MAGIC
THE GATHERING

COMMANDER NIGHTS:
BROTHERS WAR

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):

- **November 21-27:** Each player begins the game with a Powerstone token. It has " : Add . This mana can't be spent to cast a nonartifact spell."

- **December 12-18:** Artifact creature spells cost ① less to cast. This effect can't reduce the mana in that cost to less than one mana.

- **January 16-22:** Whenever an artifact's ability causes you to add one or more mana, add one mana of any type that artifact produced.

Achievements:

☐ **Test Run:** Cast a permanent spell by using an alternative cost five times.

☐ **Construct an Army:** Control ten or more artifact creature tokens.

☐ **Assembly Line:** Cast a spell with mana value 5 or greater using only mana from nonland sources.

☐ **Colossus:** Control an artifact creature with total power and toughness equal to or greater than 20.

☐ **Urza's Infrastructure:** Control a permanent with "Tower", a permanent with "Power", and a permanent with "Mine" in their names at the same time.

☐ **All Coming Together:** Meld two cards into a legendary creature or planeswalker.

☐ **Geared for War:** Attack with a non-Vehicle artifact creature, a Vehicle, and an equipped creature in the same turn.

☐ **Mechanical Combat:** Have ten or more artifact cards in your graveyard.

☐ **Relics of the Past:** Control seven or more "retro frame" cards.

☐ **Reconcile the Brothers:** Win a game while you control two or more Commanders.