



# COMMANDER NIGHTS: *ADVENTURES IN THE FORGOTTEN REALMS*

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):

- **August 2–8:** Whenever one or more creature you control deals combat damage to a player, create a treasure token.
- **August 16–22:** If you would roll one or more dice, instead roll that many dice plus one and ignore one of those results.
- **August 30–September 5:** At the beginning of each player's upkeep, they may pay {2}. If they do, they venture into the dungeon.

## Achievements:

- ☐ **Dragons & Dungeons:** Venture into the dungeon while you control a Dragon.
- ☐ **Gather the Party:** Have a full party (*Your party consists of a Cleric, Rogue, Warrior, and Wizard*).
- ☐ **Item of Power:** Equip your commander with a Legendary Equipment.
- ☐ **Treasure Hoard:** Control 6 or more artifacts with different names.
- ☐ **Dungeoneer:** Complete all three dungeons in one game.
- ☐ **Never Split the Party:** Attack a single player with each creature you control while you control at least four creatures.
- ☐ **Indoor Fireball:** Deal at least 5 damage to each player in a single turn. (*This includes yourself*)
- ☐ **Natural 20:** Roll a natural 20 on a d20.
- ☐ **Archmage:** Win a game while you control no creatures.
- ☐ **Max Level:** Level up a Class card to level 3.