • IZZY™ & © 2020 Wizards of the Coast

Underworld Breach 1 3

Enchantment

Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. At the beginning of the end step, sacrifice Underworld Breach.

324 R THB • EN • LEE SEITAMAN™ & © 2020 Wizards of the Coast

Crop Rotation 1

Instant

As an additional cost to cast this spell, sacrifice a land. Search your library for a land card, put that card onto the battlefield, then shuffle your library. Zendikar's elves have developed innovative methods to mitigate the effects of the Roil.

161/332 U 2XM • EN • DANIEL LUNGBREN™ & © 2020 Wizards of the Coast

Food Chain 2 3

Enchantment

Exile a creature you control: Add X mana of any one color, where X is 1 plus the exiled creature's converted mana cost. Spend this mana only to cast creature spells. Every predator is something else's prey.

008/008 P Judge J18 • EN • CRAIG I SPEARING™ & © 2018 Wizards of the Coast

Gaea's Cradle

Legendary Land

◆: Add ♣ to your mana pool for each creature you control.

"Here sprouted the first seedling of Argoth. Here the last tree will fall."
—Gamelen, Citanul elder

Illus. Mark Zug
© 1993–2000 Wizards of the Coast, Inc. 121/150

Natural Order 2

Sorcery

As an additional cost to cast Natural Order, sacrifice a green creature. Search your library for a green creature card and put it onto the battlefield. Then shuffle your library.

... but the price of Mangara's freedom was Asmira's life.

177/249 M
EMA • EN • TERESE NIELSEN
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Seedborn Muse 3

Creature — Spirit

Untap all permanents you control during each other player's untap step.

"She speaks with the purity of nature and walks with the boldness of the wilds. She is a reminder of a world untamed."
—Kamahl, druid acolyte

2/4

R 0268
TDC • EN • ADAM REX
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Survival of the Fittest 1

Enchantment

♣, Discard a creature card: Search your library for a creature card, reveal that card, and put it into your hand. Then shuffle your library.

199/269 M
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Vorinclex, Voice of Hunger 6

Legendary Creature — Praetor

Trample

Whenever you tap a land for mana, add one mana to your mana pool of any type that land produced.

Whenever an opponent taps a land for mana, that land doesn't untap during its controller's next untap step.

7/6

189/249 M
IMA • EN • KARL KOPINSKI
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Worldly Tutor

Instant

Search your library for a creature card, reveal it, then shuffle and put the card on top.

"All of us, from the tiny leaf-mite to the towering baloth, are vital threads in the weave of life."

185/261 R
DMR • EN • VOLKAN BAGA
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Aura Shards 1

Enchantment

Whenever a creature comes into play under your control, you may destroy target artifact or enchantment.

Gaea forged her soldiers into self-wielding weapons that struck down all impurities.

Illus. Ron Spencer
© 1993–2000 Wizards of the Coast, Inc. 233/150

Coalition Victory 3

Sorcery

You win the game if you control a land of each basic land type and a creature of each color.

"You can build a perfect machine out of imperfect parts."
—Urza

Illus. Eric Peterson
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Grand Arbiter Augustin IV 2

Legendary Creature — Human Advisor

White spells you cast cost 1 less to cast. Blue spells you cast cost 1 less to cast. Spells your opponents cast cost 1 more to cast.

"A great leader must have the wisdom to know what's right and the courage to make it so."

2/3

006/010 P Judge
J21 • EN • MATT STEWART
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Kinnan, Bonder Prodigy

Legendary Creature — Human Druid

Whenever you tap a nonland permanent for mana, add one mana of any type that permanent produced.

5 ♣♠: Look at the top five cards of your library. You may put a non-Human creature card from among them onto the battlefield. Put the rest on the bottom of your library in a random order.

2/2

338 M
IKO • EN • JASON RAINVILLE
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Yuriko, the Tiger's Shadow 1

Legendary Creature — Human Ninja

Commander ninjutsu (♣♠, (♣♠), Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand or the command zone tapped and attacking.)

Whenever a Ninja you control deals combat damage to a player, reveal the top card of your library and put that card into your hand. Each opponent loses life equal to that card's mana value.

1/3

R 0690
CHM • EN • ZARA II
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Notion Thief 2

Creature — Human Rogue

Flash

If an opponent would draw a card except the first one they draw in each of their draw steps, instead that player skips that draw and you draw a card.

3/1

096 R
ZNC • EN • CLINT CEARLEY
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Winota, Joiner of Forces 2

Legendary Creature — Human Warrior

Whenever a non-Human creature you control attacks, look at the top six cards of your library. You may put a Human creature card from among them onto the battlefield tapped and attacking. It gains indestructible until end of turn. Put the rest of the cards on the bottom of your library in a random order.

4/4

349 M
IKO • EN • MAGALI VILLENEUVE
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Ancient Tomb

Land

♣: Add ♦♦. Ancient Tomb deals 2 damage to you.

U31/040 S
UMA • EN • YEONG-HAO HAN
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Chrome Mox 0

Artifact

Imprint — When this artifact enters, you may exile a nonartifact, nonland card from your hand.

♣: Add one mana of any of the exiled card's colors.

Ferren Gibrar's award-winning invention from the Inventor's Fair—now available to the general public.

N 0092 DFT Special Guest
SPG • EN • PRINCESS HIDIR
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Field of the Dead

Land

Field of the Dead enters the battlefield tapped.

♣: Add ♦.

Whenever Field of the Dead or another land enters the battlefield under your control, if you control seven or more lands with different names, create a 2/2 black Zombie creature token.

247/280 R
M20 • EN • KEV WALKER
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Glacial Chasm

Land

Cumulative upkeep—Pay 2 life. When Glacial Chasm enters the battlefield, sacrifice a land. Creatures you control can't attack. Prevent all damage that would be dealt to you.

Mike Bierek
© 1993–2012 Wizards of the Coast LLC 7/13

Grim Monolith 2

Artifact

Grim Monolith does not untap during your untap phase.

♣: Add three colorless mana to your mana pool. Play this ability as a mana source.

4: Untap Grim Monolith.

Part prison, part home.

Illus. Chippy
© 1993–1999 Wizards of the Coast, Inc. 126/143

Lion's Eye Diamond0



Artifact

Sacrifice Lion's Eye Diamond, Discard your hand: Add three mana of any one color to your mana pool. Play this ability as a mana source.

Held in the lion's eye
—Zhalfirin saying meaning "caught in the moment of crisis"

Illus. Margaret Organ-Kean
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Mana Vault1



Artifact

Mana Vault doesn't untap during your untap step.

At the beginning of your upkeep, you may pay 4. If you do, untap Mana Vault.

At the beginning of your draw step, if Mana Vault is tapped, it deals 1 damage to you.

☞: Add ♦♦♦.

U28/040 S
UMA • EN ☞ CHRISTINE CHOI
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Mishra's Workshop



Land

☞: Add ♦♦♦. Spend this mana only to cast artifact spells.

2020 Vintage Champion

001/001 M
PRM • EN ☞ DREW BAKER
™ & © 2021 Wizards of the Coast

Mox Diamond0



Artifact

When Mox Diamond comes into play, choose and discard a land card or sacrifice Mox Diamond.

☞: Add one mana of any color to your mana pool. Play this ability as a mana source.

Illus. Dan Frazier
© 1998 Wizards of the Coast, Inc.

Panoptic Mirror5



Artifact

Imprint — ☞, ☞: You may remove an instant or sorcery card with converted mana cost X in your hand from the game. (That card is imprinted on this artifact.)

At the beginning of your upkeep, you may copy an imprinted instant or sorcery card and play the copy without paying its mana cost.

— Glen Angus
™ & © 1995-2004 Wizards of the Coast, Inc. 136165

The One Ring4



Legendary Artifact

Indestructible

When The One Ring enters the battlefield, if you cast it, you gain protection from everything until your next turn.

At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.

☞: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.

M 0380
LTR • EN ☞ YELI NYSTRÖM
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The Tabernacle at Pendrell Vale



Legendary Land

All creatures have "At the beginning of your upkeep, sacrifice this creature unless you pay 1."

Illus. Nicola Leonard
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