

# Phill's Modified Deep IQ 2013

Deep IQ starts first (Phill's tweak, player starts first). Deep IQ turns go as follows:

1. Untap
2. Upkeep—Make the die roll and complete the requirements of the die roll. Deep IQ starts on Table I. Note advancements in the table. (Phill's tweak roll randomly for choice results when all choices are possible)
3. If a token creature is put onto the battlefield, roll to determine the abilities of the creature, adding or subtracting the modifier from the roll.
4. Determine if any creatures will be attacking that turn; attack only when it makes sense for Deep IQ to attack.
5. End the turn.

## Phill's Notes

**Bounce** - Deep IQ replays a bounced permanent the next time it does nothing.

**Discard** - each card Deep IQ discards gives it -2 on it's next turns table rolls.

**Land Destruction** - each land destroyed sets Deep IQ back one table, all = Table 1.

**Milling** - if milling is a focus of your deck Deep IQ's cards start at 53 and drop by one each turn plus whatever you mill.

## Deep IQ's Colour Identity

Roll	Colour identity
1-3	Mono
4-7	2 colour
8-9	3 colour
10	(1-2) 4 colour, (3-6) 5 colour, (7-8) Colourless, (9-10) Artifact

Roll	Colour
1-2	White
3-4	Blue
5-6	Black
7-8	Red
9-10	Green

All of Deep IQ's spells and creatures are of it's colour identity

*Alternatively cycle through the colour combinations with each spell and creature.  
e.g. For WUB the W, U, B, WU, WB, UB, WUB*

## Table I

Roll	Result
1-7	Do nothing.
8	Sacrifice your best <b>target</b> creature.
9-10	Put a 1/1 token on the battlefield (-4).
Advancement Roll: 1-9	

## Token Chart

Roll	Result
1 or less	No extra abilities.
2	+2/+0 and first strike.
3	Regeneration. If the creature uses this ability, subtract 2 from Deep IQ's next roll.
4	+0/+3 and defender.
5	First strike.
6	Protection from: black (1-3), white (4-6), red (7-8), blue (9), or green (10).

## Table II

Roll	Result
1-4	Do nothing.
5-7	Put a 2/2 token on the battlefield (+0).
8	Move Deep IQ up to Table IV.
9-10	Exile your best <b>target</b> creature.
Advancement Roll: 1-8	

## Token Chart

Roll	Result
1 or less	No extra abilities.
2	+2/+0 and first strike.
3	Regeneration. If the creature uses this ability, subtract 2 from Deep IQ's next roll.
4	+0/+3 and defender.
5	First strike.
6	Protection from: black (1-3), white (4-6), red (7-8), blue (9), or green (10).
7	Deathtouch.
8	+2/+2, flying, lifelink.
9	Haste and trample.
10	Roll two more times on this table, with no modifier.

### Table III

Roll	Result
1-3	Do nothing.
4	Put a 2/2 token on the battlefield (+2).
5	Put a 2/1 token on the battlefield (+4).
6	Destroy your best <b>target</b> land.
7	Move Deep IQ up to Table V and put a 1/1 token on the battlefield (+0).
8	Put a 1/1 token on the battlefield (+1) and Deep IQ gets a free roll on Table II.
9	Sacrifice your best creature.
10	Destroy your best <b>target</b> artifact or roll on Spooky Chart (-2).
Advancement Roll: 1-7	

### Token Chart

Roll	Result
1 or less	No extra abilities.
2	+2/+0 and first strike.
3	Regeneration. If the creature uses this ability, subtract 2 from Deep IQ's next roll.
4	+0/+3 and defender.
5	First strike.
6	Protection from: black (1-3), white (4-6), red (7-8), blue (9), or green (10).
7	Deathtouch.
8	+2/+2, flying, lifelink.
9	Haste and trample.
10	Roll two more times on this table, with no modifier.
11	Flying and trample.
12	Protection from a color (see #6) and vigilance.
13	When this creature enters the battlefield, sacrifice one of your creatures at random.
14	First strike and shroud.

### Table IV

Roll	Result
1-3	Do nothing.
4	Put a 4/4 token on the battlefield (+3).
5	Sacrifice your best <b>target</b> creature.
6	Destroy your best <b>target</b> artifact or <b>target</b> enchantment.
7	Exile your best creature.
8	Sacrifice your two best creatures or take 4 damage.
9	Put a 2/4 token on the battlefield (+7) or roll on Spooky Chart (-1).
10	Roll on Spooky Chart (+0).
Advancement Roll: 1-6	

### Token Chart

Roll	Result
1 or less	No extra abilities.
2	+2/+0 and first strike.
3	Regeneration. If the creature uses this ability, subtract 2 from Deep IQ's next roll.
4	+0/+3 and defender.
5	First strike.
6	Protection from: black (1-3), white (4-6), red (7-8), blue (9), or green (10).
7	Deathtouch.
8	+2/+2, flying, lifelink.
9	Haste and trample.
10	Roll two more times on this table, with no modifier.
11	Flying and trample.
12	Protection from a color (see #6) and vigilance.
13	When this creature enters the battlefield, sacrifice one of your creatures at random.
14	First strike and shroud.
15	Protection from a color (see #6), deathtouch, one more roll with the same modifier, and your weakest creature becomes unblockable.
16+	When this creature enters the battlefield, exile target permanent you control.

### Table V

Roll	Result
1-3	Do nothing.
4	Put a 3/4 token on the battlefield (+4).
5	Put a 2/2 token on the battlefield (+2) and Deep IQ gets a free roll on Table III.
6	Destroy your best <b>target</b> creature, <b>target</b> enchantment, or <b>target</b> artifact.
7	Put a 4/4 token on the battlefield (+1).
8	Destroy all lands or put a 4/1 token on the battlefield (+3).
9	Sacrifice your best <b>target</b> creature or roll on Spooky Chart (+1).
10	Roll on Spooky Chart (+2).
Advancement Roll: 1-5	

### Token Chart

Roll	Result
1 or less	No extra abilities.
2	+2/+0 and first strike.
3	Regeneration. If the creature uses this ability, subtract 2 from Deep IQ's next roll.
4	+0/+3 and defender.
5	First strike.
6	Protection from: black (1-3), white (4-6), red (7-8), blue (9), or green (10).
7	Deathtouch.
8	+2/+2, flying, lifelink.
9	Haste and trample.
10	Roll two more times on this table, with no modifier.
11	Flying and trample.
12	Protection from a color (see #6) and vigilance.
13	When this creature enters the battlefield, sacrifice one of your creatures at random.
14	First strike and shroud.

## Table VI

Roll	Result
1-3	Do nothing.
4	1: Sacrifice all lands (red only or do 5-10) 2-3: Destroy (blue bounce) all creatures (black, white, blue only or do 5-10) 4: Sacrifice all artifacts (red only or do 5-10) 5-10: or put a 2/4 token on the battlefield (+3)
5	Put a 4/5 token on the battlefield (+6).
6	Destroy your best target creature
7	You take 6 target damage
8	Destroy your best target artifact, target enchantment, or target land.
9	Exile your best creature or roll on Spooky Chart (+3).
10	Roll on Spooky Chart (+4).
Advancement Roll: None	

## Token Chart

Roll (1d10)	Result
1 or less	No extra abilities.
2	+2/+0 and first strike.
3	Regeneration. If the creature uses this ability, subtract 2 from Deep IQ's next roll.
4	+0/+3 and defender.
5	First strike.
6	Protection from: black (1-3), white (4-6), red (7-8), blue (9), or green (10).
7	Deathtouch.
8	+2/+2, flying, lifelink.
9	Haste and trample.
10	Roll two more times on this table, with no modifier.
11	Flying and trample.
12	Protection from a color (see #6) and vigilance.
13	When this creature enters the battlefield, sacrifice one of your creatures at random.
14	First strike and shroud.
15	Protection from a color (see #6), deathtouch, one more roll with the same modifier, and your weakest creature becomes unblockable.
16+	When this creature enters the battlefield, exile target permanent you control.