

# INTERRUPT

CANADIAN OS MTG



SECOND ISSUE

EVERYTHING'S ABOUT

FALLEN EMPIRES

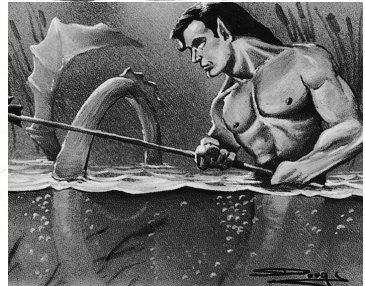
# IN A NUTSHELL

# Fallen Empires

IS GOOD

IS BAD

LOOKS GOOD



River Merfolk is a two-power, two-drop tribal creature. It comes with a useful upside and gorgeous jawline. Even without a lord, this fella hits hard. (This makes me wonder if Cyclopean Mummy is any good. LMK in the comments.)



Derelor is awful in mono B where he's outclassed by Juzam and where you'd want to keep casting black spells. He's awful in decks where you are splashing B (for the restricted cards) because other colours offer better dudes.

LOOKS BAD



Aeolipile is generally a mono G item and, heck ya, it's great there. Green desperately needs reach to a finish a game and 3 mana for a shock is a wicked deal. It clears Factories and lets Archers swing into Angels and Derelors.



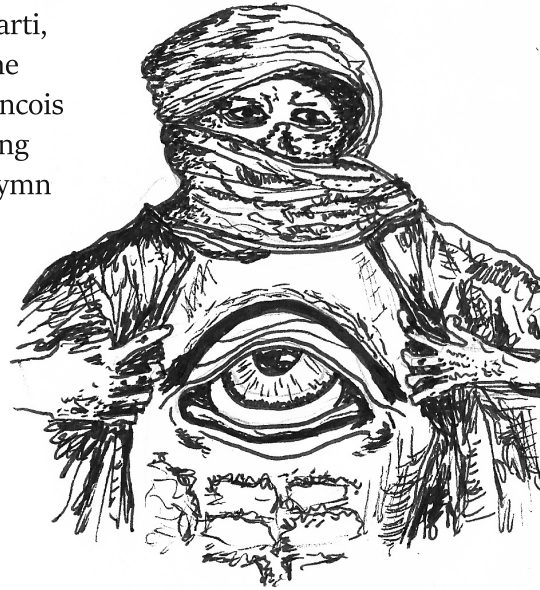
A Hand of Justice was the money card when Fallen Empires came out but even then we all knew it was trash. When are you going to want to (let alone be able to) tap your entire squad of exclusively white guys to kill one creature on turn 7?

# Initiate of the Ebon Hand

By Jason Keays

La principale faiblesse des decks Mononoir est sa grande quantité de spell qui coûte **♠♠**. Considérant que vous allez avoir 4 Mishra's Factory et parfois 4 Strip Mine, et que l'adversaire va souvent détruire vos Swamp, il n'est pas rare qu'il vous manque le 2e **♠** pour caster un Hymn To Tourach, un Black Knight ou un Hypnotic Specter ou les **♠♠♠♠** d'un Underworld Dreams. L'Initiate of the Ebon Hand permet de régler le problème en changeant le mana colorless pour du noir. Il peut aussi servir à pomper votre Order of the Ebon Hand avec du mana colorless ou encore mieux, alimenter un Drain Life, un Pestilence ou un Greed. J'ai déjà gagné un match au Chaos Con avec un Initiate et un Sol Ring pour caster des Sinkhole, des Hymn et des Black Knight.

Je l'utilise aussi pour attaquer en début de parti, et le 3-4 points de dégâts qu'il cause dans une partie en fait presque un Lightning Bolt. Francois Derbas Thibodeau l'utilise comme mana fixing dans son Pain Train; un deck standard de Hymn et Pump Knight, qui splash bleu pour des Serendib et du Power Bleu.



***“We are no longer  
Nature’s children,  
but her masters ... .”***  
***—Oath of the Ebon  
Hand***

Les Initiés sont des habitants d'Icatia, au sein duquel ils cachent leur appartenance au culte de Tourach, mais par leur action, corrompt la société pour finaliser les ambitions de l'Ebon Hand. C'est pour cette raison qu'il peuvent changer du mana de n'importe quelle couleur en du **♠**, une référence à la carte Evil Presence. Ils sont les personnages qu'on voit sur les cartes Hymn To Tourach.



# Pack 1 Pick 1



**Kevin:** I would first pick the Thelonite Druid for it's game-ending potential. I reckon it wouldn't be too hard to get it going with some Thallid-generators. The lamest card in the pack is the Voldarian Mage because a face-up Force Spike on T4 isn't doing anything.

**Pav:** If playing for fun I think I'm team Thelonite, slightly over mindstab thrull. If this is the World Championships then I've probably done some research and [without having actually looked into this] I'm guessing optimal play is to force black just for hymn, Orders, etc.

Worst is probably the goblin or the mage. Mage final answer because I like to think I'm good enough to make a slow red death ward work but it's likely just gobbo.

**Cameron:** Thelonite Druid. Will look for ways to end the game with 7 forests. Worst card is Voldalian Mage. It's effect is pay a blue, tap your creature.

**Patrick:** Best: Icatian Scout. First strike might be a way to break the inevitable stalemates to limit game length so I can have a happy wife and a warm dinner when I play online matches.

Worst: Voldalian Mage. Slows down both you and your opponent in an already-slow format. Ain't no one got time for that.

**Jason:** I'd pick the thrull because it's a 2/2 for 3, which is pretty average, and it's disruption ability is really fun. The Warrior is the worst pick as a 5 drop 3/3 that would need to drop on 6 in order to protect itself..



# FREE TOKENS

**CITIZEN**




**PERSONS**  $1/1$

**Thallid's Saproling**


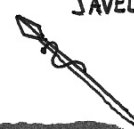




$1/1$

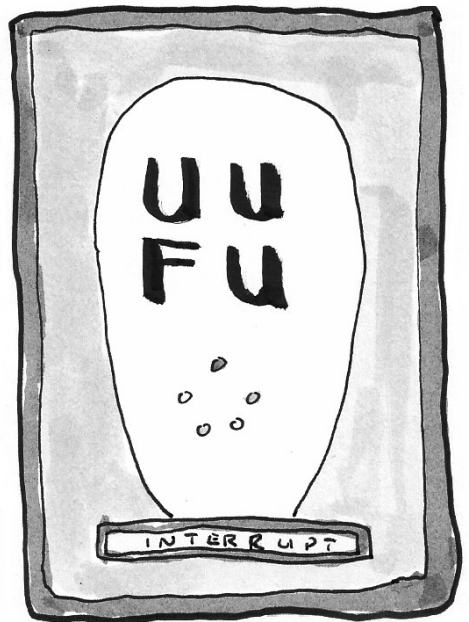
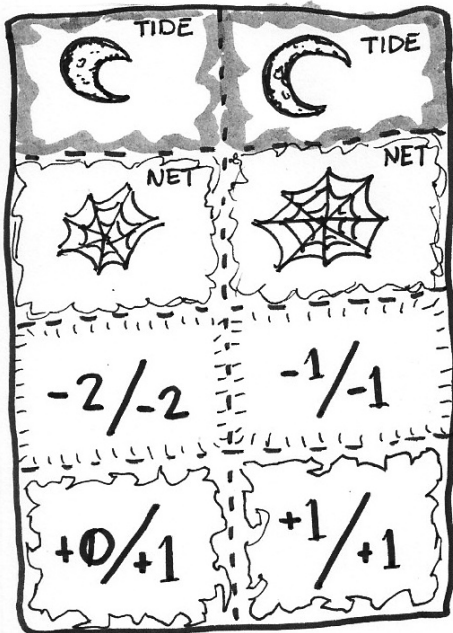
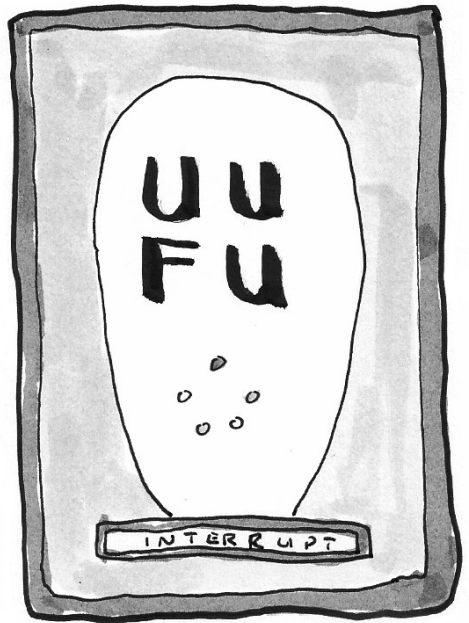
**Thrull**



$0/1$

<b>JAVELIN</b> 	<b>JAVELIN</b> 
<b>SPORE</b> 	<b>SPORE</b> 
$-2/-2$	$-1/-1$
$+2/+2$	$+1/+2$

# FREE TOKENS (REVERSE)



Without a unified approach for art direction in *Fallen Empires*, artists were left to imagine what Thrulls and Thallids looked like. This is how we imagine the discussion between artists.

**Pete Venters:** I see the Thrull as timid creatures. Kaja's card says they were initially bred for sacrifice, they lived in fear as Ebon Hand mercenaries hunted them for...

**Daniel Gelon:** The Ebon Hand bred them for combat. Jherana Rure says so on my card.

**Anson Maddocks:** If you'd actually read *Sarpadian Empires*, volume II, you'd know they overwhelmed their masters and turned on them.

**Pete Venters:** You know that's not a real book, right? Anyways, my card says the Ebon Hand hunted them to wear them, so maybe they have fur?

**Mark Tedin:** You can wear something else's skin.

**Pete Venters:** What?

**Mark Tedin:** I mean, why can't Thrulls have skin? And what if instead of legs, it just had more arms.

**Kaja Foglio:** So let's all do 4 arms then.

**All:** \*nodding\*

**Anson Maddocks:** So, we know they were bred, and they bonked in a Breeding Pit, presumably they would have sexual organs. If a Thrull has 4 arms, where are its genitals?

**Kaja Foglio:** On its face.

**Anson Maddocks:** ...

**Daniel Gelon:** Put a giant uncircumsized dick wherever you want, Kaja. Let's think about weapons. Given references to the Rebellion, it suggests a battle. I'm thinking axes?

**Ron Spencer:** Oh! A flail!

**Mark Tedin:** Yes! And an armband where they can keep their set of scalpels!

**Daniel Gelon:** ... You know what. I think we each have enough to work with. I'll see you all at the release party. By the way, has anyone talked to Harold lately?







# \$10 CARD SNOB

Rainbow Vale  
By Cameron Gilpin

Rainbow Vale looks like a Chateau Mouton Rothschild but tastes like cooking sherry. You'll pick up hints of spice as you tap for mana of any colour and don't take damage like you would from City of Brass. You'll hold onto those sweet notes as long as you can before the sour aftertaste of passing it directly over to your opponent.

Surely there must be something this card does better than a Savannah?

Land Tax casts off Rainbow Vale turn one nicely. Your opponent is going to struggle to turn your Land Tax off when you can easily pass it to them before the Tax trigger resolves.

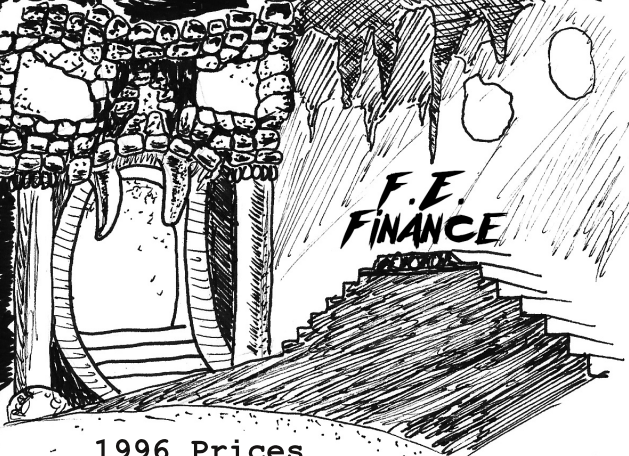
Fellwar and Vale equals Rainbow Stone. Just make sure to tap Fellwar for mana before Vale.

'Bow's flavour text reads, "In the feudal days of Icatia, finding the Rainbow Vale was often the goal of knights' quests." If their quest was to play an awkward mana base while their opponent throws an extra Lightning Bolt at them every turn, I guess that makes sense?

Maybe one day Wizards has the Vision to design a riff on Rainbow Vale that bounces to your hand instead of switching control of it.

One day.  
In some.  
Undiscovered..OK OK we're finished here.





Fallen Empires has been the butt of jokes for players and finance bros since the day it came out. Packs were only 99 cents and remained at that price for decades. Nearly every single card has continued to drop in value, with only the boosters seeing a modest increase. If you factor in inflation, Fallen Empires may possibly be the only BAD investment from 90's Magic..

## 1996 Prices (June InQuest)

[note: Card values would have had to increase 100% just to keep up with inflation!]

★ Wormwood Treetalk ..... 4.00 ..... 7.00

### FALLEN EMPIRES

WIZARDS OF THE COAST-1994

Full Set (187 cards) ..... \$40.00 ..... 60.00  
 Booster Pack (8 cards) ..... .60 ..... 1.25  
 Booster Box (60 packs) ..... 30.00 ..... 55.00

Name	Low	High
★ Aeolipile	1.00	2.00
■ Armor Thrull	.10	.40
★ Balm of Restoration	1.00	2.00
■ Basal Thrull	.10	.40
★ Bottomless Vault	2.50	4.00
■ Brassclaw Orcs	.10	.40
★ Breeding Pit	1.00	2.00
□ Combat Medic	.10	.40
★ Conch Horn	.75	1.50
● Deep Spawn	.50	1.25
● Delif's Cone	.10	.40
★ Delif's Cube	.75	1.50
★ Derelor	1.00	2.00
★ Draconian Cylx	2.00	3.00
★ Dwarven Armorer	2.00	3.00
● Dwarven Catapult	.50	1.25
★ Dwarven Hold	2.50	3.50
● Dwarven Lieutenant	.50	1.25
● Dwarven Ruins	.50	1.25
■ Dwarven Soldier	.10	.40
■ Ebon Praetor	3.00	5.00
■ Ebon Stronghold	.75	1.50
■ Elven Fortress	.10	.40
■ Elvish Farmer	2.00	3.00
■ Elvish Hunter	.10	.40
★ Elven Lyre	.75	1.50
★ Elvish Scout	.10	.40
□ Farrel's Mantle	.50	1.25
□ Farrel's Zealot	.10	.40
○ Farellite Priest	.10	.40
● Feral Thallid	.75	1.50
★ Fungal Bloom	3.00	5.00
■ Goblin Chirurgeon	.10	.40
★ Goblin Florilla	2.00	3.00
■ Goblin Grenade	.10	.40
● Goblin Kites	.50	1.25
■ Goblin War Drums	.10	.40
★ Goblin Warrens	2.50	3.50
★ Hand of Justice	4.00	6.00
● Havenwood Battleground	.75	1.50
○ Heroism	.50	1.25
■ High Tide	.10	.40
★ Hollow Trees	2.50	4.00
■ Homarid	.10	.40
★ Homarid Shaman	1.50	2.50
● Homarid Spawning Bed	.50	1.25
■ Homarid Warrior	.10	.40

■ Hymn to Touroach	.10	.40
□ Icaton Infantry	.10	.40
□ Icaton Javelineers	.10	.40
☆ Icaton Lieutenant	2.00	3.00
□ Icaton Moneychanger	.10	.40
○ Icaton Phalanx	.50	1.25
○ Icaton Priest	.50	1.25
□ Icaton Scout	.10	.40
☆ Icaton Skirmishers	2.50	4.00
★ Icaton Store	2.50	4.00
★ Icaton Town	3.00	5.00
☆ Implements of Sacrifice	1.00	2.00
■ Initiates of the Ebon Hand	.10	.40
■ Merseine	.10	.40
■ Mindstab Thrull	.10	.40
■ Necrite	.10	.40
■ Night Soil	.10	.40
● Orcish Captain	.50	1.25
■ Orcish Spy	.10	.40
■ Orcish Veteran	.10	.40
□ Order of Leitbor	.10	.40
■ Order of the Ebon Hand	.10	.40
★ Orgg	2.00	3.00
● Raiding Party	.50	1.25
★ Rainbow Vale	3.00	4.00
★ Ring of Renewal	2.00	3.00
★ River Merfolk	2.00	3.00
● Ruins of Trokair	.75	1.50
★ Sand Silos	1.50	2.50
● Seasinger	1.25	2.00
● Soul Exchange	.75	1.50
★ Spirit Shield	2.00	3.00
● Spore Cloud	.10	.40
● Spore Flower	.50	1.25
● Syyelunite Priest	.50	1.25
■ Syyelunite Temple	.50	1.25
■ Thallid	.10	.40
● Thallid Devourer	.50	1.25
● Thelon's Chant	.50	1.25
★ Thelon's Curse	2.00	3.00
● Thelonite Druid	.50	1.25
★ Thelonite Monk	2.00	3.00
■ Thorn Thallid	.10	.40
★ Thrull Champion	3.00	5.00
● Thrull Retainer	.50	1.25
● Thrull Wizard	.50	1.25
■ Tidal Flats	.10	.40
● Tidal Influence	.10	.40
● Touroach's Chant	.10	.40
★ Touroach's Gate	2.00	3.00
★ Vodalian Knights	3.00	5.00
■ Vodalian Mage	.10	.40
■ Vodalian Soldiers	.10	.40
★ Vodalian War Machine	2.50	3.50
★ Zelyon Sword	2.00	3.00

## 2023 Prices (August Dawnglare)

Fallen Empires - Rare	
Aeolipile	\$1.76
Conch Horn	\$5.14
Dwarven Armorer	\$3.16
Ebon Praetor	\$1.78
Elvish Farmer	\$4.31
Fungal Bloom	\$2.97
Rainbow Vale	\$7.55
Thrull Champion	\$3.69
Fallen Empires - Common	
High Tide	\$0.94
High Tide (Coral)	\$0.79

Why FE is the way it is:

- Its print run is 5x that of the previous set, *The Dark*.
- Too large a print run to gain value -- 9 million copies of Hymn were printed.
- Excluding the Knights and Hymn, cards were immediately outclassed by older ones.
- Most reserve list cards are unplayable.
- Outside Rainbow Vale and High Tide, there are few cards with unique effects.
- The trauma that us late-comers experienced when we spent our money on FE packs and expected to compete with people who started a year earlier and had bought Unlimited, Arabian Nights, Legends, or even Revised.
- For the price of 2-3 Hand of Justices in 1996, you could have bought an Underground Sea.

PERSONALIZED  
FALLEN EMPIRES

# POWER HOUSE

CHOOSE A  
CREATURE TYPE

HOMARID	MERFOLK	THRULL
FUNGUS	PERSON	ORGG

NAME

<STREET YOU LIVE ON>  
+ "IAN" OR "ITE"  
+ <YOUR CREATURE TYPE>  
+ <MEDIEVAL TITLE/JOB>

CASTING COST

2 OR OR ✂️ 3 OR 4

POWER/TOUGHNESS

✂️ 0/2	1/2	OR	2/4	1/5
1/3	0/4		0/8	3/3

ABILITY

ALL THRULLS GET +0/+2	✂️ ②: TARGET ORC GETS +1/-1 UNTIL EOT
①: MOUNTAINWALK UNTIL EOT	③: BANDING UNTIL EOT
④⑤: PUT A SPORE COUNTER ON TARGET PERMANENT	DO THE "TIDE THING!" (YOU DON'T NEED TO CHOOSE A DRAWBACK.)

DRAWBACK

ISLANDHOME  
SAC A CREATURE ON UPKEEP  
DOES 3 DAMAGE TO YOU ON E.T.B.  
OPP MAY PAY ② TO TAP THIS



# Fallen Empires Nostalgia Draft

jason s



Remember those years between the 90s and discovering Old School Magic? Some of us played other forms of magic, while others mostly forgot about the game. I did both, the latter until I was lucky enough to find a great group of people to draft with, and early on with this group of friends, January 2014 to be precise, I sent out the following invitation:

*Greetings fellow planeswalkers,*

*I know that many of you have lately traveled to Theros to duel with Gods, Minotaurs, Satyrs, and other planeswalkers, but I'm here to take you back to a simpler time, a time of Fungi, Thrulls, Homarids, and Goblins. So many goblins. A time when the land of Sapardia was at it's most desperate; dwarves defending their mountain homes from goblin invaders, merfolk ravaged by homarids, and the realms of Man under attack from all sides.*

*I'm talking about a Fallen Empires draft. I have a sealed booster box and everything you need will be provided. The tentative date is 19 January, a Sunday, and should probably run 6ish hours, depending on how many of us make it out. Prizes will be provided, although they might not be as decadent as Rombouts' prizes from the last draft.*



Eight of us descended upon an empty space at my office, where we agreed to draft two packs per person per round, thus cracking 48 packs. Although the details of the day are lost in time, the players who went on to enjoy current Old School had the following insights from the experience:

- Merseine was possibly the worst card and never drafted voluntarily
- Blue was bad in general
- Big creatures were better than expected
- Orders, Hymns, Javelins were all good, of course, with the latter being just about the only removal/direct damage available
- Games were grindy but well balanced
- Despite it being 19 years after release, the box was still only \$99 at the time

Players have a lot of opinions about FEM, most of which are very negative, and many of which are well deserved. I, however, have fond memories of the set because it was the first set that I bought a booster box of, and even though it was a let down compared to previous sets, it was still exciting to open. The flavour text of the set is some of the best while the art is some of the most unique you'll ever see in the game. And yes, comparatively, the set sucks, but in a vacuum, Fallen Empires plays very well and in my opinion, is a lot of fun.





# GARBAGE CARD AND IMPROVE

I TAKE A LOOK AT THESE UNPLAYABLE CARDS AND BRAINSTORM UPGRADES THAT KEEP IT ON AN OS-POWER LEVEL.

## Icatian Moneychanger W

0/2 Human

Icatian Moneychanger enters the battlefield with three credit counters on it. When Icatian Moneychanger enters the battlefield, it deals 3 damage to you. At the beginning of your upkeep, put a credit counter on Icatian Moneychanger.

Sacrifice Icatian Moneychanger: You gain 1 life for each credit counter on Icatian Moneychanger. Activate only during your upkeep.

This guy comes from the days when WotC thought life gain would be better than it was. The "use-on-upkeep" an important restriction on powerful cards, such as Mirror Universe, but effectively makes this one useless. Obviously the first step would be to get rid of that clause entirely. Next we remove the part about it dealing 3 damage when it ETB because we want this to provide some stability when you're at low life. This let's us eliminate the three 'free' counters bit because we're no longer taking damage from our own 0/2. Now we have, for one white mana, a fella that can block an Atog and gain a couple life on the way out. I reckon it still won't see much play because a deck that could slot it in (white weenie with Crusades) isn't winning by gaining life and blocking.

## Farrel's Zealot LWW

2/2 Human

Whenever Farrel's Zealot attacks and isn't blocked, you may have it deal 3 damage to target creature. If you do, Farrel's Zealot assigns no combat damage this turn.

When would this scenario ever come into play? If they have a guy worth killing with its ability, they will block the Zealot. If opp isn't blocking, they likely don't have anything worth redirecting damage to. I'd remove all the text and replace with "T, Sac zealots: they do X damage to target creature where X is zealot's power". It jives with what white is trying to do (Crusade, Jihad, Army of Allah) and gives you more control over which creature you get to kill. You can kill a Serra but you'll have to do work to get there. The requirement to tap keeps power levels in check and stops spikes from both attacking and sniping a BoP in the same turn.

## Svelunite Priest 1U

1/1 Mermaid Cleric

UU T: Target creature gains shroud until end of turn. Activate only during your upkeep.

On your turn, anything opp does is already at instant speed so they can just do it in response to this ability. You don't even get to 1st draw your card to have more info to make a decision. I'd change the restriction to: 'Activate only on your turn'. This way you can respond to something at instant speed during combat while still leaving reasonable outs for opp. (Control magic, plowing on their turn, etc.)

There are plenty of fierce debates in Old School. One Strip Mine or four? Do we allow proxies or not? Are Shops pilots losers or jerks? But one question rises in importance above all else -- which Hymn has the best art? (It's table.) I reached out to three of my comrades for thoughts on their favorite variants. Each of them philistines, no doubt, but nonetheless connoisseurs of the lesser Hymn arts.

#### Table is the Best

There's a story in this picture. The figure in orange, the child, has asked the sorcerer for a favour. Hymns to Tourach aren't free and the child didn't read the fine print. It's dark magic he's meddling with and his wish has been granted but now it's time to pay. The child is trying to appear tough and in charge - he's jamming his fingers on the table and stammering 'now y-y-y-you listen here, wizard' but the sorcerer is undeterred -- completely at ease in his chair with his potion while summoning the shadowy, relentless and loyal disciples of Tourach. They're here to collect their dues. The child's life, as he knows it, is at an end.

#### Slamm "Eric Do" Dunkerton's Lesser Wizard

The intense gaze of the wizard in Hoover's art captures a sense of power, mystery, and foreboding destruction (of your opponent's hand.) This is why I hold the Wizard hymn as the default go-to art style in my decks. I like the arts for wolf, table, and circle; however, I see wolf as more of a 'green card' art, table as some sort of 'demonic bargain/deal', and while circle is hymn-centric, it never struck me as particularly menacing.



#### Patrick Burt Appreciates Circle's Literal Interpretation

Liz approached Hymn with a rich colour palette which not only stands out from other Hymns, but other black cards in Fallen Empires. The geometric approach and symmetry draws attention to a card that is dwarfed in deck pictures where surrounding cards are worth several times more.

Additionally, it seems other artists did not have a dictionary on hand to look up the word "hymn."

#### Joel Bowers Wears Wolf T-Shirts on Dates

There are many reasons why Suzie's depiction of the hymn is the superior choice. Unlike some of the other options, It actually shows a choir singing a hymn. Then you realize the choir is singing from a pulpit made out of a mountain face with skulls carved into it, which is badass. The background is a magnificent gradient of mountains up into the dark sky, which pays homage to the night. A key theme of black magic. Most importantly and undeniably, it would make the best wolf shirt of all the paintings.



DERELOR DIGS!

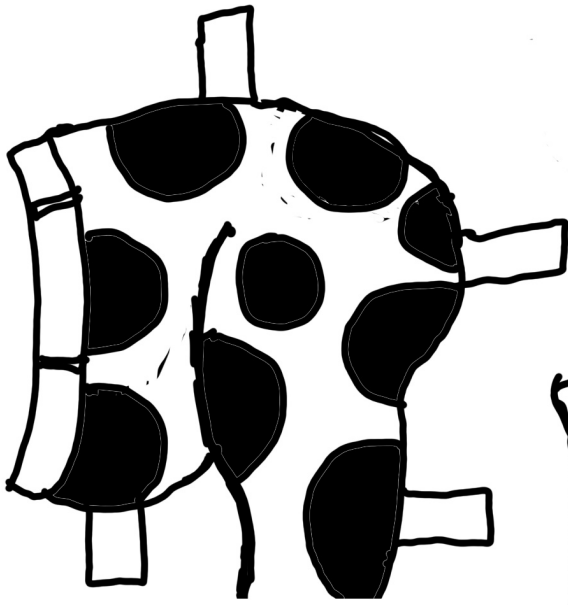
It is time to dress Derelor for a night on the town! Cut the clothes you think he'll dazzle in, fold the tabs and place em on your fav 4/4

Santa Hat

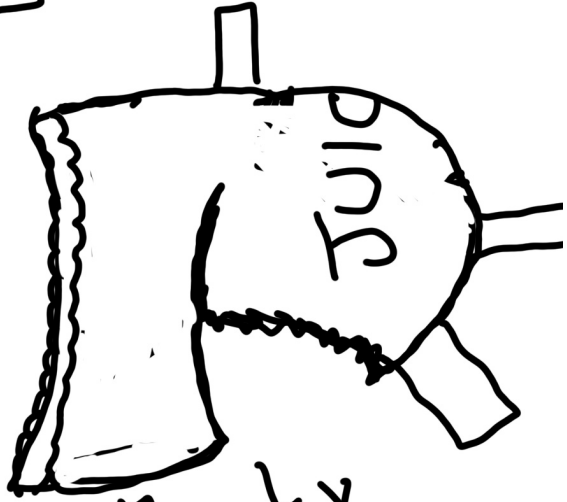


FE Crown





Clown Pants



Booty  
Shorts



"The  
Shirt"

## Second Issue of Interrupt Autumn 2023

### Staff:

Kevin V Foggie  
Patrick B Burt  
Jasonious S  
Pav of Toronto  
Cameron Fanganalevil

### Next Time

- Invoke Prejudice player "definitely not racist"
- Fight caused by mention of "mainboard" sends twelve people to hospital
- New format promotional videos categorized as pornography, banned from workplaces
- Magic card signed mid-orgy sells for \$2,000
- Nobel Peace Prize awarded to man who didn't Disenchant opponent's Jeweled Bird