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 **seven** and **fourteen** achievements present your achievement card to your organizer for a reward.

- ☐ **Cast a Companion from outside the game.**
- ☐ **Cast a spell with Ultimatum in the name.**
- ☐ **Control a creature with 40 or more power.**
- ☐ **Mutate a creature that has already been mutated twice.**
- ☐ **Cycle three or more times in a single turn.**
- ☐ **Control a creature with 4 or more different counters on it.**
- ☐ **Attack all other players in a single attack.**
- ☐ **Eliminate another player with Commander damage.**
- ☐ **Control 8 or more permanents with different converted mana costs.**
- ☐ **Control 10 or more creatures with at least 1 counter on each.**
- ☐ **Have no cards in your library.**
- ☐ **Draw 10 or more cards in a single turn.**
- ☐ **Win a game of Commander.**
- ☐ **Finish a game without playing your Commander.**
- ☐ **Have a life total of 100 or greater.**

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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