

Name: \_\_\_\_\_

Wizards Account: \_\_\_\_\_

## Commander Checklist Challenge

- The Fool* - Win a game of Commander.
  - The Lovers* - Control two non Basic permanents with the same name.
  - The Emperor* - Control an advisor, a knight, a mercenary, a soldier or a noble.
  - The Chariot* - Cast a spell for less mana than its mana value.
  - Strength* - While you control at least 5 creatures, attack with all creatures you control.
  - The Hermit* - Control 5 non-human creatures. [ ] [ ] [ ] [ ] [ ]
  - Judgement* - Cast a board wipe, or any spell that removes the last creature from the battlefield.
  - The Sun* - Have a ten devotion to a single color.
  - The Moon* - On turn 3 or later, cast no spells on during turn.
  - The Stars* - Control more enchantments than any other player for at least two turns in a row.
  - The World*** - Get 7 different signatures on the back of this sheet!
- 

Name: \_\_\_\_\_

Wizards Account: \_\_\_\_\_

## Commander Checklist Challenge

- The Fool* - Win a game of Commander.
- The Lovers* - Control two non Basic permanents with the same name.
- The Emperor* - Control an advisor, a knight, a mercenary, a soldier or a noble.
- The Chariot* - Cast a spell for less mana than its mana value.
- Strength* - While you control at least 5 creatures, attack with all creatures you control.
- The Hermit* - Control 5 non-human creatures. [ ] [ ] [ ] [ ] [ ]
- Judgement* - Cast a board wipe, or any spell that removes the last creature from the battlefield.
- The Sun* - Have a ten devotion to a single color.
- The Moon* - On turn 3 or later, cast no spells on during turn.
- The Stars* - Control more enchantments than any other player for at least two turns in a row.
- The World*** - Get 7 different signatures on the back of this sheet!