# Casting Spells

Bobby Fortanely

September 6, 2014

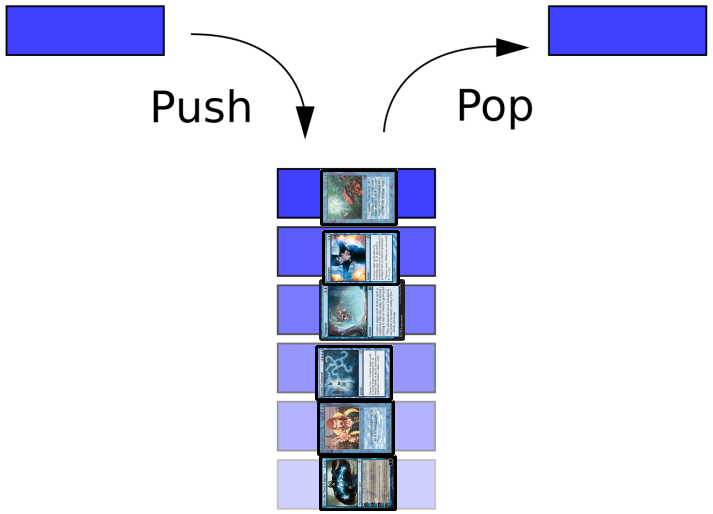
# Outline

What is a spell?

Steps of Casting a spell

# 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.

# What can not be a spell

- LAND

# What can not be a spell

- LAND

# What can not be a spell

- LAND
- Conspiracy

# What can not be a spell

- LAND
- Conspiracy
- Phenomenon

# What can not be a spell

- LAND
- Conspiracy
- Phenomenon
- Plane

# What can not be a spell

- LAND
- Conspiracy
- Phenomenon
- Plane
- Scheme

# What can not be a spell

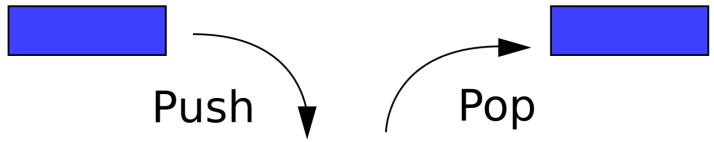
- LAND
- Conspiracy
- Phenomenon
- Plane
- Scheme
- Vanguard.

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

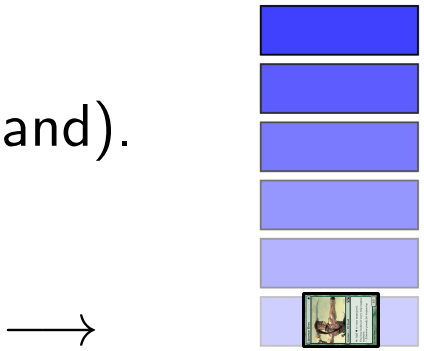
# Steps of Casting a Spell

- 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).



# Choices

- Modes

# 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.

# Choices

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

# Targets

- Choose number of targets, if variable

# 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”.

# Targets

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

# Distribute

- Divide/Distribute
- At least 1 per target.

# 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

# Payment

Pay costs in any order.

# Payment

Altar's Reap
Instant
As an additional cost to cast Altar's Reap, sacrifice a creature.
Draw two cards.
"Don't worry, your death will be as informative as possible."
—Gorghul, augur of skulls
Donato Giancola

Thalia, Guardian of Thraben
Legendary Creature — Human Soldier
First strike
Noncreature spells cost 1 more to cast.
"Thraben is our home and I will not see it fall to this unhallowed horde."
Jana Schirmer & Johannes Voss
2/1

# 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

# Casting Spells

Bobby Fortanely

September 6, 2014