

Interrupts that Target Permanents?

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Avoid Fate and Ring of Immortals are *Legends* cards that could, according to their printed text, counter interrupts or enchantments that target permanents you control.



(What's an interrupt, you ask? The interrupt is an obsolete card type from before the rules change in 1999's Classic Sixth Edition set. An interrupt was similar to an instant, but it literally interrupted the normal rules regarding the stack and could generally only be targeted by another interrupt.)

Now, it's fine to counter a **Control Magic** or other nasty enchantment with those spells, but it wasn't very common for them to target interrupts. That's because not very many interrupts *could* target permanents. Spells that targeted spells, such as counterspells, and mana-generating spells such as **Dark Ritual** made up most of the interrupts at the time. There were a few exceptions, however.

Text-changers such as **Sleight of Mind** and **Magical Hack** were interrupts that could target your permanents. **Red** and **Blue Elemental Blast** were also capable. So you could run a couple sideboarded **Ring of Immortals** to fight those cards, I suppose...



Interrupts to Instants

These days, though, all interrupts have been **Oracle**-ized to become instants, and cards that affected interrupts now affect instants. This change *seriously* improved **Avoid Fate** and **Ring of Immortals**: they can now counter a **Shock** that targets your creature, a **Naturalize** on your enchantment, or an **Oxidize** on your artifact land.

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Read more on interrupts in this [Ben Bleiweiss article](#) from 2002, or in the [original Magic rulebook](#) from 1993!
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