



SPEED

4


3

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Once during each of your turns, as a sorcery, you may move clockwise along the racetrack, advancing a number of spaces less than or equal to your speed. After moving, you trigger the ability of the space you ended on.

Whenever you move past the finish line, each opponent loses 5 life.

Whenever you move past a , if there are no charge counters on your dashboard, roll a six-sided die, then put a charge counter on your dashboard on top of the tool you rolled.

As a sorcery, you may activate the ability of a tool on your dashboard by removing a charge counter from that tool.

Fresh Wheels

Target creature gains first strike and haste until end of turn.



Sturdy Frame

Target creature gets +3/+3 until end of turn.



Booster Engine

Advance one or two spaces, triggering the ability of the space you end on as usual.



Secret Shortcut

Target creature can't be blocked this turn.



Fuel Injection

Add three mana of any one color.



Tune-Up

Put a charge counter on any other tool on your dashboard.





AETHERDRIFT

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