



CREATE A
TREASURE TOKEN

CREATE A 3/3
GREEN ELEPHANT
CREATURE TOKEN

DRAW A CARD

CREATE A
TREASURE TOKEN



CREATE A 1/
ARTIFACT CREATURE
TOKEN WITH FLYING

DRAW A CARD

PUT A +1/+1
COUNTER ON UP
TO ONE TARGET
CREATURE

DRAW A CARD

RETURN UP TO
ONE TARGET
CREATURE CARD
FROM YOUR
GRAVEYARD
TO YOUR HAND



PUT A +1/+1 COUNTER
ON UP TO ONE
TARGET CREATURE

CREATE A
TREASURE TOKEN

PUT A +1/+1
COUNTER ON
UP TO ONE
TARGET
CREATURE



DRAW A CARD

START
(WHENEVER YOU MOVE
PAST THE FINISH LINE, EACH
OPPONENT LOSES 5 LIFE.)



SETUP:


Set the Aetherdrift Racetrack at a location where all players can access it. Each player chooses a distinct marker (such as a colorful die or a small figurine) to represent their racer, then places that marker on the START space. Hand each player a dashboard player aid to track their speed and available tools.

RULES:

When a commander spell is cast for the first time this game, all players start their engines! (If a player has no speed, their speed starts at 1. Once during each player's turn, when any of that player's opponents lose life, that player's speed increases by 1. Max speed is 4.)

Once during each player's turn, as a sorcery, that player may move clockwise along the racetrack, advancing a number of spaces less than or equal to their speed. After moving, that player triggers the ability of the space they ended on.

Whenever a player moves past the finish line, each of their opponents lose 5 life.

Whenever a player moves past a , if there are no charge counters on their dashboard, they roll a six-sided die, then put a charge counter on their dashboard on top of the tool they rolled.



AETHERDRIFT