COMMANDER

WELCOME TO COMMANDER NIGHTS!

Come back every week to play Commander and complete achievements on this card to earn special prizes. At the end of each game of Commander have your organizer check with your table on what achievements you've earned and have them check them off on this card. You'll have a few weeks to complete as many achievements on this card as you can. When you've completed and achievements present your achievement card to your organizer for a reward.

During certain weeks of Commander Nights special rules will be in effect.
May 4 – 10: All mutate costs are reduced by 2 mana in any combination of colors/generic.
May 18 – 24: All cards have Cycling {3} in addition to their other abilities.
June 1 – 7: Nontoken creatures enter the battlefield under your control with one of the following counters of your choice: Flying, first strike, lifelink, menace, trample, or vigilance.

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