AA Member

Creature — Human Drunk

Sacrifice AA Member: Abstain 1
(Abstain from the next 1 drink that would be dealt to you this turn.)

The first step towards recovery is having a problem.

1/2

AA Member

Creature — Human Drunk

Sacrifice AA Member: Abstain 1
(Abstain from the next 1 drink that would be dealt to you this turn.)

The first step towards recovery is having a problem.

1/2

Birb

Creature — Bird

Flying, lifelink

1/1

Birb

Creature — Bird

Flying, lifelink

1/1

Goody Two-Shoes 1

Creature — Human Cleric

Whenever you abstain from drinking, you gain 2 life.

2/1

Goody Two-Shoes 1

Creature — Human Cleric

Whenever you abstain from drinking, you gain 2 life.

2/1

Self-Assured Partygoer 1

Creature — Human Monk

Whenever you abstain from drinking, Self-Assured Partygoer gets +1/+1 until end of turn.

2/2

Self-Assured Partygoer 1

Creature — Human Monk

Whenever you abstain from drinking, Self-Assured Partygoer gets +1/+1 until end of turn.

2/2

Emotional Support Pouncer 1

Creature — Cat Soldier

Emotional Support Pouncer has first strike as long as you haven't taken a drink this turn.

2/1

Emotional Support Pouncer (1)(✱)

Creature — Cat Soldier

Emotional Support Pouncer has first strike as long as you haven't taken a drink this turn.

2/1

Brid (1)(✱)(✱)

Creature — Bird

Flying

(1)(✱), (↻): Abstain 1 *(Abstain from the next 1 drink that would be dealt to you this turn.)*

2/2

Brid (1)(✱)(✱)

Creature — Bird

Flying

(1)(✱), (↻): Abstain 1 *(Abstain from the next 1 drink that would be dealt to you this turn.)*

2/2

Pretty Unicorn (2)(✱)

Creature — Unicorn

Whenever Pretty Unicorn is dealt damage by a source an opponent controls, that player Drinks 2.

2/3

Pretty Unicorn (2)(✱)

Creature — Unicorn

Whenever Pretty Unicorn is dealt damage by a source an opponent controls, that player Drinks 2.

2/3

Diligent Bouncer (2)(✱)

Creature — Human Sentry

Flash

When Diligent Bouncer enters the battlefield, Abstain 1. *(Abstain from the next 1 drink that would be dealt to you this turn.)*

1/4

Diligent Bouncer (2)(✱)

Creature — Human Sentry

Flash

When Diligent Bouncer enters the battlefield, Abstain 1. *(Abstain from the next 1 drink that would be dealt to you this turn.)*

1/4

Emotional Support Hound (3)(✱)

Creature — Dog Soldier

Emotional Support Hound has vigilance as long as you haven't taken a drink this turn.

3/4

Emotional Support Hound (3)(✱)

Creature — Dog Soldier

Emotional Support Hound has vigilance as long as you haven't taken a drink this turn.

3/4

Fifth Legion Paladin 3✱

Creature — Human Knight

Lifelink

When Fifth Legion Paladin enters the battlefield, if you haven't taken a drink this turn, you gain 2 life.

2/4

Fifth Legion Paladin 3✱

Creature — Human Knight

Lifelink

When Fifth Legion Paladin enters the battlefield, if you haven't taken a drink this turn, you gain 2 life.

2/4

Borb 3✱✱

Creature — Bird

Flying

2✱, ↻: Abstain 2 *(Abstain from the next 2 drinks that would be dealt to you this turn.)*

3/4

Borb 3✱✱

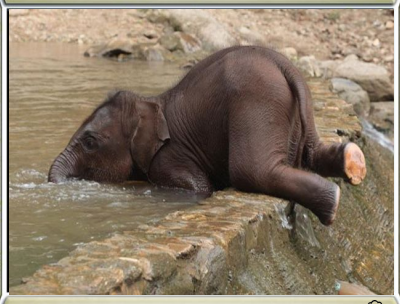
Creature — Bird

Flying

2✱, ↻: Abstain 2 *(Abstain from the next 2 drinks that would be dealt to you this turn.)*

3/4

Unquenchable Tusker 4✱✱



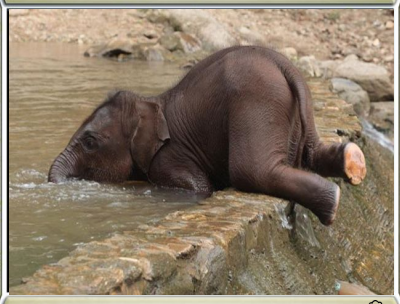
Creature — Elephant Cleric

3✱: Abstain 1. *(Abstain from the next 1 drink that would be dealt to you this turn.)*

How many beers could an elephant store in its trunk?

5/4

Unquenchable Tusker 4✱✱



Creature — Elephant Cleric

3✱: Abstain 1. *(Abstain from the next 1 drink that would be dealt to you this turn.)*

How many beers could an elephant store in its trunk?

5/4

Draft 2✱

Instant

Create two 1/1 white Soldier creature tokens. If you have abstained from drinking this turn, this spell costs 2 less to cast.

(Not draught.)

Draft 2✱

Instant

Create two 1/1 white Soldier creature tokens. If you have abstained from drinking this turn, this spell costs 2 less to cast.

(Not draught.)

Prudish Advantage 1✱

Sorcery

Target creature gets +2/+2 until end of turn. If you haven't taken a drink this turn, that creature gains vigilance until end of turn.

Prudish Advantage (1)

Sorcery

Target creature gets +2/+2 until end of turn. If you haven't taken a drink this turn, that creature gains vigilance until end of turn.

Alcoholics Anonymous (3)

Instant

Until end of turn, creatures you control gain +1/+1 and ": Abstain 1."
(Abstain from the next 1 drink that would be dealt to you this turn.)

Alcoholics Anonymous (3)

Instant

Until end of turn, creatures you control gain +1/+1 and ": Abstain 1."
(Abstain from the next 1 drink that would be dealt to you this turn.)

Shattered Glass (1)

Sorcery

Destroy target artifact or enchantment. If a Beer is destroyed in this way, its controller loses 2 life.

Shattered Glass (1)

Sorcery

Destroy target artifact or enchantment. If a Beer is destroyed in this way, its controller loses 2 life.

Speed Trap (1)

Instant

Speed Trap deals 4 damage to target attacking or Drunk creature.

Speed Trap (1)

Instant

Speed Trap deals 4 damage to target attacking or Drunk creature.

Field Sobriety Test (4)

Instant

Exile target creature. If that creature's controller took a Drink this turn, you gain 3 life.

Field Sobriety Test (4)

Instant

Exile target creature. If that creature's controller took a Drink this turn, you gain 3 life.

Successful Intervention 2 ✱

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has "↻: Abstain 1."*(Abstain from the next 1 drink that would be dealt to you this turn.)*

Successful Intervention 2 ✱

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has "↻: Abstain 1."*(Abstain from the next 1 drink that would be dealt to you this turn.)*

Ignition Interlock Device ✱

Enchantment — Aura

Enchant creature

Enchanted creature can't attack or block if its controller has taken a drink this turn.

Ignition Interlock Device ✱

Enchantment — Aura

Enchant creature

Enchanted creature can't attack or block if its controller has taken a drink this turn.

Kork River Swimmer 💧

Creature — Merfolk Drunk

Drink 1: Kork River Swimmer can't be blocked this turn.

The waters of the Kork River offer swift passage to those willing to take on a light buzz.

1/1

Kork River Swimmer 💧

Creature — Merfolk Drunk

Drink 1: Kork River Swimmer can't be blocked this turn.

The waters of the Kork River offer swift passage to those willing to take on a light buzz.

1/1

Drunken Excavator 1 💧

Creature — Drunk Artificer

When Drunken Excavator enters the battlefield, target player puts the top 4 cards of their library into their graveyard. If an artifact is put into that player's graveyard this way, you Drink 1.

0/4

Drunken Excavator 1 💧

Creature — Drunk Artificer

When Drunken Excavator enters the battlefield, target player puts the top 4 cards of their library into their graveyard. If an artifact is put into that player's graveyard this way, you Drink 1.

0/4

Faerie Lightweight 1 💧

Creature — Faerie Rogue

Flying

💧, Drink 1: Faerie Lightweight gets +1/-1 until end of turn.

1/2

Faerie Lightweight (1)

Creature — Faerie Rogue

Flying

, Drink 1: Faerie Lightweight gets +1/-1 until end of turn.

1/2

Fifth Legion Mage (2)

Creature — Human Wizard

When Fifth Legion Mage enters the battlefield, if you haven't taken a drink this turn, draw a card.

2/3

Fifth Legion Mage (2)

Creature — Human Wizard

When Fifth Legion Mage enters the battlefield, if you haven't taken a drink this turn, draw a card.

2/3

Weary Barman (2)

Creature — Human Bartender

: Tap target Drunk creature.

2/2

Weary Barman (2)

Creature — Human Bartender

: Tap target Drunk creature.

2/2

Yoked Crab (3)

Creature — Crab

"Dude. Crab's yoked."

1/6

Yoked Crab (3)

Creature — Crab

"Dude. Crab's yoked."

1/6

Soberscale Drake (3)

Creature — Drake

Flying

Whenever you Drink, Soberscale Drake loses flying until end of turn.

"Its weakness is alcohol. Now, who wants to get near its mouth?"

3/3

Soberscale Drake (3)

Creature — Drake

Flying

Whenever you Drink, Soberscale Drake loses flying until end of turn.

"Its weakness is alcohol. Now, who wants to get near its mouth?"

3/3

Vengeful Snapper 4

Creature — Turtle

When Vengeful Snapper enters the battlefield, destroy target Beer.

5/6

Vengeful Snapper 4

Creature — Turtle

When Vengeful Snapper enters the battlefield, destroy target Beer.

5/6

Acquired Taste 1

Instant

Draw a card and Drink 1, then draw cards equal to the number of cards named Acquired Taste in all graveyards.

Acquired Taste 1

Instant

Draw a card and Drink 1, then draw cards equal to the number of cards named Acquired Taste in all graveyards.

Attempt to Recall 2

Sorcery

If you haven't taken a drink this turn, scry 1.

Draw 2 cards.

Attempt to Recall 2

Sorcery

If you haven't taken a drink this turn, scry 1.

Draw 2 cards.

Bounce 1

Instant

Return target creature to its owner's hand. If a Drunk creature is returned to its owner's hand this way, draw a card.

Bounce 1

Instant

Return target creature to its owner's hand. If a Drunk creature is returned to its owner's hand this way, draw a card.

Questionable Leap

Instant

As an additional cost to cast this spell, Drink 2.

Target creature gains +1/+0 and flying until end of turn.

Questionable Leap

Instant

As an additional cost to cast this spell, Drink 2.

Target creature gains +1/+0 and flying until end of turn.

Inebriate 2

Instant

Target creature gets -4/-0 and is a Drunk in addition to its other types until end of turn.

Draw a card.

Inebriate 2

Instant

Target creature gets -4/-0 and is a Drunk in addition to its other types until end of turn.

Draw a card.

Slosh 1

Instant

Counter target spell. Its controller Drinks 1.

Slosh 1

Instant

Counter target spell. Its controller Drinks 1.

Two Drink Minimum

Instant

Counter target spell unless its controller Drinks 2.

"By law, we can't force you to consume alcohol. Let's try magic instead."

Two Drink Minimum

Instant

Counter target spell unless its controller Drinks 2.

"By law, we can't force you to consume alcohol. Let's try magic instead."

Teetotal

Instant

Until end of turn, spells and abilities your opponents control can't cause you to Drink.

Teetotal

Instant

Until end of turn, spells and abilities your opponents control can't cause you to Drink.

Top Off 2 🍺🍺

Sorcery

Put target nonland permanent on top of its owner's library.

That permanent's controller Drinks 1.

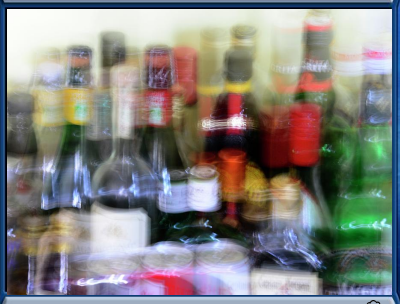
Top Off 2 🍺🍺

Sorcery

Put target nonland permanent on top of its owner's library.

That permanent's controller Drinks 1.

Doubled Form 2 🍺



Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and can't be blocked by Drunk creatures.

Doubled Form 2 🍺

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and can't be blocked by Drunk creatures.

Besottify 1 🍺🍺

Enchantment — Aura

Enchant creature

Enchanted creature loses all abilities is a colorless Drunk creature with base power and toughness 1/1.

Besottify 1 🍺🍺

Enchantment — Aura

Enchant creature

Enchanted creature loses all abilities is a colorless Drunk creature with base power and toughness 1/1.

On the Rocks 1 🍺

Enchantment — Aura

Enchant creature

Whenever enchanted creature's controller Drinks, tap enchanted creature.

"This is the opposite of neat."

On the Rocks 1 🍺

Enchantment — Aura

Enchant creature

Whenever enchanted creature's controller Drinks, tap enchanted creature.

"This is the opposite of neat."