

# INTERRUPT

CANADIAN OS MTG



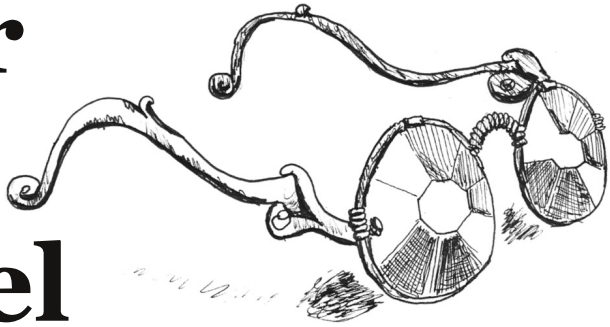
THIRD ISSUE

Spooky Pages  
Pack 1 Pick 1 is Back  
Canadian Dual Lands

UU  
FU

What's Your OS Exp?  
Finger Puppets  
... and more

# Discover Your OS Veteran Exp Level



Total your score and compare with your OS comrades. Award yourself these points if you:...

- 2 - Had a Sengir Vampire with two or more counters
- 1 - Won an OS-Scryings event
- 3 - Triggered rampage
- 3 - Have done 20 damage in one game with Psychic Purge
- 1 - Went coast-to-coast with one Whirling Dervish
- 2 - Killed a creature with Merfolk Assassin
- 2 - Have damaged an opponent with an Animated Wall
- 1 - Activated an Ifh-Biff enchanted with a Spirit Link
- 1 - Won a one-strip event with Shops
- 2 - Saved a creature from the Abyss with Ashnod's Transmorg
- 1 - Got a turn 1 Channel Fireball win
- 2 - Got a turn 1 Underworld Dreams win
- 2 - Had Spitting Slug win combat with its first strike ability
- 1 - Won a match with Lich under your control
- 1 - Cast a Thoughtlace
- 1 - Saved a creature with Healing Salve
- 1 - Stolen an artifact with Aladdin
- 1 - Spectral Cloaked an Ali from Cairo
- 2 - Laid a playmat over your boardstate as a Shaharazad resolved
- 1 - Returned a Chaos Orb with the Archaeologist
- 1 - Blocked two creatures with Two-Headed Giant of Foryis
- 2 - Got the Lord of the Breeding Pit combo online
- 1 - Understand the oracle text for Camouflage
- 1 - Triggered a Citanul Druid
- 3 - Had a City of Shadows generate more than one mana
- 1 - Killed an Abyss with another world enchantment
- 3 - Have blown-out an opponent with Disharmony
- 1 - (At time of reading this) could explain what Disharmony does
- 1 - Suicided a Dragon Whelp
- 1 - Had a game drawn to Divine Intervention
- 2 - Used more than one mana from a Fallen Empires storage land
- 1 - Forked something useful, somehow
- 2 - Killed something with Exorcist or Northern Paladin
- 1 - You forced an opponent to attach Kudzu to one of their own lands. (If you didn't do this before the 2018 rules update, you may have missed your chance.)
- 2 - Won a game with poison counters
- 1 - Killed something with a Spinal Villain
- 1 - Lost to someone playing 25+ proxies in The Deck

TOTAL: \_\_\_\_\_

# Sexy Singles in Your Area

(aka which OS Magic card is the most \*\*\*\*able)

Hasran Ogress: I can count like 5 kinks that Mommy Ogress checks every box for. With a face vaguely resembling Leonard Nimoy and some of the largest breasts in Rabiah she's got the goods to transfix and titillate you for 1001 nights. She serves big "Top" energy so bring lots of lube and set up a safe word in advance before those two damage add up. Hairy ain't scary, baby.



Veteran Bodyguard: Somebody call for a hero? How about a buff shirtless guy wearing a dog collar and eye patch? Yes, please! Opinions are divided as to whether that's a sword or a riding crop he's wielding; Either way, he promises it'll only hurt for a moment. Horse girls need not apply.



Wrath of God: Steinbeck said there is no dignity in death in battle. Wrong! Obviously he had never cast a Wrath before. Once you see it you can't unsee it. Those sweet cheeks have been making old school vets feel something funny in their pants since day one. Sure, buddy may have died a filthy death, splashing about in human meat and fluid, but at least his sweet sweet can has been immortalized in our hearts forever.

Serra Angel: For those that still order vanilla soft serve. It's like having a crush on the head cheerleader. She's pictured here dressed in a confusing off-the-shoulder, single-sleeved peasant dress that looks close enough to a corset for most horny wizards, apparently. If you really think you have a shot to score with a literal angel good luck to you, lady.

Obsianus Golem: You're telling me you've never been curious what a six-toughness booty looks like? Okay just me then. If you like curling up and resting your head on a strong masculine chest I can't think of anyone better for you. Run your fingers along their body and feel their smooth volcanic skin giving you all of the warmth and comfort of a glass cutting board.

Fire Elemental: This one's tricky. While there's obviously nothing inherently sexual about nudity, it's hard not to stare when this fiery smokeshow drops by Hanlan's. She looks like a good time, but my intuition tells me this would be some risky sex so you should probably bring protection. Maybe a welder's helmet and gloves? At least triple sleeve your cards to prevent smoke damage.

Two-Headed Giant of Foriys: Okay hear me out.

-Pav

# Pack 1 Pick 1



Kevin: First pick Pikemen, probably. Banding is powerful in creature combat and there are many X/1s that first strike would handle. Elves of Deep Shadow is a good choice and Land Leeches is a solid creature.

The worst card is Goblin Shrine because it will be very hard to draft a goblins deck and the payoff is that they get a tiny bonus and risk being wiped-up in a format saturated with land destruction. Goblin Shrine isn't even played in constructed OS where you can have a deck with 45 goblins. I'd play Giant Strength before this.

Three decent first picks and five absolute junker cards battling for Worst Pick.

Pav: Elves first pick for ramp and potential fixing. Worst here is Inquisition. (Ed: what are you ramping into? Pav: Who knows! It's P1P1.)

Cameron: Pikemen let's goooooo!

Patrick: Is there even a rare in this pack? I would pick Elves. Very non-committal for such a trash P1P1. Worst case scenario, it's money-drafting. Goblins are well-supported in The Dark. So if there are many packs of The Dark in the draft, I might force Goblin Shrine. I still think it's better than Swamp Gas and Inquisition.

Jason: I want the Leeches, but double green on p1p1 just isn't feasible. Pikemen win out for me because Banding is just so good.

Worst? That's tricky. Inquisition, Shrine, and City all stand to net you a few extra points of damage if you're lucky. Marsh Gas could really fuck an aggro deck allowing for a good crack back. Tangle Kelp is the most broadly useful as a blue paralyze. And 1/1 for 1 mana dorks are always decent. Shrine is the worst because the likelihood of getting enough goblins to make it practical is so low, and it has the largest drawback.



# If Halloween Cards Were Real Life

Take a journey into these five cards representative of our Northern Halloweens


Fear: The exhibition fairgrounds have the same half-assed haunted house that they had since your parents were kids. The skulls are plastic, the animatronics are mostly broken, the speakers are crackly and the only update they've made since 1983 is adding rows of too-bright, too-blue LED lights. To make the puppeteer feel valued you do your best to give an earnest spooked face but it comes across as fake.

Preacher: The creepy reverend spent the six Sundays leading-up to Halloween on sermons dedicated to the dangers of Halloween - the poison candy, the worship of creatures who don't get their powers from Jesus, and the revelry that leads straight into Satan's open arms. Beware of the heathens who celebrate this holiday!

Stangg: You've taken tomorrow off to recover from the inevitable hangover from your anticipated Halloween club crawl. You're lightheaded because you haven't eaten in a week in order to squeeze into your Daenerys costume. You stumble onto the party bus and are shocked to find your doppelganger: a slightly more elegant platinum blonde with the perfect season six braid who is slaying the exact same outfit. The worst part is that when she gets plowed later you'll both disappear.

Elves of Deep Shadow: The Senior Dev lifestyle goth has just dragged the daily sprint on a 15 minute rant decrying Wednesday Addams fans because they're poseurs who appropriated her culture. Blame Janice who set it off when she ended the meeting with 'Happy Halloween, folks!'.

Festival: Halloween may generate the most excitement in small children but it's the twenty-somethings that enjoy it most. It's the rare holiday that is celebrated in public and it's the closest thing us lamers get to a Carnivale. This is your last chance to wear smutty clothes before winter forces everyone into long johns. In Northern Ontario, October 31st is the first day it snows.



Honourable mention to Apprentice Wizard, Boris Devilboon, Bird Maiden, and Lost Soul. Did I miss your favorite Halloween card? Let me know down in the comments.

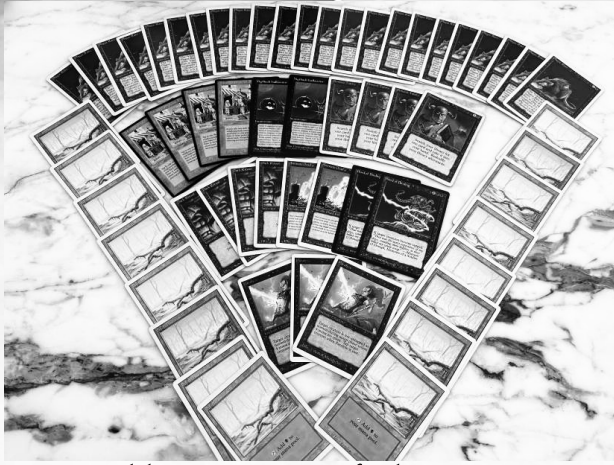
# THE DARK RITUAL

At a dimly lit campfire in the hills of San Francisco, shrouded in an air of mystery, the inaugural Dark Ritual Magic: The Gathering Tournament unfolded, transporting players and spectators alike back to the arcane realms of 1993 and 1994. This unique event challenged participants to embrace the dark allure of black magic, harking back to the early days of the game when strategies were as enigmatic as they were powerful.



The rules were simple yet restrictive - players could only use black cards released in 1993 and 1994, taking them on a nostalgic journey to a time when cards like "Pestilence," "Plague Rats," and "Drain Life" ruled the tables. For sanity sake, the powerful "Mind Twist" and "Hymn to Tourach" were banned. Additionally, players were limited to just four artifacts in their decks, a rule which tested many participants' deck building prowess. Most importantly, basic swamps possessed a unique ability - the ability to be sacrificed for three black mana, provided the swamp was set ablaze within the campfire, the namesake of the event. To ensure participants' decks remained partially functional, "Ebon Stronghold," were placed into the participants' graveyard upon the completion of the 'dark ritual'. Naturally, this caused a global shortage of the card as supplies were built up for the tournament to fuel the rituals.

The competition featured a diverse array of strategies and deck archetypes. Some players aimed for blistering speed cheap powerful creatures like Erg Raiders, others utilizing the infamous combo of "Plauge Rats" and more "Plauge Rats" to create a massive horde of rats. Others chose to harness the power of land death with "Sinkhole," "Demonic Hordes," and even "Blight" devastating the few remaining lands which remained in play.



The most memorable moments of the tournament was when one participant playing a control style deck and their favourite card, "The Abyss" was overrun by their opponents horde of "Plague Rats" which were raised from the dead by "All Hallows Eve".

As the tournament progressed the campfire grew brighter. The games were intense, fueled by the fast acceleration provided by the dark ritual - "Sengir Vampire" appeared to be the breakout card of the evening with "Paralyze" helping Participants catch their footing. The atmosphere, and swamps, crackled with anticipation as players drew and threw cards from the old school era.

Many players continued playing until all swamps were consumed in flames. Their trophy was awarded or needed, participants all had what they came for - the two dozen stamped "Ebon Stronghold" now part of their most prized possessions. The tournament stood as a testament to the enduring appeal of Magic's formative years. It was a celebration of Magic's dark and mysterious past, a reminder that, no matter how the game evolves, the allure of the old cards and strategies remains a potent force in the world of Magic: The Gathering.



- Brendan McBain



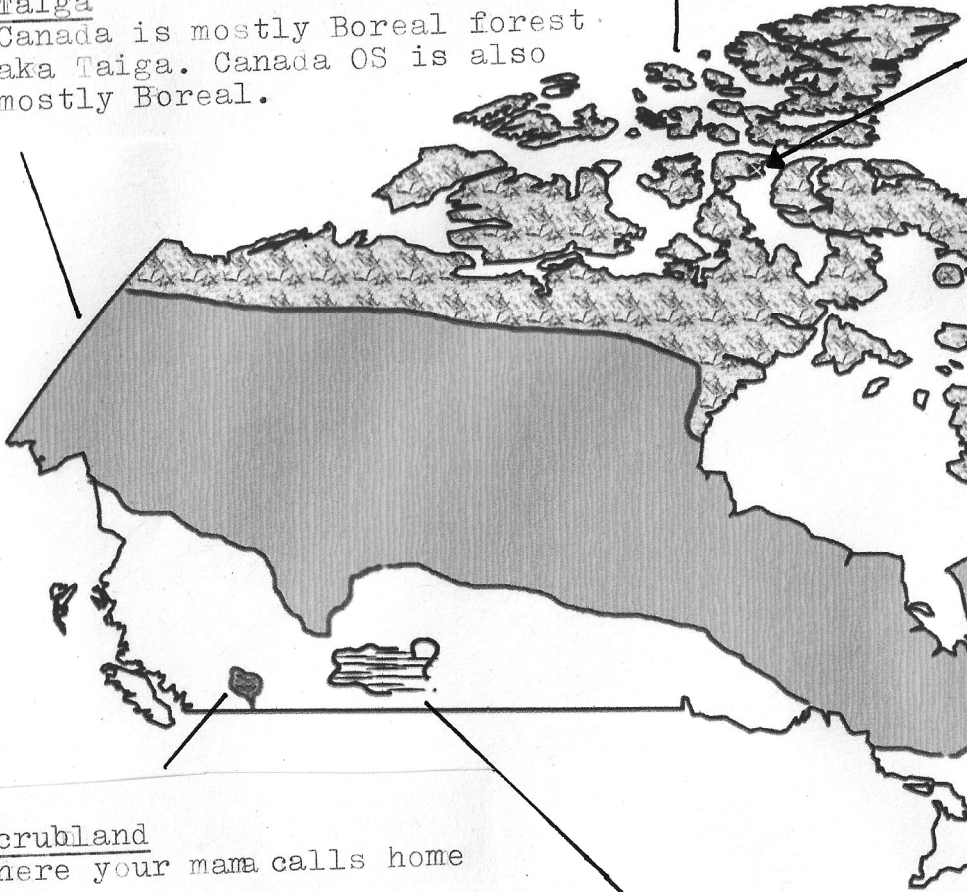
# Canada's Dual Lands

## Tundra

Cold, no trees.  
Sedge, no trolls.

## Taiga

Canada is mostly Boreal forest aka Taiga. Canada OS is also mostly Boreal.



## Scrubland

Where your mama calls home

## Plateau

Plateaux are everywhere. All of Yukon is a plateau, (so says wikipedia). Here's the Interior Plateau that is also a scrubland.

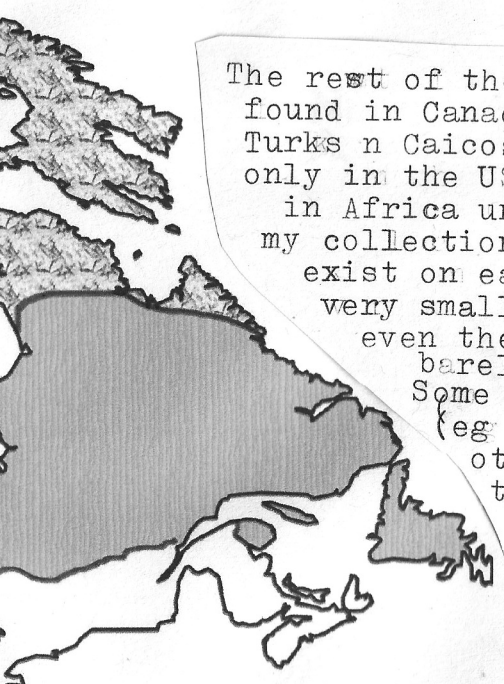
## Badlands

Drumheller is n  
they are speck  
Ontario has s  
four Atlases bu  
map. Just trust



### Volcanic Island

Not technically an Original Nine dual land but since I went out of my way to find one...



The rest of the dual lands cannot be found in Canada. Trop, obviously, until Turks n Caicos joins, anyway. Bayous only in the USA. Savannahs are only in Africa unless you count the 13 in my collection. Underground Seas don't exist on earth. There are a few very small underground lakes but even the ones in Canada could barely be called a lake. Some of the duals are biomes (eg tundra & taiga) while others are geological features (eg plateau, volc). Also, tropics aren't an Earth-specific thing so Dominia could have it as well.

\* Wrong. Savannahs are located outside of Africa as well -- including Australia, South America, and India.

most famous for badlands but  
riled all over AB and SK. Even  
some. I looked all over, including  
at couldn't find a comprehensive  
st me.

# Antiquities

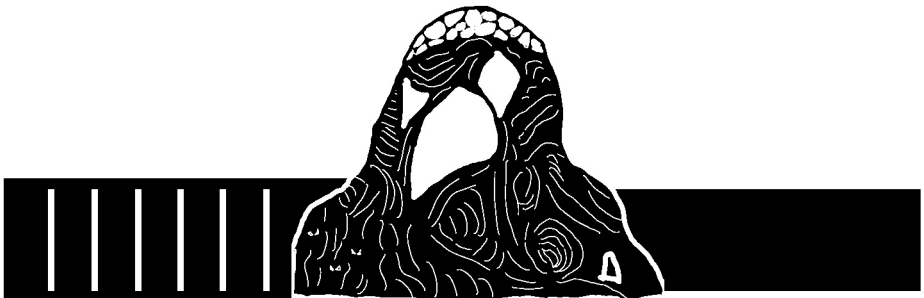


# Finger Puppets

Two great adversaries face-off like you've never seen before. Cut out, score the white lines on the band and adjust to fit. How the final act plays out is up to you.



"You know there are four of us in Boreal?"



4 Workshops in chorus: "We Know"

# BASE SET TIER LIST

S



The literal original set is perfectly perfect. All colouring and card styles are uniform and it's got everything a magic player could ever need. Alpha is the ultimate flex.

A



Unlimited is a better beta -- beautiful white border and half the price. Summer is a better revised -- gorgeous rich colours and, yes, it's a a hundred times more expensive than revised but considering it's a thousand times prettier and a thousand times more rare, you're getting great value.

B



FWB

Beta is a worse Alpha. It has some mismatched colours (Icy, Channel, REB) and added the totally unnecessary tenth dual land. (Volc is ugly, it doesn't match with the rest of the duals, and it only goes in jerk decks.) CE is identical to beta except a fraction of the price. FWB is poor-man's summer.

C



Fourth edition looks great but, sadly, feels out of place with the rest of the OS sets. We'd be in for tough times if 4th didn't come with many of the A-list creatures so thanks for the lions and angels. IE is wonderful but no one should be paying a penny more for a word on the back that they'll never see.

D



FBB

I'm grateful that ten-cent Erhnams exist because I don't think the OS world could handle another \$2000 Arabian Nights djinn. I've always liked that Chronicles included the set logo on its white border cards so I'd give it a D-and-a-half.

F



I wish that Summer was Revised and Revised was Summer. Then OS billionaires could flaunt their uniquely faded cards while the magic world at large could enjoy vibrant duals instead of the wimpy, washed-out versions we all suffer through. Revised is the worst-looking set in all of the game's history and I hate that it ruined two genies (the Serendib Efreet and the Ifh-Biff Efreet) through its infamous misprint.

# Ancestral Recall; the Necro Summer of 1996

For normy peoples, the nostalgia of the summer 1996 is made by President Whitmore's epic speech in Independence Day and the annoying *You Learn* by Alanis Morissette. But for us, Magic nerds, the summer 96 will forever be known as the Necro Summer, the golden age of the black deck. In the pages of the *Duelist* magazine at the time, George Baxter wrote: One great evil exists in the metagame today, a black sore that festers everywhere.

An opening hand of a 1996 Necrodeck would be recognized by any Oldschooler today; *Factory*, *Stripmine*, *Dark Ritual*, *Specter*, *Hymn To Tourach*, *Drain Life*, *Sengir*, *Terror*, *Disk*, and all the protected-from-white pump knights. What set it apart was the Ice Age card *Necropotence*, which turns your life into cards. Born in Sweden in the winter of 96, after the restriction of *Black Vise*, the Necrodeck archetype spread across the world and soon dominated every major tournament of that year. Even in the Type 1 tournament, it was played along with the 3-year-old *Juzam Djinn* and the *Power 9*. Necrodeck came in multiple forms; some were fully aggro with *Bad Moon*, other preferred 4x *Drain Life* and the restricted *Ivory Tower*, to generate more life for additional cards. Some even added *Throne of Bone*. Brewers splashed blue to Recall their Hymns and Strips from the graveyard or splashed white for *Divine Offering* and *Swords to Plowshares*. There was no limit to your ruthless ambition, when you can turn your life into cards at the end of your opponents' turn.

Of the 122 players at the US National, 44 were playing *Necropotence* and Denis Bentley won the tournament with a Necrodeck splashing *Lightning Bolt* and *Fireball* to beat other Necro players. The World Championship the following month was no different; you either played *Necropotence* or a deck to beat *Necropotence*. Those were *White weenie*, *Erhnamgeddon* or *Turbo-Stasis*. It's not surprising that four Necro players ended up in the top 8, and one of them, the legendary Mark Justice, dressed in business suit and tie, would have won the tournament if he had not greedily milled himself in the final match. The community had enough and in the months following the World Championship, *Wizard of the Coast* targetted the Necrodeck by restricting *Strip Mine* and *Hymn to Tourach*, which put an end to the Necro Summer. *Necropotence* itself would receive the ban hammer in every format four years later.

-Jason K



# \$10 CARD \$NOB

## Frankenstein's Monster

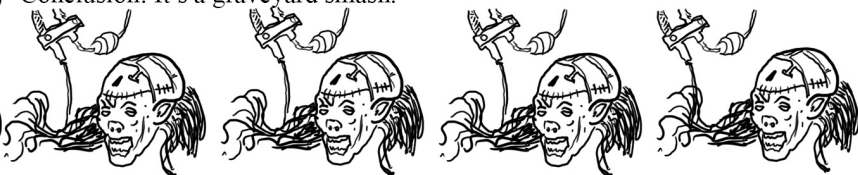
By Cameron

Do you swig Frankenstein's Monster, wiping the dribble on your sleeve between disgraceful belches? Or do you lightly sip and let the aromas of soil and putrefaction sting your senses as you build a creature most foul? Frankie is probably the most on-theme card in The Dark expansion: pilfer your graveyard for corpses to stitch together a Monster with a variety of x/x counters on based on the number of creatures you remove from the game. When all is done, you're left with a single, giant creature. When you drink Da Frank, you drink alone.

No standout pairings here; no one afford Bazaar of Baghdads. A tapas plate of early game one-drops to fill your graveyard up with a Chronicles copy of Ashnod's Altar would work. Let that mana soak up a weighty pour of *Monstre de Franciois*. You'll know when the bottle is empty by the puddle of sick left by your opponent's Swords to Plowshares.

Recently I watched a Tik-Tok that explained how the song "Monster Mash" isn't actually the Monster Mash, but rather a song that goes on to describe how people react to it. "Whatever happened to my Transylvania Twist?" Magic: The Gathering card Frankenstein's Monster similarly asks, "whatever happened to my boardstate?"

Conclusion: It's a graveyard smash.



# DEAR INTERRUPT,

Welcome, gals and ghouls, to our inaugural Letter to the Editor section "Dear Interrupt," Our rotating crew of contributors will answer all your pressing questions about everything Old School. Had something wild happen to you during a match? Heard a crazy rumour? Maybe just something to say about how we do things here at Interrupt (yeah right)? Send 'em all! We'll cut out the boring bits and post the rest here. We can't wait to hear from you!

**Dear Interrupt,**

I recently left my toddler unattended and he got his grabby little paws on my blue deck. I now have a chewed up beta stasis covered in toddler spit. Have you seen what those cost these days? What do I do?

Sincerely,

Soggy and Surly, Sackville NB.

**Dear Soggy,**

See even a baby knows you shouldn't play stasis. Your letter failed to mention whether the card's still sleeve playable so I assume you only want me to comment on whether or not to hold on to the baby: ehhhh sure. You're going to need someone to play with when all your friends abandon you for playing stasis.

**Dear Interrupt,**

A friend asked me to take a picture of his all-foil-cards vintage cube and the shine from the camera flash has left me permanently blind. Should I sue him?

Flashbanged and Furious, Flin Flon MB.

**Dear Flashbanged,**

You know this is an Old School zine, right? Half of us wouldn't recognize the soggy pringles Hasbro calls foil cards and the other half starts frothing angrily at their mere mention. Anyway, litigation is expensive. Instead, I suggest investing in a pair of cool sunglasses. They'll protect your eyes from any more damage and make you look cool and mysterious while you play, like 2004 World Series of Poker main event champion Grey Raymer.

**Dear Interrupt,**

I'm travelling down south for my first international OS event. I have a lot of rare and expensive cards and I'm scared about transporting my deck across the border. Can I pack it in a metal suitcase and check my cards in with my luggage? I don't want some TSA agent to beat me with his rod of ruin.

Nervous Newbie, Newmarket ON.

**Dear Nervous,**

I've heard rumours that the people working the x-ray machines hate seeing big blocks of unidentified organic matter, so they may very well tear apart your luggage to investigate. To prevent this, maybe try writing clear bold warnings on the outside of your deckbox. Something short and sweet like: "Danger! Radioactive biohazard! This box may explode from the slightest touch!" Bon voyage!



**Third Issue of Interrupt  
Late Autumn 2023**

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**Next Time**

- Our financial analyst helps you determine if Beta P9 or a house is the better investment for your family
- Swedish events poised to remove Unlimited from list of legal sets
- Summer 40 league folds after 13 consecutive months without a single registered player
- Booster Boxing: cracking packs AND skulls.
- The fungusaur diet explained
- Cooking with cardboard: a recipe for disaster



# DOMINIA ASSEMBLY- WORKER'S UNION 994

WAPPA\*

- TIME OFF FOR SUMMONING SICKNESS
- COMBAT BUFFS THAT KEEP UP WITH INFLATION
- INCREASE STARTING SALARY TO 3/3



WE GENERATE  
THE MANA • WE SMITE  
OUR ENEMIES • WE  
DEFEND OUR MOTHER'S  
LAND • WE ARE POWER

Kevin