

# Casting Spells

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## Outline

What is a spell?  
Steps of Casting a spell  
Additional Examples

# Outline

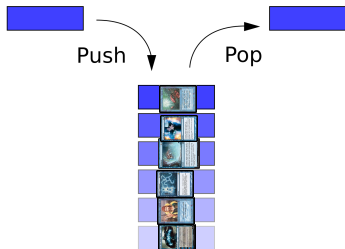
What is a spell?

Steps of Casting a spell

Additional Examples

# What is a spell?

- ▶ Spells are cards on the stack
- ▶ Copies of spells are also spell



# What can be a spell

- ▶ Artifact



# What can be a spell

- ▶ Artifact
- ▶ Creature



# What can be a spell

- ▶ Artifact
- ▶ Creature
- ▶ Enchantment



# What can be a spell

- ▶ Artifact
- ▶ Creature
- ▶ Enchantment
- ▶ Instant



# What can be a spell

- ▶ Artifact
- ▶ Creature
- ▶ Enchantment
- ▶ Instant
- ▶ Planeswalker





# What can be a spell

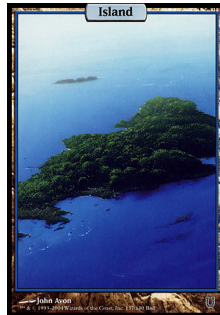
- ▶ Artifact
- ▶ Creature
- ▶ Enchantment
- ▶ Instant
- ▶ Planeswalker
- ▶ Sorcery



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# What can not be a spell

## ► LANDS



# What can not be a spell

## ► LANDS



# What can not be a spell

- ▶ LANDS
- ▶ Conspiracy



# What can not be a spell

- ▶ LANDS
- ▶ Conspiracy
- ▶ Phenomenon



# What can not be a spell

- ▶ LANDS
- ▶ Conspiracy
- ▶ Phenomenon
- ▶ Plane



## What can not be a spell

- ▶ LANDS
- ▶ Conspiracy
- ▶ Phenomenon
- ▶ Plane
- ▶ Scheme



## What can not be a spell

- ▶ LANDS
- ▶ Conspiracy
- ▶ Phenomenon
- ▶ Plane
- ▶ Scheme
- ▶ Vanguard



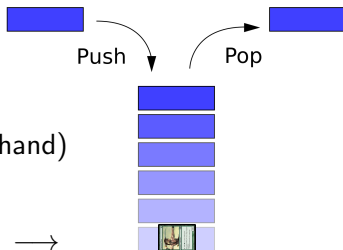


# Steps of Casting a Spell

- ▶ Announce Spell
- ▶ Choices
- ▶ Targets
- ▶ Distribute
- ▶ Determine Cost
- ▶ Mana Abilities
- ▶ Payment

# Announce Spell

- ▶ Announce “I am casting this spell”
- ▶ Move to top of stack (usually from hand)



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Spell is cast

# Choices

## ► Modes

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# Choices

- ▶ Modes
- ▶ Splice

# Choices

- ▶ Modes
- ▶ Splice
- ▶ Additional Costs

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## Choices

- ▶ Modes
- ▶ Splice
- ▶ Additional Costs
- ▶ Alternative Costs

## Choices

- ▶ Modes
- ▶ Splice
- ▶ Additional Costs
- ▶ Alternative Costs
- ▶ Choose X

## Choices

- ▶ Modes
- ▶ Splice
- ▶ Additional Costs
- ▶ Alternative Costs
- ▶ Choose X
- ▶ Hybrid/Phyrexian Mana



## Choices

- ▶ Modes
- ▶ Splice
- ▶ Additional Costs
- ▶ Alternative Costs
- ▶ Choose X
- ▶ Hybrid/Phyrexian Mana

# Targets

- ▶ Choose number of targets, if variable
- ▶ Must choose all legal target
- ▶ Target same object once per instance of word “target”

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# Distribute

- ▶ Divide/Distribute
- ▶ At least 1 per target

## Determine Cost

- ▶ Apply cost additions
- ▶ Then, apply cost reductions
- ▶ Finally, apply effects on total costs (Trinisphere)

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- Spell is cast

## Mana Abilities

- ▶ Activate mana abilities (only if mana required for payment)

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# Payment

Pay costs in any order

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## Payment

- ▶ Spell becomes cast
- ▶ Trigger trigger

# Additional Examples

blah