

# Casting Spells

Bobby Fortanelly

September 6, 2014

## Outline

What is a Spell?  
Steps of Casting a Spell  
Activated Abilities  
Infractions

# Outline

What is a Spell?

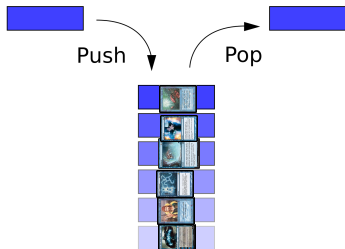
Steps of Casting a Spell

Activated Abilities

Infractions

# 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.



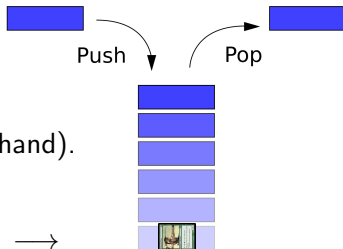


# Steps of Casting a Spell

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

# Announce Spell

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



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Targets  
Distribute  
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Payment  
Spell is cast

## Choices

### ► Modes



## 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



## 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.



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# Targets

- Choose number of targets, if variable



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# Targets

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



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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”.



# 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.

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- Spell is cast

# Mana Abilities

- ▶ Activate mana abilities

## Mana Abilities

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

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## Mana Abilities



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## Payment

Pay costs in any order.





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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

# Activated Abilities

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

## Activated Abilities

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



## Similarity to Casting Spells

Same steps as casting spells.

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Similarity to Casting Spells  
Differences from Casting Spells

## Similarity to Casting Spells





## Differences from Casting Spells



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## Differences from Casting Spells



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Regular REL  
Competitive REL

# Regular REL

Backup

# Regular REL

Backup or don't.

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Regular REL  
Competitive REL

## Regular REL

Backup or don't.



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Regular REL  
**Competitive REL**

# Competitive REL

# 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).

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