



COMMANDER NIGHTS: *INNISTRAD: MIDNIGHT HUNT*

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):

- **October 4–10:** Cards in graveyards and activated abilities of cards in graveyards cost 1 less to cast or activate, this effect can't reduce the mana in that cost to less than one mana.
- **October 18–24:** Whenever a nontoken creature dies its controller creates a 2/2 black Zombie creature token with decayed. (It can't block. When it attacks, sacrifice it at the end of combat.)
- **November 1–7:** Vampire, Werewolf, Human, and Warlock creature spells cost 1 less to cast.

Achievements:

- ☐ **Full Moon:** Control three or more transformed creatures.
- ☐ **Greater Coven:** Control seven or more creatures with different powers.
- ☐ **Village Rites:** Sacrifice 6 or more permanents in a single turn.
- ☐ **Fangs and Claws:** Control 5 or more creatures with Trample or Menace.
- ☐ **Overfilled Cemetery:** Have 20 or more creature cards in your graveyard.
- ☐ **Unlucky Number:** Control a 13/13 creature.
- ☐ **Town Defense:** Block a single creature with 9 or more creatures.
- ☐ **Gathering Power:** Control a Planeswalker with 10 or more Loyalty counters on it.
- ☐ **Bring Back the Dead:** Have three or more creatures enter the Battlefield from your graveyard in a single turn.
- ☐ **Creatures of the Night:** Control a Spirit, a Vampire, a Werewolf, and a Zombie at the same time.