Casting Spells

Bobby Fortanely

September 6, 2014

Outline
What is a Spell?
Steps of Casting a Spell
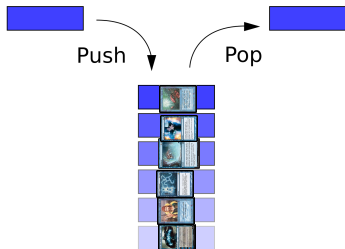Activating Abilities
Infractions

Outline

What is a Spell?

Steps of Casting a Spell

Activating Abilities

Infractions

What is a Spell?

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

Push   Pop

Outline
What is a Spell?
Steps of Casting a Spell
Activating Abilities
Infractions

What can be a spell

- Artifact

Outline
What is a Spell?
Steps of Casting a Spell
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Infractions

What can be a spell

- Artifact
- Creature

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What is a Spell?
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What can be a spell

- Artifact
- Creature
- Enchantment

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What is a Spell?
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What can be a spell

- Artifact
- Creature
- Enchantment
- Instant

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What is a Spell?
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What can be a spell

- Artifact
- Creature
- Enchantment
- Instant
- Planeswalker

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What can be a spell

- Artifact
- Creature
- Enchantment
- Instant
- Planeswalker
- Sorcery.

Outline
What is a Spell?
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What can not be a spell

- LAND

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What is a Spell?
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What can not be a spell

- ▶ LAND

Outline
What is a Spell?
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Infractions

What can not be a spell

- LAND
- Conspiracy

Outline
What is a Spell?
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What can not be a spell

- LAND
- Conspiracy
- Phenomenon

Outline
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- LAND
- Conspiracy
- Phenomenon
- Plane

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What can not be a spell

- LAND
- Conspiracy
- Phenomenon
- Plane
- Scheme

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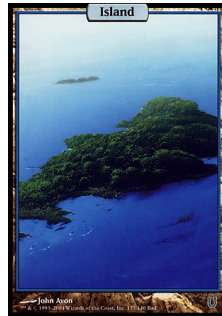
What can not be a spell

- LAND
- Conspiracy
- Phenomenon
- Plane
- Scheme
- Vanguard.

Steps of Casting a Spell

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

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What is a Spell?
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Steps of Casting a Spell
Announce Spell
Choices
Targets
Distribute
Determine Cost
Mana Abilities
Payment
Spell is cast

Announce Spell

- Announce "I am casting this spell"
- Move to top of stack (usually from hand).
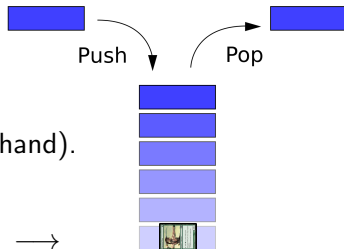
Choices

- Modes

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Choices

- Modes
- Splice

Choices

- Modes
- Splice
- Additional Costs

Choices

- Modes
- Splice
- Additional Costs
- Alternative Costs

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.

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Choices

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

Targets

▶ Choose number of targets, if variable

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Targets

- Choose number of targets, if variable
- Must choose all legal targets

Targets

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

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Targets

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

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Distribute

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

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Determine Cost

- Start with mana/alternative cost
- Apply cost additions

Determine Cost

- Start with mana/alternative cost
- Apply cost additions
- Then, apply cost reductions

Determine Cost

- Start with mana/alternative cost
- Apply cost additions
- Then, apply cost reductions
- Finally, apply effects on total costs.

Determine Cost

- Calculated cost becomes locked in

Determine Cost

- Calculated cost becomes locked in
- Even if objects modifying the cost stop modifying the cost.

Mana Abilities

► Activate mana abilites

Mana Abilities

- Activate mana abilites (only if mana required for payment).

Mana Abilities

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Mana Abilities
Payment
Spell is cast

Payment

Pay costs in any order.

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Mana Abilities
Payment
Spell is cast

Payment

Spell is cast

- Spell becomes cast
- Trigger triggers.

Spell is cast

- Spell becomes cast
- Trigger triggers.

Review Steps of Casting a Spell

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

Activating Abilities

[*Cost*] : [*Effect*] [Activation instructions (if any)]

Outline
What is a Spell?
Steps of Casting a Spell
Activating Abilities
Infractions

Similarity to Casting Spells
Differences from Casting Spells

Activating Abilities

Return a Forest you control
to its owner's hand:
Untap target creature.
Activate this ability only once each turn.

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Similarity to Casting Spells
Differences from Casting Spells

Similarity to Casting Spells

Same steps as casting spells.

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Differences from Casting Spells

Similarity to Casting Spells

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Differences from Casting Spells

Regular REL

Backup

Regular REL

Backup or don't.

Outline
What is a Spell?
Steps of Casting a Spell
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Regular REL
Competitive REL

Regular REL

Backup or don't.

Competitive REL

▶ Game Play Error — Game Rule Violation

Competitive REL

- Game Play Error — Game Rule Violation
- Backup

Competitive REL

- Game Play Error — Game Rule Violation
- Backup or don't

Competitive REL

- Game Play Error — Game Rule Violation
- Backup or don't
- Game Play Error — Failure to Maintain Game State

Competitive REL

- Game Play Error — Game Rule Violation
- Backup or don't
- Game Play Error — Failure to Maintain Game State(maybe).

Casting Spells

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