

Augment

* Please note that while this primer provides a guide for the originally intended uses of the augment style, you the user are in no way bound to use the template in that manner. If you find a new use for the template, do so, and feel free to share what you've done with it.

Basic Use

The augment template is meant to take modal spells to the new level, by providing the user with choices about what they pay and what effects they get from the spell. Let's see an example.



The first thing to point out on an augment card is the partitioned textbox. This represents the three possible costs and effects for the spell. When casting the spell, you may choose to pay any one, any two, or all three of the costs for the spell to have the corresponding effects. So, augment cards are laid out in the following manner:

[cost A]: Effect A.

[cost B]: Effect B.

[cost C]: Effect C.

If a player were to choose to pay cost A for the above example, the spell will have a casting cost of G and will cause a target creature to get +2/+2 until end of turn. If a player were to choose to pay costs A and C, the spell will have a casting cost of 4GG and will cause a target creature to get +2/+2 until end of turn and

another or the same target creature to get +6/+6 until end of turn. If a player were to choose to pay all three costs, the spell would cost 6GGG and would each of the three separate effects would take place.

- In any zone other than the stack, the card has three casting costs, and a converted mana cost for each of the three casting costs. This is similar to split cards.
- On the stack, the card has a casting cost for each partition that was paid for, and a single converted mana cost that is the sum of all casting costs that were paid for it. This is similar to split cards with fuse.
- In any other rules questions, the question should be interpreted using the rules for split cards, except that there are three possible casting costs, and one of every other characteristic.

Let's look at another sample render.



In the case of Military Mobilization, the spell's colors may vary based on the casting costs and what zone the card is in.

- In any zone other than the stack, the card has colors corresponding to each of its casting costs. So, Military Mobilization would be white, red, and multicolor. This is similar to split cards.
- On the stack, the card has colors corresponding to the casting costs that were paid. So, if only the first cost is paid, the card is white. If the first and third costs were paid, the card is both white and red. This is similar to split cards with fuse.

Design Implications



An augment card's costs and effects should be determined as though they were each on a separate card. If one of three partitions would have a multicolor cost if it was on a card by itself, then it should have a multicolor cost on the augment card. If a partition could exist on a card with a hybrid casting cost, then it could have a hybrid casting cost on the augment card.