



COMMANDER NIGHTS: *DOMINARIA UNITED*

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):

- **September 23 – 29:** Whenever a creature you control becomes tapped, if it's not attacking, that creature gets +1/+1 until end of turn.
- **October 7-13:** The first Kicker cost you pay each turn costs 1 mana of any color less to cast.
- **October 21-27:** You may have two commanders if each is a legendary creature card that represents the same character. (e.g. Squee, Dubious Monarch and Squee, Goblin Nabob or Squee, the Immortal.)

Achievements:

- ☐ **Speed Read:** Trigger a Saga's final chapter the same turn it enters the battlefield.
- ☐ **Getting a Kick out of This:** Kick five or more cards in a single game.
- ☐ **Phyrexian Sleeper Agent:** Be the first player to deal combat damage to another player with a Phyrexian creature.
- ☐ **Mana Defiler:** Pay a total of 10 or more life instead of mana during a single game.
- ☐ **Enlisted Aid:** Control a creature that's total power is at least 10 greater than its base power.
- ☐ **Sarpadian Emperor:** Control ten or more 1/1 creature tokens at the same time.
- ☐ **Immortal:** Win the game while your life total is 100 or greater, or while an effect says that you can't lose the game.
- ☐ **Historic Moment:** Cast an artifact spell, a Saga spell, and a legendary spell during a single turn.
- ☐ **Living Legends:** Control nine or more legendary creatures at the same time.
- ☐ **Coalition Victory:** Control a land of each basic land type and a creature of each color at the same time.