

## Presents

## **Drinking Power Cards**

Text by Dave Chalker and Phillipe-Antoine Menard Power Card Templates found online- if it's yours, let us know! No challenge is intended to Wizards of the Coast intellectual property, trademark, and copyrights

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Power Round	Beer Pong	Break the Seal
KEYWORD	Keyword	KEYWORD
Minor Action ポティー	Standard	Minor Action デチャーマ
Action A 7 T N ACTION RANGE	Action ACTION RANGE	Action ACTION RANGE
Vs	Vs Each creature hit by d20	Vs
ATTACK DEFENSE TARGET	ATTACK DEFENSE TARGET	ATTACK DEFENSE TARGET
Take a drink for every turn after this one (including every monster turn) until your	Take a drink, then take five steps away from the table. Throw a d20 at a minia-	If you have gone to the bathroom during this game so far, take two drinks.
next one. If you do so, your next attack	ture on the table. Any miniature you hit	Otherwise, take one drink. The next
automatically hits and is a critical hit.	takes 20 damage plus the number you rolled. If you cause any other damage to	creature hit by one of your attacks takes ongoing 15 damage (save ends.)
	the environment, you take another drink.	ongoing 13 damage (save ends.)
ADDITIONAL	ADDITIONAL	ADDITIONAL
The Cans of Time Take a drink and re-roll any die roll you make. You	The Cans of Time Take a drink and re-roll any die roll you make. You	The Cans of Time Take a drink and re-roll any die roll you make. You
must accept the second result, even if it's lower.	must accept the second result, even if it's lower.	must accept the second result, even if it's lower.
CLASS LEVEL PAGE	CLASS LEVEL PAGE	CLASS LEVEL PAGE
Spiritbending	Drinking Game	Do You Like Pina Coladas?
KEYWORD	KEYWORD	KEYWORD
Standard	Minor	Minor Action → → ↓ ↔
Action ACTION RANGE	Action A 7 T N RANGE	Action ACTION RANGE
vs One creature ATTACK DEFENSE TARGET	vs ATTACK DEFENSE TARGET	vs ATTACK DEFENSE TARGET
Take a drink. You dominate one creature		
(save ends.) If you get why the title is a	The DM chooses a word. Whenever you say that word, for the remainder of the	Take a drink of something fruity. Your attacks deal +2d6 lightning damage until
bad pun, take an extra drink, or just	encounter, you must take a drink. As long	the end of your next turn.
silently hide your nerd-dom.	as you do so, you roll an extra d20 to hit, and may take the highest.	
	and may take the highest.	
ADDITIONAL	ADDITIONAL	ADDITIONAL
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must accept the second result, even if it's lower.  CLASS LEVEL PAGE	must accept the second result, even if it's lower.           CLASS         LEVEL         PAGE	must accept the second result, even if it's lower.       CLASS       LEVEL   PAGE
Gygaxian Salute	Drunken Wisdom	Pick-Up Line
KEYWORD	KEYWORD	KEYWORD
Free Action ↔ → ↓ ↔	Minor Action ↔ → + ←	Free Action     ☆ → ↓ ↔     Melee 1
ACTION RANGE	ACTION RANGE	ACTION RANGE
Vs           ATTACK         DEFENSE           TARGET	ATTACK DEFENSE TARGET	ATTACK DEFENSE TARGET
Use this when you hit with a weapon	Take a drink. You can ask the DM or the	Use only after your turn has finished.
attack. Take a drink of Gin. Your attack	audience for a clue, or take 20 on your	Take a drink. Go find someone who is not
deals an extra 1[W] damage, or 2[W] damage if you can name an obscure	next skill check.	playing, and get him or her to write down his or her phone number on a piece of
curved sword or polearm that no one		paper. You may use the last digit of the
else has yet named.		phone number to add to any roll once before the end of the encounter.
		<b>Special</b> : You may keep the phone
		number.
ADDITIONAL The Cans of Time	ADDITIONAL The Cans of Time	ADDITIONAL The Cans of Time
Take a drink and re-roll any die roll you make. You must accept the second result, even if it's lower.	Take a drink and re-roll any die roll you make. You must accept the second result, even if it's lower.	Take a drink and re-roll any die roll you make. You must accept the second result, even if it's lower.
CLASS LEVEL PAGE	CLASS LEVEL PAGE	CLASS LEVEL PAGE

Last Call	Faerun Starbomb	Wested Away in Margaritavilla
	KEYWORD	Wasted Away in Margaritaville
		KEYWORD
Reaction 74 7 4 💎	Action 77 7 4 😽 Close Burst 3	Action
ACTION RANGE	ACTION RANGE	ACTION RANGE
Vs ATTACK DEFENSE TARGET	ATTACK DEFENSE TARGET	ATTACK DEFENSE TARGET
<b>Trigger</b> : An enemy drops to zero HP. <b>Effect</b> : Take a drink. Make a free charge attack or melee basic attack.	Drop a shot into another drink, and drink it. (You don't have to drink the whole thing). All creatures in close burst 3 take 5d6 radiant damage (no attack roll needed).	Take a drink with tequila or something Margarita-like. One creature is banished (save ends.) Aftereffect: The target is covered in salt.
ADDITIONAL <b>The Cans of Time</b> Take a drink and re-roll any die roll you make. You must accept the second result, even if it's lower.	ADDITIONAL <b>The Cans of Time</b> Take a drink and re-roll any die roll you make. You must accept the second result, even if it's lower.	ADDITIONAL <b>The Cans of Time</b> Take a drink and re-roll any die roll you make. You must accept the second result, even if it's lower.
CLASS LEVEL PAGE	CLASS LEVEL PAGE	CLASS LEVEL PAGE
Demand Service	Bartender	The Dude Abides
KEYWORD	KEYWORD	KEYWORD
Free Sty 4 4	Minor Action ★ → ↓ ←	Immediate Interrint ☆ → ↓ ↔
Action ACTION RANGE	Action A 7 T N ACTION RANGE	ACTION RANGE
Vs	Vs	Vs
ATTACK DEFENSE TARGET Use this when it's not your turn. If you	ATTACK DEFENSE TARGET	ATTACK DEFENSE TARGET Trigger: You take damage.
can get someone in the audience to make you a drink and bring it to you, you can score a critical hit on 18-20 for the rest of the encounter. Otherwise, loudly complain that you will never come back to this establishment, make yourself a drink and take a drink of it.	mix a drink for anyone who asks. If you do so, at the start of your next turn, spend a healing surge, recover all HP, and end all ongoing conditions. If you fail in this task, you take a drink instead and lose a healing surge. <b>Special</b> : You keep any tips.	Effect: Take a drink containing a dairy product, coffee/coffee liquor, and/or vodka. Gain Resist 10 to all damage until the end of your next turn.
ADDITIONAL <b>The Cans of Time</b> Take a drink and re-roll any die roll you make. You must accept the second result, even if it's lower.	ADDITIONAL <b>The Cans of Time</b> Take a drink and re-roll any die roll you make. You must accept the second result, even if it's lower.	ADDITIONAL <b>The Cans of Time</b> Take a drink and re-roll any die roll you make. You must accept the second result, even if it's lower.
CLASS LEVEL PAGE	CLASS LEVEL PAGE	CLASS LEVEL PAGE
Linuar Defers Deer	Deer Defere Lieuer	
Liquor Before Beer	Beer Before Liquor	Pour One Out
KEYWORD	KEYWORD	KEYWORD
	Minor Action ACTION	Action ☆ゔ↓ ↔ Melee 1 ACTION RANGE
ACTION RANGE	ACTION RANGE	ACTION RANGE
ATTACK DEFENSE TARGET	ATTACK DEFENSE TARGET	ATTACK DEFENSE TARGET
Never Fear!	Never Slicker.	Take a drink. Target one ally who is at 0 HP or fewer. That player takes a drink,
<b>Trigger</b> : You are hit by forced movement. <b>Effect</b> : Take sips from two different kinds of drinks. Negate the forced movement and you may spend a healing surge.	Take sips from two different kinds of drinks. Shift up to your speed and you may make a saving throw against one ongoing condition.	and may spend a healing surge and regain 2d6 extra HP. Don't actually pour your drink on the ground.
ADDITIONAL The Cans of Time	ADDITIONAL The Cans of Time	ADDITIONAL The Cans of Time
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Shot to the Heart	Flaming Moe's	I Get Knocked Down
KEYWORD	Keyword	KEYWORD
No Action 🔆 🏹 🖡 🔶	Standard	Minor Action 중 → ↓ ←
ACTION RANGE	Action ACTION RANGE	Action A 7 T N ACTION RANGE
Vs	Vs All creatures in burst	Vs
ATTACK DEFENSE TARGET	ATTACK DEFENSE TARGET	ATTACK DEFENSE TARGET
And you're to blame!	Take a drink containing something spicy.	But I get back up again
When it's not your turn, have a player at the other table mix you a small drink (about the size of a shot.) If you can finish it, you and the mixer both gain a +4 to your and his next attack roll.	Make an Area Burst 3 attack within 10. Effect: All creatures in burst take 5d6 fire damage.	Until the end of the encounter, you can take a drink to stand up as a free action.
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On the Rocks	Bloody Mary	Stirred, Not Shaken
KEYWORD	KEYWORD	KEYWORD
Minor Action Action	Minor Action Action	Minor Action Action
ACTION RANGE	ACTION RANGE	ACTION RANGE
ATTACK DEFENSE TARGET	ATTACK DEFENSE TARGET	ATTACK DEFENSE TARGET
Add ice to your drink, and then take a drink. Your attacks deal +2d6 cold damage until the end of your next turn.	Take a drink containing vodka, fruit juice, and/or vegetables. Your attacks against bloodied targets deal +2d6 acid (reflux) damage until the end of the encounter.	Stir your drink with an appropriate implement AND your pinkie up, then take a drink. Your attacks deal +2d6 thunder damage until the end of your next turn.
ADDITIONAL The Cans of Time	ADDITIONAL The Cans of Time	ADDITIONAL The Cans of Time
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CLASS LEVEL PAGE	CLASS LEVEL PAGE	CLASS LEVEL PAGE
Rocky Road to Greyhawk	Bros Dicing Bros	You Don't Have To Go Home
KEYWORD	Keyword	KEYWORD
Minor Action * 7 + 4	No Artica Art + +	Minor Action ポティー・
Action ACTION RANGE	Action A 7 T N ACTION RANGE	Action ACTION RANGE
Vs	Vs	Vs
ATTACK DEFENSE TARGET	ATTACK DEFENSE TARGET	ATTACK DEFENSE TARGET
Take a drink involving something Irish. You can ignore difficult terrain until the end of the encounter.	Take a drink. Replace any die about to be rolled with any other type of die. The person rolling must roll it while down on one knee. Get a picture taken of it happening.	But You Can't Stay Here Take a drink. Slide an adjacent enemy 1d6 squares. If this moves them into dangerous terrain, they do not receive the normal saving throw.
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