

Fastest In The Wild West 2**Sorcery**

Challenge all other players to chug a beer. Each player who accepts the challenge, chugs a beer. First one to chug their beer draws 5 cards. If no one accepts the challenge, you don't have to chug the beer and you may draw 5 cards. Losers draw 1 card.

MAKKE!! MAKKE!! MAKKE!!

027/048 C
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Joukkue Gaming

Not So Fast, Marik**Instant**

Target permanent you control gains indestructible until end of turn.

Actual 4kids "dialogue".

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Himo Läski Homer**Creature**

Trample, Hexproof

Himo Läski Homers power and toughness are equal to the amount of game beverages you have finished this game.

naurattaaan se :D

X/X

Joukkue Gaming

VAT-Free Mana

2

**Sorcery**

Search your library for 3 lands and put them into the battlefield tapped. Shuffle your library afterwards.

For each nonbasic land searched this way drink 3.

You travel, we deliver

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The crown

2

**Artifact**

Upkeep drink 2. All your spells cost 2 less. During each players upkeep that player may drink 3 and gain control of the crown.

When a player gains control of the Crown, put a Coup-counter on it. During each end step, if the Crown has 10 Coup-counters on it, its controller sacrifices the Crown..

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Money under the sofa

X

**Sorcery**

You may drink XX rather than pay mana for X

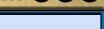
Search X cards from your graveyard and set them aside. Then discard your hand and return the cards set aside to your hand.

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Hilariously Quotable Villain

2

**Creature — Villainous Fratboy**

3

If you have Hilariously Quotable Villain in your hand and an opponent says something, you may repeat what they said with sarcastic tone of voice.
If you do and an opponent laughs, Hilariously Quotable Villain gains flash until end of turn.
When Hilariously Quotable Villain enters the battlefield, all players drink.
Drink 3: Return Hilariously Quotable Villain back to your hand.

P is for priceless, the look upon your faces...

3/3

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Competitive drinking

1

**Enchantment**

Whenever a creature you control causes an opponent to drink, you may drink 5. If you do, draw a card.

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Kronk the Kronkster

3

**Artifact Creature**

When a permanent would leave the battlefield, you may drink 3. If you do, exile it instead.

At the beginning of your upkeep, if Kronk the Kronkster is in your graveyard, you may drink 5. If you do, return Kronk the Kronkster to the battlefield under your control.

Wrong Lever!

1/2

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Bestiny draw

1*

**Instant**

Search your library for a nonland card. Exile it face down.
During your next turn, skip your draw phase. Instead, you may play this card from exile. If you don't, end your turn.

*Heart of the what now?*016/048 C
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Bottle of rum

1*

**Artifact Creature — Pirate bottle**

J

Bottle Of Rum enters the battlefield with two rum counters on it. You may drink 3 to add one rum counter on Bottle Of Rum. Remove a rum counter from the Botte Of Rum: Until end of turn, creatures you control gain intoxicated and pirates you control deal regular combat damage in addition intoxicated damage.

2/2

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Stepbrother

*

**Creature — Vampire**

J

Boozetouch
Blackmail (*Whenever you cast a spell, you may pay *\$. If you do, each opponent drinks 1 and you gain life equal to the number of drinks.*)

How did you find out I'm a stripper?

2/1

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Times Up! Lets do this!

1*

**Instant**

As an additional cost to casting this card, chug a beer.
Target player skips their next main phase.

*LEEEEROY JENKINS!*015/048 C
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Windows firewall

1*

**Creature — Wall**

J

Defender (*This creature can't attack.*).
Upkeep: Drink 1
You have hexproof.

0/4

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Freshmen cruise

7*

**Sorcery**

J

When paying the mana cost for this card, you may drink 3 to reduce its cost by 1. You may do so any number of times.

Draw three cards.

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White knight

1*

**Instant**

Target attacking creature is considered blocked. It then fights target creature you don't control. If either of these creatures dies this turn, you gain life equal to its toughness.

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The Fishermen

2*

**Sorcery**

J

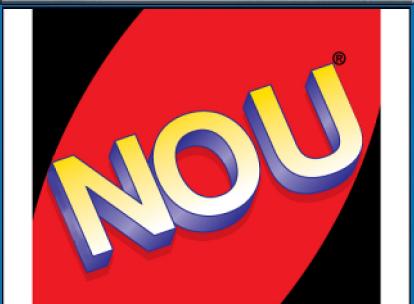
Each player picks a card in random from hand of the player on their left. Exile picked cards. Until the end of your turn these exiled cards may be cast from exile by the player that picked them for exile as if they had flash.
Any mana in their mana costs can be paid by drinking 3 instead.

*Fire plz*010/048 C
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NO U

*

**Instant**

You may take a shot or chug a beer; and discard a blue card rather than pay NO U's mana cost.

Redirect a spell targeting a player to target the casting player instead.

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Tabtetop Simulation

Chain drinking

Twitter Outrage

Artifact

Pay X : Target a player and roll a D20.
If you rolled equal or greater than the current life total than the target player, target player drinks X .
If you rolled less, you drink X .
If you rolled 20, target drinks XX. If you rolled 1, you drink XX.

"Roll intelligence."

Rolls

"Okay, now roll constitution."

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Sorcery

Multikicker drink 4
Chain Drinking deals 3 damage to target creature or planeswalker. You may repeat this for each time Chain Drinking was kicked.

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Enchantment — Aura

Enchanted permanent has Indestructible.
Cumulative upkeep drink 2.
Chug a beer: Return Twitter Outrage from your graveyard to your hand.

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Hangover

1



Instant

If target player has drank 10 or more this turn, tap all permanents they control

I knew that last shot was too much.

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Unknow Robot Person

4



Artifact Creature

During your upkeep, you may drink 5. If you do, all players can only untap half of their tapped lands during their upkeep, rounded up.

Unknown Robot Person is Intoxicated and must attack each turn if able.

I don't have time to explain why I don't have time to explain

4/4

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Rush B!

1



Instant

Everyone takes a shot.
Exile this card after casting it and draw a card.
If this card is in your starting hand, reveal it and cast it without paying its mana cost.

Cyka Blyat!

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Streamsniper

2



Creature

Drink 2 : Look at the top card of target player's library. You may put that card into the bottom of their library.

Prepare to be banned by Epic Games.

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1/1

Huge Fucking Jellyfish

3



Creature

Drink X : Huge Fucking Jellyfish gets $X + 1/+1$ counters.

Huge Fucking Jellyfish takes damage in the form of $-1/-1$ counters.

1/1

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Drinks for Everyone

3



Enchantment

When Drink for Everyone enters the battlefield, draw a card.
At their draw step each player draws an additional card.

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Private Party Organizer 2***Creature — Fratboy**

Chug a beer: All non-fratboy creatures get -2/-2 until end of turn. You may activate this ability only once per turn.

4/4

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SCP-173**Creature**

2, **E**: Exile SCP-173. During your next upkeep return it from exile to the battlefield and destroy target creature. You may activate this ability when you could cast a sorcery.

PEANUT!

2/2

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Can of Worms**Sorcery**

Put XX worm tokens onto the battlefield. All your worm tokens have haste and intoxicated this turn.

At the end of your turn, sacrifice all worm tokens that entered the battlefield this turn.

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Plague Doctor 3***Creature****Deathtouch**

Whenever a creature damaged by Plague Doctor dies, you may take a shot.

If you do, summon a 4/2 zombie token with "This creature can't block"

3/5

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SCP-173**Creature**

2, **E**: Exile SCP-173. During your next upkeep return it from exile to the battlefield and destroy target creature. You may activate this ability when you could cast a sorcery.

PEANUT!

2/2

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U.S. Police**Creature**

Protection from black (*Nothing black can block, target, deal damage to, or attach to this creature.*).

Tap: Drink X, then destroy target black creature with toughness X.

Stop resisting!

2/2

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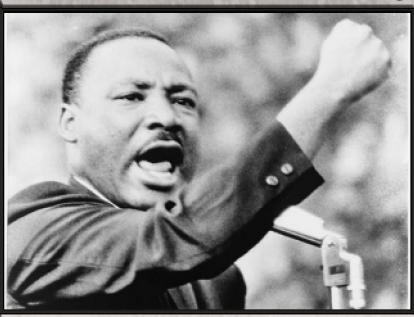
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Black Lives Matter**Instant**

Activate only when a black creature is destroyed. Drink 10 and summon 4 2/2 black protestor token(s).

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I have a dream!**Sorcery**

Play a black creature card in a graveyard as if it was in your hand.

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Cottonfield**Enchantment**

Cumulative upkeep drink 2.

At the beginning of your precombat main phase, add **•** mana for each black permanent you control.

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**Enchantment — Aura**

Upkeep: Drink 1

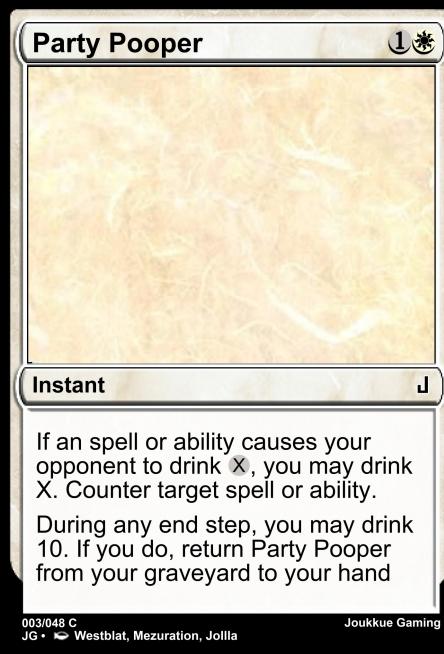
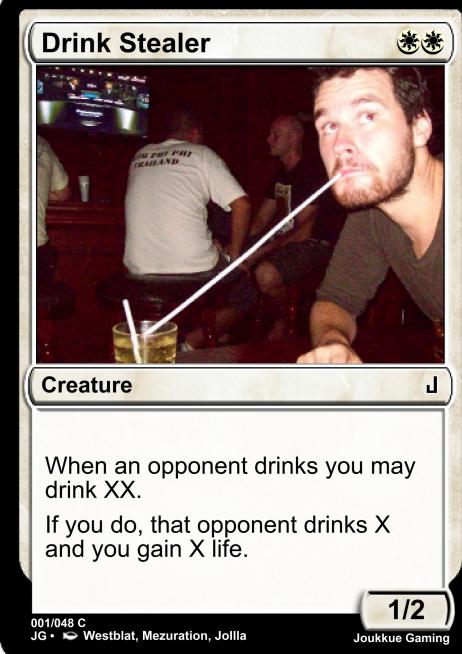
Loses all abilities.

All creatures lose Hexproof and Shroud

2: Attach Screw the rules, I have money! to another creature. Activate this ability only when you could cast a sorcery.

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Olispa Börstaa

3



Olispa börstaa.

TAGHeuer

Sorcery

Search your library for a basic land card and put it onto the battlefield. Each opponent may search their library for a basic land card and put it onto the battlefield tapped.

For each opponent who searches a library this way, search your library for a basic land card and put it onto the battlefield tapped.

Then each player who searched a library this way shuffles it. Drink 2 for each basic land searched by the effect of this card.

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