

Phill's Modified Deep IQ 2017

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

Annihilate - Treat as Land Destruction. Once on Table 1, sacrifice permanents.

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	<p>Black : Sacrifice your best target creature.</p> <p>Red : Lightning Bolt your best target creature.</p> <p>White : Arrest your best target creature.</p> <p>Blue : Bounce your best target creature.</p> <p>Green : Deep IQ one-way Fights your best target creature.</p> <p>Artifact : Sacrifice your best target creature. DIQ stays on Table I.</p> <p>Colourless : Sacrifice your best target creature. DIQ loses 1 life.</p>
9-10	Put a 1/1 token on the battlefield (-4).
Advancement Roll: 1-9	

Other possible Artifact/Colourless costs

-2 on next roll

drop back a Table

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	<p>White : Exile your best target creature.</p> <p>Red : 4 damage to your best target creature, exile it if it dies.</p> <p>Black : Sacrifice your best target creature.</p> <p>Blue : Bounce your best target creature to the top of your deck.</p> <p>Green : Deep IQ one-way Fights your best target creature with 2 creatures.</p>
Advancement Roll: 1-8	

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	<p>Red / Black / Green : Destroy your best target land.</p> <p>Blue : Bounce your best target land.</p> <p>White : Exile your best target land, reveal until replacement & put into play tapped, shuffle revealed cards into library.</p>
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	<p>Black : Sacrifice your best creature.</p> <p>Red : 4 damage to your best creature.</p> <p>White : Arrest your best creature.</p> <p>Blue : Bounce your best creature.</p> <p>Green : Deep IQ one-way Fights your best creature with 2 creatures.</p>
10	Destroy your best target artifact or roll on Spooky Chart (-2).
Advancement Roll: 1-7	

Table IV

Roll	Result
1-3	Do nothing.
4	Put a 4/4 token on the battlefield (+3).
5	Black : Sacrifice your best target creature. Red : Lightning Bolt your best target creature. White : Arrest your best target creature. Blue : Bounce your best target creature. Green : Deep IQ one-way Fights your best target creature.
6	Destroy your best target artifact or target 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	

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 target creature, target enchantment, or target 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 target creature or roll on Spooky Chart (+1).
10	Roll on Spooky Chart (+2).
Advancement Roll: 1-5	

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	

Phill's Modified Deep IQ 2017 – Token Chart

Mono Bonus: All tokens from mono colour decks receive the additional bonus below.

White	Alternate between: +0/+1 ; and Deep IQ gains 2 life.
Blue	Alternate between: Flying ; and Tap your best untapped creature
Black	You lose 1 life
Red	Alternate between: +1/+0 ; and Deal 1 damage to target creature or player.
Green	Alternate between: +1/+1 ; and Create a 1/1 Saproling

Roll (1d10)	Result
1 or less	No extra abilities.
2	Black , Red : +2/+0 and first strike. White , Artifact , Colourless : +1/+0 and first strike. Blue : Flying
3	Regeneration. If the creature uses this ability, subtract 2 from Deep IQ's next roll.
4	White , Blue : +0/+3 and defender Green : +0/+2 and reach Black , Red , Artifact , Colourless : +0/+2 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	<i>Roll two more times on this table, with no modifier.</i>
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.

Deep IQ 2017 Spooky Chart

Roll	Result
1 or less	Deep IQ plays an enchantment token. While this is on the battlefield, all of its creature tokens gain +1/+1.
2	Deep IQ plays an artifact token. While this is on the battlefield, reroll the first "Do nothing" result of every turn.
3	Deep IQ plays an enchantment token. While this is on the battlefield, Deep IQ gets +1 to all die rolls.
4	[White/Black] Destroy all of your creatures, or [Red/Green] all of your artifacts, or [Green/White] all of your enchantments. [Blue] Bounce the above. Treat Deep IQ's next roll as <i>"Do nothing."</i>
5	Deep IQ gains 5 life and moves up to Table VI if it isn't already there.
6	You take 10 damage.
7	Deep IQ plays an artifact token. While this is on the battlefield, it gets two table rolls every turn and takes the best one.
8	Destroy all of your lands of one basic type (whichever is most inconvenient). Treat Deep IQ's next roll as "Do nothing."
9	Exile the top twenty cards in your library.
10	Deep IQ plays an artifact token. When this comes on the battlefield, tap your best creature and it remains tapped as long as this artifact remains on the battlefield. If you lose your best creature, the next best creature becomes tapped, and so on.
11	All of Deep IQ's tokens get a free roll on the token chart (+0). These additional abilities are permanent.
12	Deep IQ plays an enchantment token. While this is on the battlefield, it gets a free roll on Table II every time one of its permanents is destroyed or exiled.
13	Deep IQ gains 20 life.
14	Destroy all of your permanents. Treat Deep IQ's next roll as "Do nothing."