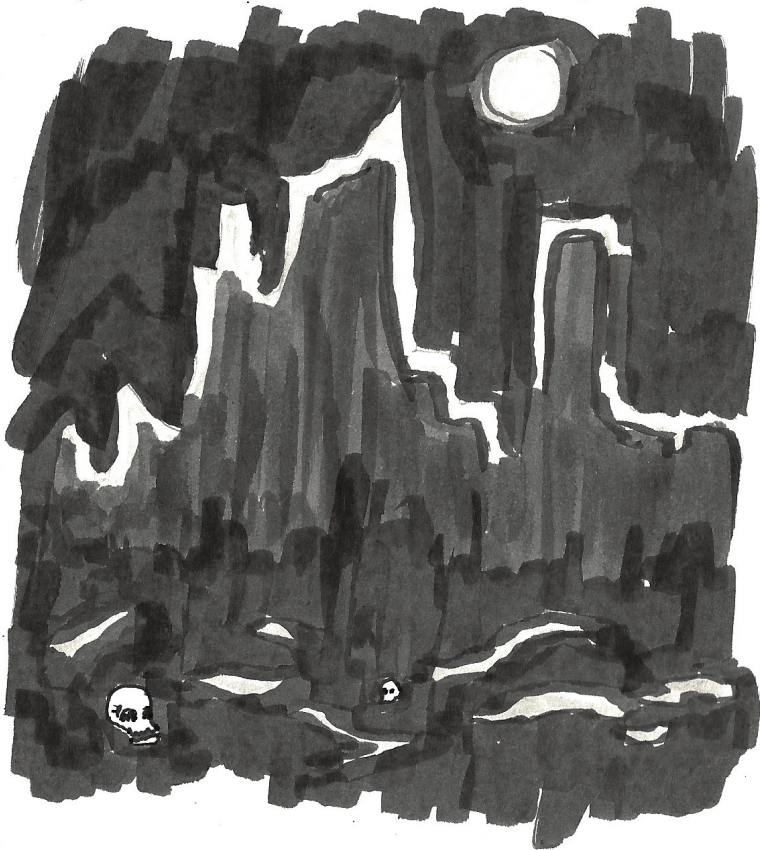


INTERRUPT

CANADIAN OS MTG



Eternal Flame
Pack 1 Pick 1

UU
FU

Standard Creatures?
and more

\$10 CARD \$103

Cameron Gilpin decants the world of discount Magic to help you swirl, sniff and sip like a pro.

The first thing you notice when you play an eternal flame is that you can't play it because it costs 2RR. Generally speaking, the four-CMC-sorcery remains deceptively easy to include in a 60-card deck, but BEWARE! It's dead when drawn too early, is useless mid-game and is no finisher at all (looking at you, Eureka).

One thing you immediately notice when holding Eternal Flame in your hand is it has amazing artwork: obvious tones of runic vagueness, less obvious tones of "what are they doing with that kiln-thing?"



Eternal flame is commonly paired with Blood Moon, a card that makes Mountains out of Strip Mines. It's also paired commonly with losing the game, eventually...

Jamming Eternal Flame is a casually badass way to tell your opponents that your Swords'd Shivan Dragon was a one-off. It's also a Reserve List card, so you'll look classy and graceful.



Creature Power Creep

Power-creep has eliminated the usefulness of all the creatures we hold dear in our humble format. That is not big news. I've held the belief for several years now that virtually any creature from the last five years of standard would break Old School. Now let's test this theory with three randomly selected, standard-legal, common creatures. I am going to imagine that each of these were legal in OS and discuss their place in the format.



Bog Badger

2G, Badger, 3/3

Kicker {B}

When Bog Badger enters the battlefield, if it was kicked, creatures you control gain menace until end of turn.

This is a neat card that fills a hole in green decks – a useful 3-drop. It beats the OS average stat-line by being a 3/3 for 3 and it has an upside. (There're only two 3-drops with these stats – Serendib Efreet at 3/4 and Umezawa.) Giving fellas menace on turn 4 will push the damage in for a takeover on the next turn. It's good early, it's good late. This won't help you too much if you're behind but at the end of the day, a 3/3 for 2G is playable in OS and this one comes with mass evasion for the squad.

2B, Insect Horror, 2/1

Flying. When Carrion Locust enters the battlefield, exile target card from an opponent's graveyard. If it was a creature card, that player loses 1 life.

Another card that could see play in OS but wouldn't break the format. Nuking a card from the yard is a marginal upside that could prevent irritating Regrowth/Recall looping Ancestral Recall or Time Walk or taking a Triskelion out of the yard before it gets reanimated. The potential ping isn't nothing and is, in the loosest definition of the term, a two-for-one which is rare in OS. In mono B he's competing for the spot occupied by Hypnotic Spectre and I reckon everyone would play their fourth hippie before the first Carrion Locust. In my BW Moat deck, I'd play a couple copies of this.

Cutthroat Centurion

2B, Artifact Creature - Phyrexian Warrior, 2/2

Sacrifice another artifact or creature: Cutthroat Centurion gets +2/+2 until end of turn. Activate only once each turn.

The third creature here that isn't busting the format open. Comes with average stats and an OK ability. It's similar to Atog but won't come close to replacing it. It doesn't allow for a game-ending swing because of its limitation of one activation per turn. It can (barely) protect itself from Lightning Bolts and gets by Abyss but it does die to Psionic Blast, Swords to Plowshares, Disenchant, Shatter, Crumble, Divine Offering, and Dust to Dust. Centurion is not allowing black to do something it couldn't do, dies to almost everything, and can't run with OS's already notoriously weak creatures. So where would it fit in? It doesn't.

PACK ONE PICK ONE



It's an Arabian Nights pack in your OS draft. What do you take?

Pavel: Witches. Not close. Cavalry second?

Patrick: Sindbad, every day.

Kevin: Moorish Cavalry. Maybe Sindbad.

Cameron: Sindbad seems good. But maybe moorish Calvary

Jason: Ogre is underrated, especially in limited, but I don't think it's a first pick. I'm on the Cavalry side for that

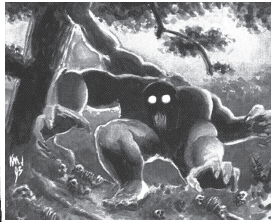
IN a NUTSHELL

ARABIAN NIGHTS

IS GOOD

IS BAD

Looks
GOOD



Unlimited orbs



Bad Maze of Ith

LOOKS
BAD



Block flier
Attack flying



Bad Sorceress Queen

Crazy Corner Cases



Interesting interactions and rules that you may not know.

Fireball

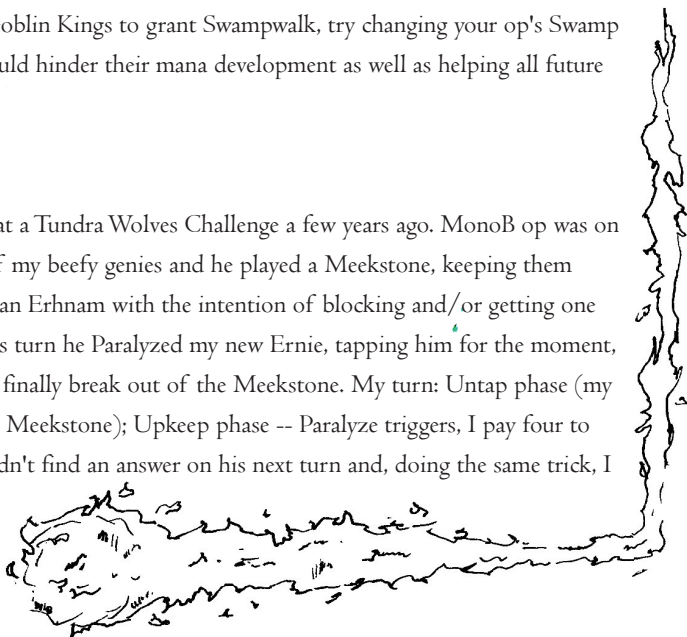
Adding new targets to a Fireball does increase its total cost to the caster but its mana value is only XR. For example, if you are burning two creatures for one damage each, you will pay four mana ($X=2$, R, I for the additional target) but Fireball's mana value (CMC) will be three. This would matter in the cast of Spell Blasting that Fireball

Magical Hack

You can change someone's land's type from one basic land type to another. Instead of hacking one of your Goblin Kings to grant Swampwalk, try changing your op's Swamp into a Mountain. It could hinder their mana development as well as helping all future Goblin Kings

Paralyze & Meekstone

This happened to me at a Tundra Wolves Challenge a few years ago. MonoB op was on the ropes with some of my beefy genies and he played a Meekstone, keeping them tapped. Then I played an Erhnam with the intention of blocking and/or getting one swing for 4, etc. On his turn he Paralyzed my new Ernie, tapping him for the moment, but this meant I could finally break out of the Meekstone. My turn: Untap phase (my fellas stay tapped from Meekstone); Upkeep phase -- Paralyze triggers, I pay four to untap the genie. He didn't find an answer on his next turn and, doing the same trick, I had him dead.



BEST. OF THREE

Richard vs Ray

Richard, What will you do to Ray at the top table?

When I see Ray hanging out there at the top table with his long, beautiful hair and his cool tattoos and his deck full of very nice cards...you know what I'm gonna do? I'm gonna wish him good luck and tell him to have fun. Then you know what I'm gonna do?



I'm gonna grab him by the Juggernauts and give him an Aeolipile driver he'll never forget. I'm gonna stick him in Black Vise and turn it until it goes "click".

And then I'm gonna get a Crystal Rod and smash it over his...wait, are we playing magic or wrestling?

Why are you the real champ?

There's been a lot of chatter 'round here that Ray has what it takes to repeat. I see them hanging out in their Ivory Towers and their Mana Vaults, playing with their Candelabras or their Rakalites or whatever the hell those folks do. Sayin' "Rays got what it takes to be a champion!!!"

But when Ray gets up on that top rope, starin' down a bunch Atogs like I did in the finals of SummerSlamm...is he gonna be able to stand up there and throw himself at those fiends and come out alive like I did? Or is he gonna move to his end step with his tail between his legs, hiding behind his disenchant?

The Slammvitational? That was a walk through Pendelhaven compared to what I went through at SummerSlamm. And I'll show him why I'm the real deal at MANA...MANIA!!!!!!

How does Ray stack-up to you and your deck?

You know what? A lot of people talk a lot of smack about Ray. About how he isn't as good as he used to be. About how his spells don't pack the same punch. About how sometimes he plays lands in front of spells because he's just that old school.

And you know what? That's all true, but I don't listen to that stuff.

See the thing about Ray is he's gotten soft. Too many fancy cards with fancy signatures. Too many bells and whistles and not enough guts. Maybe there was a time where Ray could have taken me, but now? He hasn't got an elf's chance in Urborg.

Raymond -- those are some strong words from your opponent. What have you to say?



I would say you play like cancer, but cancer actually kills!

You play like a baby goat who has noodles for hands.

Everyone has a dream - mine is to crush yours!

I thought of you today. It reminded me to take out the garbage.

I'm just looking around to see who's gonna finish second.

"What's the difference between a 3-week-old puppy and Richard? In six weeks, the puppy stops whining."

Richard's a crook and a puppet, said I was the dirtiest player in the league. If that man was on fire and I had to piss to put him out, I wouldn't do it. I hate him and will never respect him.

All Richard does is talk. He's terrible, and you can print that. I was happy when he was a good player.

I'm the best ever. I'm the most brutal and vicious, the most ruthless champion there has ever been. No one can stop me. Richard is a conqueror? No! I'm Alexander! He's no Alexander! I'm the best ever. There's never been anyone as ruthless as me. There's no one like me. There is no one who can match me. My style is impetuous, my defense is impregnable, and I'm just ferocious. I want your heart! I want to eat his children!

After the fight I'm gonna build myself a pretty home and use Richard as a bearskin rug. He even smells like a bear. I'm gonna give him to the local zoo after I thrash him on July 8.

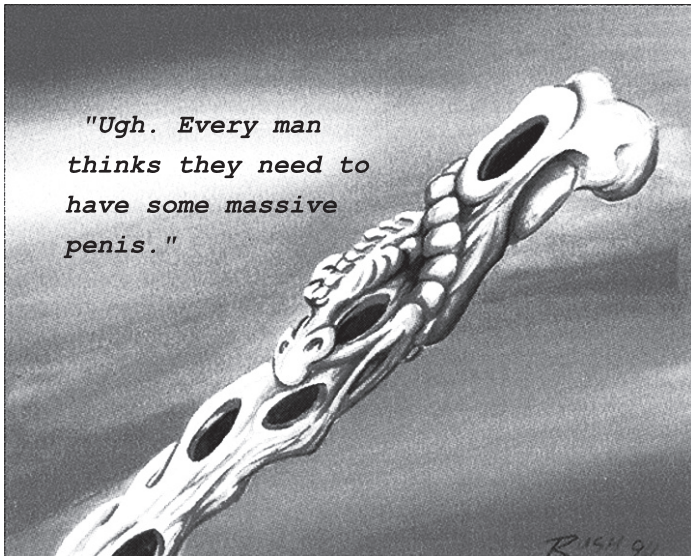
I'll win today.

Two battle-ready bulls are charging for the Mana Mania title. Who will take it -- Richard or Ray? Perhaps some other person with even softer hair and even cooler wizard squares.





This issue is dedicated to the incomparable Sue Johanson, CM, R.N.



EDITORIAL STAFF

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Patrick Burt

NEXT TIME:

- Player launches Gofundme to get organizer testicular fortitude needed to restrict Mishra's Workshop
- Man goes on hunger strike until Swedish organizer allows reprints
- Petition started by spouses to limit online game length
- Unanswered World Enchantment spreads to other area matches
- Cool Rules: Switch decks in the middle of the game using this technique!
- Power Nine collectors stunned to discover tenth power: Mox Debt