



COMMANDER NIGHTS: *STRIXHAVEN:* *SCHOOL OF MAGES*

Complete achievements from the list below to win special prizes. When you've checked off ☐, present the list to your organizer for a reward. Once you've completed ☐, present your list again for an even better prize.

Special Rules (Optional):

- **April 26–May 2:** Whenever an instant or sorcery being cast causes a triggered ability to trigger, copy that ability. You may choose new targets for the copy.
- **May 10–16:** Whenever you cast an instant or sorcery, choose an opponent. They may copy that spell and choose new targets.
- **May 24–May 30:** Whenever you cast your commander, choose a Lesson card you own from outside the game and put it into your hand. *(It can't share a name with any of your other cards and must be in the color identity of your commander.)*
- **June 14–20:** Once per game, you may open a sealed *Modern Horizons 2* or *Strixhaven: School of Mages* Draft Booster, reveal a card from it, and put that card into your hand. *(It must be in the color identity of your commander.)*
- **June 28–July 4:** During each of your turns, the first instant or sorcery you cast costs {2} less to cast.

Achievements:

- ☐
- ☐
- ☐
- ☐
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- ☐
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