

Commander Twists



Rules

Check if each deck has a minimum of two basic land cards.
Place this card face up next to the Commander Twist deck at the center of the table.
Shuffle the Commander Twist deck.
After all players have agreed on their starting hands but before the game begins flip the top card of the Commander Twist deck face up and resolve the effect before the game starts.

8/8

Timeline Manipulation



Preordainment

Each player may scry 7. (*To scry 7, look at the top seven cards of your library. Put any number of them on the bottom of your library in any order and the rest on top in any order.*)

2/8

Grand Tutor



Acquirement

Each player searches their library for a card and exiles it with six time counters. It gains suspend. Then shuffle your library. (*At the beginning of your upkeep, remove a time counter. When the last is removed, the player plays it without paying its mana cost. If it's a creature, it has haste.*)

3/8

Essence Warp



Displacement

Each player gains control of the deck of the player to their right. (*This includes hands, libraries, graveyards, permanents on the battlefield, cards in exile, and any cards in the command zone.*)

4/8

Mana Growth



Enhancement

Each player searches their library for up to two basic land cards and exiles them, one with three time counters and the other with five time counters. They gain land suspend. Then shuffle your library. (*At the beginning of its owner's upkeep, remove a time counter from that card. When the last is removed, put it onto the battlefield.*)

5/8

Reincarnation

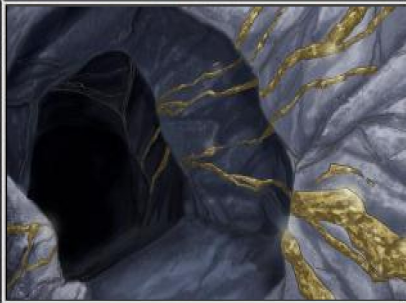


Judgement

When a commander changes zones, its owner may choose to exile it instead with 3 time counters on it. It gains suspend. (*At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost. If it's a creature, it has haste.*)

1/8

Gold Mine



Investment

When Gold Mine is turned face up, place X investment counters on it where X is the number of players.
1 : Remove an investment counter from Gold Mine. Any player may activate this ability.
At the beginning of your draw step, if Gold Mine has no investment counters on it, draw an additional card

6/8

Salt Bae



Emblem

At the beginning of your end step, draw a card.
Whenever a creature deals combat damage to you, its controller becomes the Salt Bae.

7/8