



COMMANDER NIGHTS: KALDHEIM

Complete achievements from the list below to win special prizes. When you've checked off **[six]**, present the list to your organizer for a reward. Once you've completed **[twelve]**, present your list again for an even better prize.

Special Rules (Optional):

- **Feb 8 – 14:** At the end of combat on your turn, if you attacked with one or more creatures, create a Treasure token.
- **Feb 22 – 28:** Legendary Gods have partner.
- **March 8 – 14:** Once during your turn, you may make a Viking war cry. If you do, choose a creature. It can't block this turn.
- **March 22 – 28:** Exiling a card with foretell costs [1] instead of [2].
- **April 5 – 11:** Once during the game, you may open a Kaldhiem booster pack and add one card from the pack to your hand.

Achievements:

- ☐ **Let it Snow!:** Control ten or more snow permanents.
- ☐ **The Pantheon:** Control five or more Gods.
- ☐ **The Champ!:** Activate a boast ability five or more times.
- ☐ **Assemble:** Control ten or more legendary permanents.
- ☐ **Tell a Tale:** Complete five different Sagas.
- ☐ **Persistent:** Cast your Commander three or more times.
- ☐ **Foretell:** Once per game, announce at the start of your turn that you're going to win that turn, then do it.
- ☐ **Tales of Victory:** Sacrifice ten or more permanents in a single turn.
- ☐ **Equipped:** Control a God with a Legendary Equipment attached to it.
- ☐ **New Recruits:** Control ten or more creatures that share a creature type.
- ☐ **Crushed Underfoot:** Defeat a player with combat damage dealt by Gods or Giants.
- ☐ **Foolish Mortals:** Win the game with your life total at exactly 40.
- ☐ **Emblematic:** Have two or more emblems.
- ☐ **Geared Up:** Crew a Vehicle with a creature that is both equipped and enchanted.
- ☐ **Go All Out:** Start a turn with seven or more cards in hand and end the turn with zero cards in hand.