



COMMANDER NIGHTS: *LORD OF THE RINGS: TALES OF MIDDLE-EARTH™*

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):

- **July 1-7:** Legendary creatures cost ① less to cast if you control a Ring-bearer.
- **July 15-21:** After drawing your opening hand, you may search your library for a card named Command Tower or Reliquary Tower and put it into your hand.
- **August 19-24:** The first time a Noble you control leaves the battlefield, return it to the battlefield. This triggers for each player only once each game.

Achievements:

- ☐ **A Glorious Feast!** Sacrifice 3 or more food tokens in a single turn.
- ☐ **What Was Broken, Reforged:** Return a legendary artifact card to the battlefield.
- ☐ **Peoples of Middle-earth:** Control creatures with at least five different creature types from among the following creature types: Treefolk, Elf, Dwarf, Halfling, Orc, Goblin, Troll, Avatar, Human, or Wraith.
- ☐ **Greed and Treachery:** Have a three or more Ring-bearers you control die.
- ☐ **A Life Well-Lived:** Have exactly 111 life.
- ☐ **The Council is in Agreement:** Start a vote where all players vote for the same choice.
- ☐ **Army of Mordor:** Control an Army with power 20 or greater.
- ☐ **The Age of Men:** Control 10 or more Humans.
- ☐ **Lost to the Ring:** Lose a game where the winner did not control a card named "The One Ring" and you did.
- ☐ **To Rule Them All:** Win a game where you dealt combat damage to each opponent with your Ring-bearer.