

# MAGIC

## The Drunkening



### THE RULES

**At the start of the starting players upkeep (so the person who went first in the game) roll the die, the number it lands on will spark a rule that will last until it is rolled again.**

1. Whenever a creature dies, that creature's controller takes 1 drink.
2. For each life lost, that player takes 1 drink.
3. At the beginning of your upkeep, flip a coin. If it's heads, target player takes a drink. If it's tails take a drink.
4. Whenever you take combat damage, you may flip a coin. If it's heads, prevent all that damage. If it's tails, take 1 drink for each creature in play.
5. If you gain 5 or more life this turn, target player takes 1 drink. If you lose 5 or more life this turn, you take 1 drink.
6. If your life becomes 0; or you cannot draw a card from your library; or an effect causes you to lose the game you may chug your drink. If you do, shuffle your graveyard into library and gain 15 life then exile the top 7 cards of your library face down. Draw 7 cards.
7. Creatures you control gain 'boozetouch' (instead of dealing damage to the player's life total, that player takes one drink for each point of damage that would occur).
8. At the beginning of your upkeep you must take one drink for each creature you control, otherwise sacrifice each creature you didn't take a drink for.
9. Whenever a creature attacks you, you make take x drinks, where x is that creatures attack. If you do, that creature is removed from combat and tapped.
10. A player must pay 5 mana or drink 5 to leave the game for whatever reason.
11. Whenever you cast a creature spell, you may drink x. If you do, that creature comes into play with a +1/+1 counter on it for each 2 drinks you took.
12. Each player must drink 2. Roll the die again.
13. Drink 2. You may flip a coin, if it's heads you may cast a non-magic card from outside of the game. If it's a pokemon card, it's a creature card with flash whose power and toughness is equal to its strongest attack power (minus any abilities) divided by 10. If it's a vanguard/yugioh card it is an instant with "counter target spell unless they pay 2". You may play this ability at any time you may cast an instant.
14. Whenever you cast a non-standard card. Drink 1.
15. You must speak in an accent that isn't naturally your own. If you get caught talking in another accent you must either tap a creature or drink 1.
16. You may skip your draw step. If you do, you may pay x amount of mana and drink x. You may then draw cards equal to x.
17. You may drink x. If you do, target creature gets -x/-x where x is the amount drank. You may only play this ability as a sorcery.
18. Each creature in play gains: "Drink x, regenerate this creature. x is equal to that creature's converted mana cost."
19. You may discard a card and drink x, where x is that card's converted mana cost. If you do, gain life equal to x. Play this ability only at a time you could cast a sorcery.
20. You may chug 1, if you do destroy target non-land permanent. Do this only at any time you could cast a sorcery.