Casting Spells

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Outline

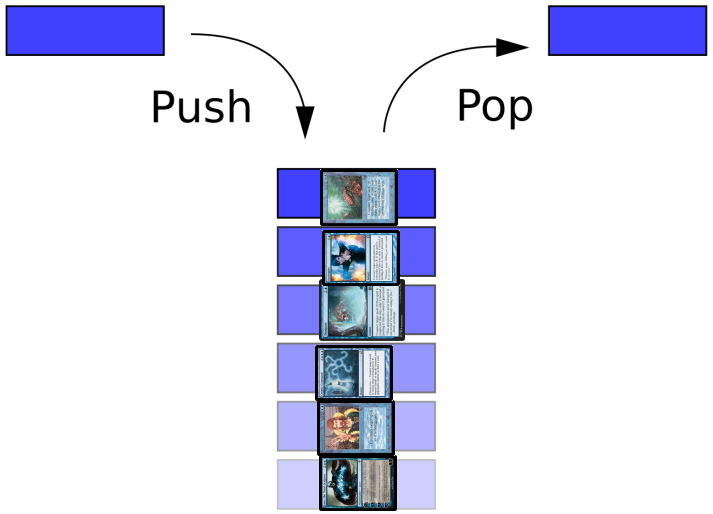
What is a spell?

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

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

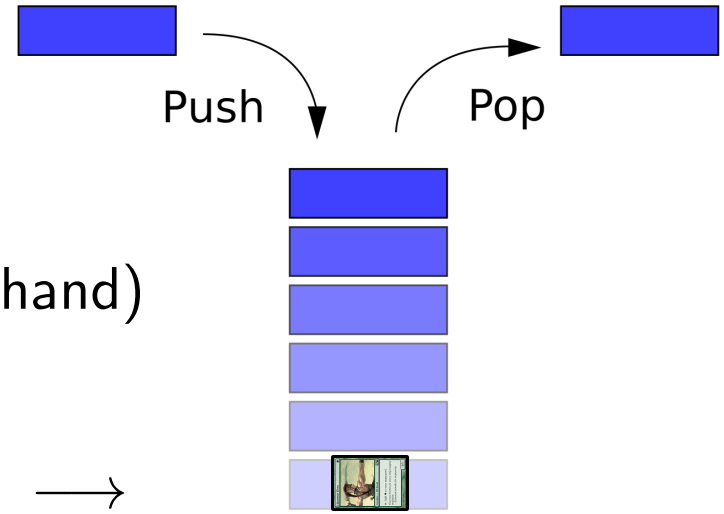
- LAND
- Conspiracy
- Phenomenon
- Plane
- Scheme
- Vanguard

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

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- Splice
- Additional Costs

Choices

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- Alternative Costs

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- Choose X

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- Hybrid/Phyrexian Mana

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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)

Mana Abilities

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

Payment

Pay costs in any order

Payment

- Spell becomes cast
- Trigger trigger

Additional Examples

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