

## VAT-Free Mana

2 mana icons



## 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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## Competitive drinking

1 mana icon

## 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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## Times Up! Lets do this!

1 mana icon



## Instant

As an additional cost to casting this card, chug a beer.

Target player skips their next main phase.

*LEEEEROY JENKINS!*

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## Windows firewall

1 mana icon



## Creature — Wall

Defender (*This creature can't attack.*)

Upkeep: Drink 1

You have hexproof.

0/4

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## Freshmen cruise

7 mana icon



## Sorcery

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 mana icon



## 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

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*

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## NO U

3 mana icons

## 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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**Chain drinking**

2/2

**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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**Streamsniper**

2/2

**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.

1/1

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**Black Lives Matter**

2/2

**Instant**

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

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**Screw the rules, I have money!** 1/3**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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**Legolas of the Legoland realm** 2/2

2/2

**Creature**

Boozetouch, Boozetouch. Reach.  
Afflict 3 (Whenever this creature becomes blocked, defending player loses 3 life.)

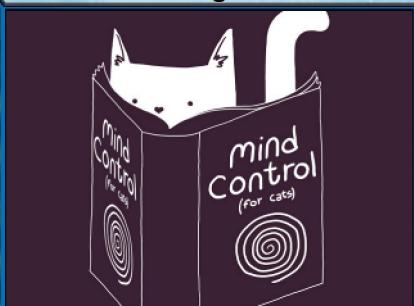
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1/6

**Mind Controlling Cat** 1/3

1/3

**Creature — Cat**

Tap: Chug a beer or take a shot, then gain control of target opponent during that player's next turn. After that turn, that player takes an extra turn.

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0/1

**Private Party Organizer** 2/2

2/2

**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.

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4/4

**Coronavirus**

2/2

**Sorcery**

Drink X: Give target creature X virus counters and a Host counter. Each virus counter gives the creature -1/-1.

When a creature with a Host counter is destroyed: Starting with the player to the left of that creature's controller, they give one of their creatures a virus counter. Repeat until all virus counters have been distributed.

Flashback drink 5.

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**Beer Golem** 4/2

2/2

**Creature**

When Beer Golem enters the battlefield, choose target opponent. That player may mill 3. You drink equal to the converted mana costs of those cards. If they don't, draw two cards.

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6/6