

# MTG TO D&D 5E

## CREATURES

### MANA COST

**Initial CR Calculation:** The creature's converted mana cost is equal to the Monster's initial CR, plus or minus one at the DM's discretion.

2. The creature's colour(s) determine the elemental subtype of the Monster, what kind of damage it deals, and its alignment... when flavour allows. (for example, a red creature might be a Chaotic-Neutral Outsider [Fire]).

Mana Colour	Damage and Ability Types
White 	Radiant, Physical Damage; Healing.
Blue 	Cold, Force or Psychic Damage; Spells.
Black 	Necrotic or Poison Damage; Level Drain.
Red 	Lightning or Physical Damage;
Green 	Thunder or Physical Damage; Conditions.
Colourless 	Force or Physical Damage.

### RARITY

Rarity determines the Monster's final CR, Spell casting level for casters, number of additional traits and possible class levels.

Rarity in MtG	CR Bonus	Spell Casting Level	Traits	Class Levels
Common	-	Spell Levels Level 1-2	-	-
Uncommon	+1 to +3	Spell Levels 1-4	1	1-3
Rare	+2 to +4	Spell Levels 1-7	2	4-10
Mythic Rare	+6 to +10	Spell Levels 1-9	3	11-16

### POWER

The creature's Power determines the Monster's ability scores, damage die and number of attacks.

**Ability Scores:** The Monster's 2 main ability scores are, for a non-spellcasting class, Strength and Dexterity. For the Spellcasting classes, it's either Strength/Dexterity, and then its ability score used to determine the spells it casts (Intelligence, Wisdom, or Charisma). One score is equal to 15+half the Monster's CR, rounded up and the remaining score is equal to 13+half the Monster's CR (With a limit to 22 for each). The DM chooses which is which. (for example, a CR3 rogue might have 17 Dexterity and 15 Strength, while a CR3 Wizard might have 17 Intelligence and 15 Dexterity.). The Remaining Stats should be each lower by two than the last stat (Example: 17, 15, 13, 11, 9, 7).

**Damage:** For each 1 Power on a creature, the Monster has that many damage dice, depending on the CR. The type of die is the DM's discretion. (for example: a 1/1 might has and a 1d4 for it's damage if it's just a saproling token, or it could have a 1d12 if it's some sort of barbarian or otherwise ferocious creature).

**# Attacks per round:** Creature attacks once per each Power number for the first two and then increases the number of attacks/actions per 2 Power.

### TOUGHNESS

The Creature's Toughness determines the Monster's Hit Points and Armor Class.

**Hit Points:** The Monster's HD are equal to its CR (based on the creature's converted mana cost and rarity) plus it's level times the creature's Toughness. The type of die for the HD is determined by the DM. (for example, a 3/3 for 4 mana might have 3d8+12 Hit Points)

**Armor Class:** The Monster's Armor Class is equal to the 10+ Monster's Dexterity+ creature's Toughness.

CREATURE ABILITIES

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<b>+1 Power</b>	+1 damage dice per +1 power.
<b>+1 Toughness</b>	10% more hitpoints per +1 toughness - if triggered late +temp HP or heal.
<b>Activate with</b> Ⓛ/Ⓜ/Ⓜ/Ⓜ/Ⓜ/Ⓜ	Takes spell point /resource of x or has limited uses.
<b>Can't be blocked by...</b>	+ 2 bonuses to AC.
<b>Counterspell</b>	shield that blocks 1 magic attack - need to do DC check to bypass.
<b>Deals ⊗ damage</b>	Has an ability that hits automatically for x damage, but has save for half damage.
<b>Deathtouch</b>	Has bonus damage on a hit, akin to sneak attack.
<b>Defender</b>	As a reaction can block hits.
<b>Destroy target creature</b>	Automatic critical on a hit.
<b>Double strike</b>	Both properties of first strike.
<b>Draw/discard a card</b>	give one ability a recharge property.
<b>Exiled</b>	The creature vanishes to another plane of existence.
<b>Fear</b>	Has an ability that inflicts the frightened condition.
<b>First strike</b>	+ proficiency to the initiative or +1 attack.
<b>Flanking</b>	Pack Tactics or Reaction on being attacked.
<b>Flash</b>	Invisibility or adv. on stealth or teleportation abilities.
<b>Flying</b>	creature flies :-D

<b>haste</b>	+ proficiency bonus to initiative and Surprise Attack ability.
<b>Hexproof/Shroud</b>	Resistance to Magic.
<b>Indestructible</b>	Has resistances to non-magical damage and perhaps a few other types, depending on flavour.
<b>Infect</b>	Deals poison damage and gives poison condition.
<b>Landwalk</b>	Creature gets dmg type of colour - if it has this already, add + hit/dam bonuses.
<b>Lifelink</b>	Drain life ability.
<b>Menace</b>	The creature has uncanny dodge ability.
<b>Morph</b>	Shape changer ability.
<b>Reach</b>	Increase melee or ranged attack range.
<b>Regenerate</b>	1dx HP regained per round, the x being creature's hit dice.
<b>Returned to hand</b>	Ethereal or Incorporeal for x rounds.
<b>Sacrificed</b>	Xan sacrifice itself or triggers ability upon death.
<b>Suspend ⊗</b>	Has a powerful ability that take x rounds to resolve.
<b>tap target creature</b>	Attacks may knock prone on hit; a powerful monster may stun.
<b>Trample</b>	A missed attack still does half damage.
<b>Unblockable</b>	Advantage on attack rolls.
<b>Untap</b>	+ 1 more attack/action.
<b>Vigilance</b>	Has a reaction every round.