



**Magic Crawl**

# Magic Crawl

A *hex crawl* using Magic: The Gathering cards

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**Magic Crawl** is a solo **Magic: The Gathering** method, in which you use a deck to explore a randomly generated and populated map using, respectively, lands and creatures cards.

## Components

- 1 deck of any format (Standard, Commander, Legacy, and so forth).
- 40 basic land cards, 8 of each color.
- 40 creature cards, 8 of each color. Colorless or multicolored creatures may be picked, but there can't be no more than 8 cards for each color.
- 1 hex grid.
- 1 token or miniature to mark your current position on the map.
- 1 six-sided die.

## Setup

1. Set aside 36 basic land cards (6 for each color) and divide them into five **Land Piles** according to the following table:

	1 Plains	2 Forest	3 Mountain	4 Swamp	5 Island	Total
Forest	1	3	1	1		6
Island	1			2	3	6
Mountain	1	1	4			6
Swamp	1	1		2	2	6
Plains	2	1	1	1	1	6
	6	6	6	6	6	36

- Split the 40 creature cards into five **Encounter Piles**, one for each color, and add the remaining 2 basic lands to each pile in order to have the following distribution:

	1 Plains	2 Forest	3 Mountain	4 Swamp	5 Island	Total
Creatures	8	8	8	8	8	40
Lands	2	2	2	2	2	10
	10	10	10	10	10	50

- Shuffle your main deck and play three preparation rounds, drawing cards, playing lands, casting spells, activating abilities and so forth, like in a regular **Magic: The Gathering** game.
- Choose a hex to start exploring, preferably one in the middle of the grid.
- Choose (or randomize) a mana color for the first hex and define its six adjacent hexes according to the exploration rule described below.

## Playing

The game consists in moving your token/miniature through the map. At each hex reached, you will have the creatures and spells under your control to face the creatures that you may encounter on the way.

Encountered creatures will attack in a regular way, targeting you; in turn, you must direct your creatures' attacks directly to the encountered creatures, since there is no opponent to defeat.

Spells that target the opposing player – such as those that force cards to be discarded, for instance – must be removed from the main deck or immediately discarded during play, as they will have no effect.

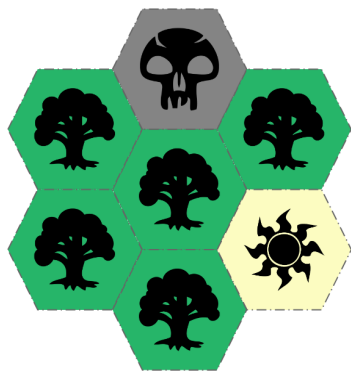
Finally, you will begin the game with a starting life total according to your deck format: 40 life total for a Commander deck or 20 life total for other formats.

# Exploring the Map

When entering an unexplored hex, you will have to define its unmapped neighboring hexes. For *each one* of them:

- 1. Shuffle the **Land Pile** corresponding to the current hex color.
- 2. Draw a card to define the new terrain.
- 3. Return the card to the pile.

In the example below, the first hex was a Forest, and its six neighboring hexes drawn from the **Forest Land Pile** were, in clockwise order: Swamp, Forest, Plains, Forest, Forest and another Forest.



If you're not able to create the **Land Piles** as described in the **Setup**, you can roll **1d6** on the table below for each neighboring hex, considering the column to be consulted as the one corresponding to the current hex color:

1d6	Plains	Forest	Mountain	Swamp	Island
1	Island	Mountain	Plains	Plains	Swamp
2	Forest	Plains	Mountain	Island	Swamp
3	Plains	Forest	Mountain	Swamp	Island
4	Plains	Forest	Mountain	Swamp	Island
5	Mountain	Forest	Mountain	Island	Island
6	Swamp	Swamp	Forest	Forest	Plains

## Encounters

With the exception of the starting hex, when entering an unexplored hex, you will have to establish the encounter. To do this:

1. Shuffle the **Encounter Pile** corresponding to the current hex color.
2. Draw a card to define the encounter:
  - If the card drawn is a land, nothing happens.
  - If the card drawn is a creature:
    - The creature gains "Haste" and "This creature attacks each turn if able".
    - The creature will attack according to the regular **Magic: The Gathering** combat rules. If the creature is defeated, the encounter ends; if the creature is not defeated, play a regular turn, drawing a card, playing a land, casting spells, attacking the creature, etc.

At the end of your turn, if the creature is not defeated, all damage dealt to it is removed and it will attack again, restarting the combat steps described.

## Ending the Encounter

At the end of an encounter:

1. Return the card (land or creature) to its corresponding pile.
2. Play a preparation round, drawing a card, playing a land, casting spells, activating abilities and so forth.
3. Choose a new hex and move your token/miniature to it, following the exploration and encounter rules described earlier.

## Ending the Game

Since this variant is focused on exploring a map, the main goal may be one (or both) of the following:

- Defeat a specific creature, chosen previously at the start of the game
- Go from one point to another on the map, chosen in advance

Aside from these winning conditions, the game can end like in a regular **Magic: The Gathering** game, when your life total drops to 0 (zero) or when you don't have any more cards to draw from your library.

## Expanding

To expand the game possibilities, you can make the following changes:

- Include multicolored lands – such as **Tranquil Cove** or **Rugged Highlands**, for example – in the **Land Piles**, respecting the maximum of one per pile. These multicolor lands must be discarded once drawn, giving way back to the basic lands they replaced. In addition, the exploration and encounter rules will undergo the following adjustments:
  - Lands in adjacent hexes can be drawn from the piles corresponding to the multicolored land's colors.
  - Creatures encountered can be drawn from the piles corresponding to the multicolored land's colors.
- Include colorless lands – like **Urza's Mine**, for example – in the **Land Piles**, respecting the maximum of one per pile. These colorless lands must be unique, and must be discarded once drawn, giving way back to the basic lands they replaced.

During exploration, choose (or randomize) a mana color for the current hex – like it was done for the first hex – and define its six adjacent hexes according to the exploration rule.

Encounters in a colorless terrain can be drawn from any **Encounter Pile**. After defeating a creature, as a reward you can look from one artifact in your library and put it on your hand. Finally, the search for a specific artifact can be considered a winning condition.

- Include sorceries or instants in the **Encounter Piles**, respecting the maximum of one per pile. Once resolved its effects, these spells must be discarded and replaced by a creature in order to keep the pile distribution as indicated in the **Setup**.
- Discard the defeated creatures and replace them by new (and preferably powerful) ones, in order to avoid repeating encounters.

# Adjusting

To increase the randomness of the **Land Piles**, adopt the distribution below:

	<b>1 Plains</b>	<b>2 Forest</b>	<b>3 Mountain</b>	<b>4 Swamp</b>	<b>5 Island</b>	<b>Total</b>
Forest	3	7	2	5	3	<b>20</b>
Island	5	3	3	2	7	<b>20</b>
Mountain	2	5	7	3	3	<b>20</b>
Swamp	3	2	3	7	5	<b>20</b>
Plains	7	3	5	3	2	<b>20</b>
	<b>20</b>	<b>20</b>	<b>20</b>	<b>20</b>	<b>20</b>	<b>100</b>

To increase the difficulty level:

- Lower your starting life total.
- Lower the number of starting preparation rounds.
- At each encounter, draw a number of creatures greater than the number of creatures you control.
- Activate an enchantment that weakens your creatures.
- When facing a creature, roll **1d6**. If you get a 6, the creature gains, according to its color:
  - Black: Deathtouch;
  - Blue: Menace;
  - Green: Trample;
  - Red: First Strike;
  - White: Flying;
  - Colorless: Indestructible.
- Instead of relying on the lands in your deck, you can only draw mana from lands you've already mapped.
- Consider defeating all creatures from a certain color as the main goal.

