



COMMANDER NIGHTS: INNISTRAD: CRIMSON VOW

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 29 – December 5:** Whenever a nontoken creature enters the battlefield its controller creates a Blood token. *(It's an artifact with " 1 , ♣, Discard a card, Sacrifice this artifact: Draw a card.")*
- **December 27 – January 2:** At the beginning of each player's combat, that player may have a creature they control gain training until end of turn. *(Whenever this creature attacks with another creature with greater power, put a +1/+1 counter on this creature.)*
- **January 10 – 16:** If a creature dying causes a triggered ability of a permanent to trigger, that ability triggers an additional time.

Achievements:

- ☐ **Tinkerer:** Control 10 or more artifact tokens.
- ☐ **One with Nothing:** Discard 4 or more cards in a single turn.
- ☐ **Wedding Favors:** Each opponent controls at least one permanent you own.
- ☐ **Trick up the Sleeve:** Cast three or more spells from anywhere other than your hand in a single turn.
- ☐ **Test Subject:** Sacrifice a creature that you do not own.
- ☐ **Unlucky Number:** Control exactly 13 creatures.
- ☐ **Curse Master:** For each opponent, control at least one permanent attached to that player or a permanent they control.
- ☐ **Exiled:** Own at least 13 cards in exile.
- ☐ **Wedding Party:** Control 8 or more nontoken creatures that share at least one creature type.
- ☐ **Opulence:** Have 50 or more life and 9 or more cards in hand.