

AA Member

Creature — Sober Human

Sacrifice AA Member: Abstain 1  
(Prevent 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 — Sober Human

Sacrifice AA Member: Abstain 1  
(Prevent 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 — Sober Human

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

The first step towards recovery is having a problem.

1/2

Backalley Beerman

Creature — Drunk Rogue

When Backalley Beerman dies, you may drink 1. If you do, put a +1/+1 counter on target creature.

3/2

Backalley Beerman

Creature — Drunk Rogue

When Backalley Beerman dies, you may drink 1. If you do, put a +1/+1 counter on target creature.

3/2

Backalley Beerman

Creature — Drunk Rogue

When Backalley Beerman dies, you may drink 1. If you do, put a +1/+1 counter on target creature.

3/2

Beer

Artifact — Beer

: Drink 1.

"Yep."

Beer

Artifact — Beer

: Drink 1.

"Yep."

Beer

Artifact — Beer

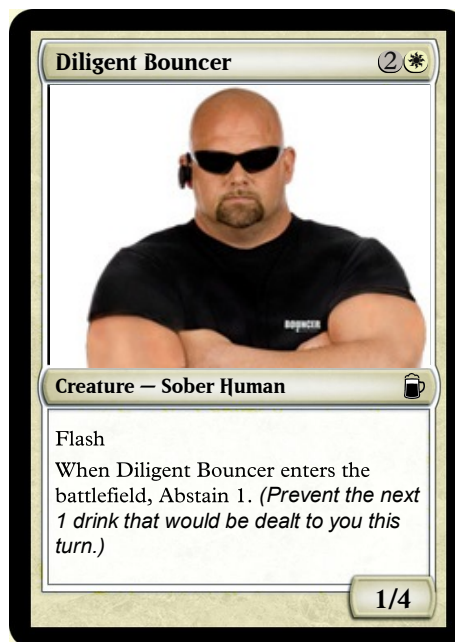
: Drink 1.

"Yep."











Drunken Pillaging

Sorcery

Draw two cards, then discard two cards.  
Flashback 2 , Drink 1 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Drunken Pillaging

Sorcery

Draw two cards, then discard two cards.  
Flashback 2 , Drink 1 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Finish Off

Instant

Destroy target artifact or enchantment.  
If it's an untapped beer, you drink 1 and gain 2 life.

Finish Off

Instant

Destroy target artifact or enchantment.  
If it's an untapped beer, you drink 1 and gain 2 life.

Forty

Artifact — Beer

, 1 : Each player drinks X, where X is the number of Beers you control.

Goblin Barsonist

Creature — Goblin

When Goblin Barsonist dies, it deals 1 drink to target player.

1/1

Goblin Barsonist

Creature — Goblin

When Goblin Barsonist dies, it deals 1 drink to target player.

1/1

Goblin Barsonist

Creature — Goblin

When Goblin Barsonist dies, it deals 1 drink to target player.

1/1

Goblin Drinkslinger

Creature — Goblin Bartender

: Target player drinks 1.

2/2



**Goblin Dringslinger** (2) 



**Creature — Goblin Bartender** 

: Target player drinks 1.

2/2

**Goblin Dringslinger** (2) 



**Creature — Goblin Bartender** 

: Target player drinks 1.

2/2

**Ignition Interlock Device** (1) 



**Enchantment — Aura** 

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

**Ignition Interlock Device** (1) 



**Enchantment — Aura** 

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

**Insistent Imp** (2) 



**Creature — Devil** 

Drinktough (*Whenever this creature deals damage to a player, that player drinks 1.*)

3/2

**Insistent Imp** (2) 



**Creature — Devil** 

Drinktough (*Whenever this creature deals damage to a player, that player drinks 1.*)

3/2

**Insistent Imp** (2) 



**Creature — Devil** 

Drinktough (*Whenever this creature deals damage to a player, that player drinks 1.*)

3/2

**Mogg Drunkies** (1) 



**Creature — Drunk Goblin** 

Mogg Drunkies can't attack or block unless you've taken a drink this turn.

3/3

**Mogg Drunkies** (1) 



**Creature — Drunk Goblin** 

Mogg Drunkies can't attack or block unless you've taken a drink this turn.

3/3



Mogg Drunkies
1

Creature — Drunk Goblin

Mogg Drunkies can't attack or block unless you've taken a drink this turn.

3/3

Non-Alcoholic Beer
1

Artifact — Beer

{C}, 1\*: Abstain X, where X is the number of Beers you control. (Prevent the next X drinks that would be dealt to you this turn.)

Parole Officer
1\*

Creature — Sober Human

Parole Officer can't be blocked by drunks.

3/1

Parole Officer
1\*

Creature — Sober Human

Parole Officer can't be blocked by drunks.

3/1

Parole Officer
1\*

Creature — Sober Human

Parole Officer can't be blocked by drunks.

3/1

Party Starter
1

Creature — Human Rogue

Haste  
When Party Starter enters the battlefield, each player Drinks 1.

2/1

Shocktop

Instant

Shocktop deals 2 damage to target creature or player. Target player drinks 1.

Shocktop

Instant

Shocktop deals 2 damage to target creature or player. Target player drinks 1.

Shocktop

Instant

Shocktop deals 2 damage to target creature or player. Target player drinks 1.







