



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:

- Silverquill Prodigy:** Have 20 or more total +1/+1 counters on permanents you control.
- Witherbloom Prodigy:** Gain 20 life or more in one turn.
- Quandrix Prodigy:** Control 20 or more lands at the same time.
- Prismari Prodigy:** Cast an instant or sorcery with a mana value of 10 or greater.
- Lorehold Prodigy:** Control 10 or more Spirits at the same time.
- Practice Makes Perfect:** Cast the same card 4 or more times.
- See, Learn, Do:** Control 3 or more nonland permanents that share a name with a permanent an opponent controls.
- Commanding Presence:** Draw 10 or more cards in a single turn.
- Conduct Research:** Copy 5 or more spells in a single turn.
- Jack of All Trades:** Have 12 or more unique ability keywords among permanents you control.