

Phill's Modified Deep IQ

Version 0.992

Original from wooberg.net (defunct) and then <https://magic.wizards.com/en/articles/archive/serious-fun/deep-iq-2013-06-11>

The Player starts first.

Deep IQ starts on Table I.

Deep IQ turns go as follows:

1. Untap

2. **Upkeep:** Roll the die and complete the requirements of the result. Unless specified otherwise Deep IQ takes the first colour option that matches it's colours by default. If there is an obvious better option for Deep IQ feel free to choose that instead. If there is a choice and there is no best choice for Deep IQ then choose at random.

If a Colourless Deep IQ cannot pay a life loss cost, move it back one table per unpaid life loss point. If on Table I it instead sacrifices a permanent per unpaid life loss point.

If a token creature is put onto the battlefield, roll on Token Table to determine the abilities of the creature, adding or subtracting the modifier from the roll. If Deep IQ is playing a mono-colour deck then it receives the current bonus.

3. **Main Phase:** Determine if any creatures will be attacking that turn; attack only when it makes sense for Deep IQ to attack.
4. End the turn.

See the end of the document for how some abilities effect Deep IQ.

Deep IQ's Colour Identity

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

Alternatively they are of the colour of the option(s) that produce them.

Roll d10	Number of Colours in deck
1-3	Mono
4-7	2 colour
8-9	3 colour
10	Roll again: (1-6) 4 colour, (7-10) 5 colour

Roll d20 (or Spindown)	Colour
1-3	White
4-6	Blue
7-9	Black
10-12	Red
13-15	Green
16-17	Artifact
18-19	Colourless
20	Reroll

Table I (Starting)

Roll	Result
1-4	Move Deep IQ up to Table II.
5-7	Green : Move Deep IQ up to Table III. All others : Move Deep IQ up to Table II.
8	Move Deep IQ up to Table II and: Black : Sacrifice your best target creature. Red : Lightning Bolt your best target creature. Artifact : Sacrifice your best target creature. DIQ stays on Table I. Colourless : Sacrifice your best target creature. DIQ loses 1 life. White : Arrest your best target creature. Blue : Bounce your best target creature. Green : DIQ Bites your best target creature or gains a Saproling.
9	Put a 1/1 token on the battlefield (-4). Move Deep IQ up to Table II.
10	Put a 1/1 token on the battlefield (-4).

Advancement Roll: 1-9

Table II

Roll	Result
1-2	Move Deep IQ up to Table III.
3-4	Green : Move Deep IQ up to Table IV. All others : Move Deep IQ up to Table III.
5-7	Put a 2/2 token on the battlefield (+0). Move Deep IQ up to Table III.
8	Green : Move Deep IQ up to Table V. All others : 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>Artifact : Exile your best target creature. DIQ has -2 on next roll.</p> <p>Colourless : Exile your best target creature. DIQ loses 1 life.</p> <p>Blue : Bounce your best target creature to the top of your deck.</p> <p>Green : DIQ Bites your best target creature with 2 creatures or gains a Saproling.</p>

Advancement Roll: 1-8

Table III

Roll	Result
1	Move Deep IQ up to Table IV.
2-3	Green : Move Deep IQ up to Table V. All others : Move Deep IQ up to Table IV.
4	Put a 2/2 token on the battlefield (+2). Move Deep IQ up to Table IV.
5	Put a 2/1 token on the battlefield (+4). Move Deep IQ up to Table IV.
6	Move Deep IQ up to Table IV and: Red / Black / Green : Destroy your best target land. Artifact : Destroy your best target land. DIQ stays on Table III. Colourless : Destroy your best target land. DIQ loses 1 life. Blue : Bounce your best target land. White : Exile your best target land, reveal until Basic Land & put into play tapped, shuffle revealed cards into library.
7	Put a 1/1 token on the battlefield (+0). Move Deep IQ up to Table V.
8	Put a 1/1 token on the battlefield (+1). Deep IQ gets a free roll on Table II.
9	Black : Sacrifice your best creature. Red : 4 damage to your best creature. Artifact : Sacrifice your best creature. DIQ moves back to Table II. Colourless : Sacrifice your best creature. DIQ loses 2 life. White : Arrest your best creature. Blue : Bounce your best creature. Green : DIQ Bites your best creature with 2 creatures or gains 2 Saprolings.
10	If you control no artifacts roll on Spooky Chart (-2), otherwise: Red / Green / White : Destroy your best target artifact. Blue : Bounce your best target artifact. Artifact : Destroy your best target artifact. DIQ moves back to Table II. Colourless : Destroy your best target artifact. DIQ loses 1 life. Black : roll on Spooky Chart (-2).

Advancement Roll: 1-7

Table IV

Roll	Result
1-2	Move Deep IQ up to Table V.
3	Green : Move Deep IQ up to Table VI. All others : Move Deep IQ up to Table V.
4	Put a 4/4 token on the battlefield (+3). Move Deep IQ up to Table V.
5	Move Deep IQ up to Table V and: Black : Sacrifice your best target creature. Red : 4 damage to your best target creature. Artifact : Sacrifice your best target creature. DIQ stays on Table IV. Colourless : Sacrifice your best target creature. DIQ loses 1 life. White : Arrest your best target creature. Blue : Bounce your best target creature. Green : DIQ Bites your best target creature or gains a Saproling.
6	Move Deep IQ up to Table V and: Green / White : Destroy your best target artifact or enchantment. Red : Destroy your best target artifact. Artifact : Destroy your best target artifact or enchantment. DIQ moves to Table III. Colourless : Destroy your best target artifact or enchantment. DIQ loses 1 life. Blue : Bounce your best target artifact or enchantment. Black : You lose 1 life, DIQ gains 1 life.
7	White : Exile your best creature. Red : 4 damage to your best creature, exile it if it dies. Black : Sacrifice your best creature. Artifact : Exile your best creature. DIQ moves back to Table III. Colourless : Exile your best creature. DIQ loses 2 life. Blue : Bounce your best creature to the top of your deck. Green : Deep IQ Bites your best creature with 2 creatures or gains 2 Saprolings.
8	If you have no creatures take 4 damage, otherwise: Black : Sacrifice your two best creatures. Artifact : Sacrifice your 2 best creatures. DIQ moves back to Table III. Colourless : Sacrifice your 2 best creatures. DIQ loses 4 life. Red : 4 damage to your best creature and 4 damage to you. White : Arrest your two best creatures. Blue : Bounce your two best creatures. Green : DIQ Bites your 2 best creatures with 2 creatures or gains 2 Saprolings.
9	Blue / Artifact / Colourless : Roll on Spooky Chart (-1). All others : Put a 2/4 token on the battlefield (+7).
10	Roll on Spooky Chart (+0).
Advancement Roll: 1-6	

Table V

Roll	Result
1-3	Move Deep IQ up to Table VI.
4	Put a 3/4 token on the battlefield (+4). Move Deep IQ up to Table VI.
5	Put a 2/2 token on the battlefield (+2) and Deep IQ gets a free roll on Table III. Move Deep IQ up to Table VI.
6	<p>Choose the result that is best for DIQ:</p> <p>Black : Sacrifice your best target creature.</p> <p>White : Destroy your best target artifact or enchantment, or exile your best creature.</p> <p>Green : Destroy your best target artifact or enchantment, or DIQ Bites your best creature with 2 creatures or gains 2 Saprolings.</p> <p>Red : Destroy your best target artifact, or 5 damage to your best creature.</p> <p>Blue : Bounce your best target creature, artifact or enchantment.</p> <p>Artifact : Destroy your best target creature, artifact or enchantment. DIQ moves back to Table IV.</p> <p>Colourless : Destroy your best target creature, artifact or enchantment. DIQ loses 1 life.</p>
7	Put a 4/4 token on the battlefield (+1).
8	<p>Red : Destroy all lands. DIQ moves back to Table I.</p> <p>Artifact / Colourless : Destroy all lands. DIQ moves back to Table I and loses 1 life.</p> <p>All others : put a 4/1 token on the battlefield (+3).</p>
9	<p>Roll again, on a 1-5, or if you have no creatures, roll on Spooky Chart (+1).</p> <p>6-10</p> <p>Black : Sacrifice your best target creature.</p> <p>Red : 5 damage to your best target creature.</p> <p>Artifact : Sacrifice your best target creature. DIQ moves back to Table IV.</p> <p>Colourless : Sacrifice your best target creature. DIQ loses 1 life.</p> <p>White : Arrest your best target creature.</p> <p>Blue : Bounce your best target creature.</p> <p>Green : DIQ Bites your best target creature with 2 creatures or gains 2 Saprolings.</p>
10	Roll on Spooky Chart (+2).
Advancement Roll: 1-5	

Table VI (Final)

Roll	Result
1-3	Do nothing.
4	<p>Roll again, on a:</p> <p>1 : Red : Destroy all lands. DIQ moves back to Table I. All others : do 5-10</p> <p>2-3 : Black / White : Destroy all creatures. Blue : Bounce all creatures All others : do 5-10</p> <p>4 : Green / White : Sacrifice all artifacts and enchantments. Red : Sacrifice all artifacts. All others : do 5-10</p> <p>5-10 : Put a 2/4 token on the battlefield (+3)</p>
5	Put a 4/5 token on the battlefield (+6).
6	<p>White : Exile your best creature.</p> <p>Red : 6 damage to your best creature, exile it if it dies.</p> <p>Black : Sacrifice your best creature.</p> <p>Artifact : Exile your best creature. DIQ moves back to Table IV.</p> <p>Colourless : Exile your best creature. DIQ loses 2 life.</p> <p>Blue : Bounce your best creature to the top of your deck.</p> <p>Green : Deep IQ Bites your best creature with 3 creatures or gains 3 Saprolings.</p>
7	<p>Red : You take 6 target damage.</p> <p>Black : You lose 4 life and DIQ gains 4 life.</p> <p>Green : All DIQ's creatures gain +2/+2 and Trample until end of turn.</p> <p>Blue : Tap all of your creatures.</p> <p>White : All DIQ's creatures gain +1/+1 and Vigilance until end of turn.</p> <p>Artifact : You take 6 target damage. DIQ moves back to Table IV.</p> <p>Colourless : You take 6 target damage. DIQ loses 1 life.</p>
8	<p>Choose the result that is best for DIQ:</p> <p>Black : Sacrifice your best target land.</p> <p>Green / White : Sacrifice your best target artifact or enchantment.</p> <p>Red : Sacrifice your best target artifact or land.</p> <p>Blue : Bounce your best target artifact, enchantment, or land.</p> <p>Artifact : Sacrifice your best target artifact, enchantment, or land. DIQ moves back to Table IV.</p> <p>Colourless : Sacrifice your best target artifact, enchantment, or land. DIQ loses 2 life.</p>
9	<p>If you have no creatures roll on Spooky Chart (+3), otherwise:</p> <p>White : Exile your best creature.</p> <p>Red : 6 damage to your best creature, exile it if it dies.</p> <p>Black : Sacrifice your best creature.</p> <p>All others : Roll on Spooky Chart (+3).</p>
10	Roll on Spooky Chart (+4).
Advancement Roll: None	

Phill's Deep IQ Token Chart

Mono Bonus: 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
Artifact	No bonus
Colourless	No bonus

1d10	Result
1 or less	No extra abilities.
2	Black , Red : +2/+0 and first strike. White , Artifact , Colourless : +1/+0 and first strike. Green : +1/+1 and trample Blue : +1/+0 and flying
3	Regeneration (once per turn). If the creature uses this ability, subtract 2 from Deep IQ's next roll.
4	Green : +0/+2 and reach White , Blue : +0/+3 and defender Black , Red , Artifact , Colourless : +0/+2 and defender
5	Blue : flying Green : +1/+1 Black , Red , White , Artifact , Colourless : first strike.
6	Protection from: black (1-3), white (4-6), red (7-8), blue (9), or green (10).
7	Black , Green , Artifact , Colourless : Deathtouch. Blue : flying Red : +2/+0 White : +0/+2
8	+1/+1 and, Black , White : flying and lifelink. Green : +2/+2 and trample Blue , Red , Artifact : Flying Colourless : annihilate 1
9	Haste and trample.
10	<i>Roll two more times on this table, with no modifiers.</i>
11	Flying and trample.
12	Protection from a color (as #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 (as #6), deathtouch, one more roll with the same modifiers, and your weakest creature becomes unblockable.
16+	When this creature enters the battlefield, exile target permanent you control.

Deep IQ 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, Deep IQ rerolls the first <i>“Move up to Table”</i> or <i>“Do Nothing”</i> result on each turn.
3	Deep IQ plays an enchantment token. While this is on the battlefield, Deep IQ gets +1 to all die rolls.
4	<p>Choose the result that is best for DIQ & Treat it's next roll as <i>“Do nothing”</i> :</p> <p>Black / White : Destroy all of your creatures.</p> <p>Red / Green : Destroy all of your artifacts.</p> <p>Green / White : Destroy all of your enchantments.</p> <p>Blue : Bounce all of your creatures/artifacts/enchantments.</p> <p>Artifact : Destroy all of your creatures/artifacts/enchantments. DIQ sacrifices an artifact or moves back one Table if it has no artifacts.</p> <p>Colourless : Destroy all of your creatures/artifacts/enchantments. DIQ loses 2 life.</p>
5	Deep IQ gains 5 life and moves up to Table VI if it isn't already there.
6	<p>Choose the result that is best for DIQ :</p> <p>Red : You take 10 target damage.</p> <p>Black : You lose 5 life and DIQ gains 5 life.</p> <p>Green : All DIQ's creatures gain +3/+3 and Trample until end of turn.</p> <p>Blue : Tap all of your creatures. They don't untap at the start of your next turn.</p> <p>White : All DIQ's creatures gain +2/+2 and Vigilance until end of turn.</p> <p>Artifact : You take 10 target damage. DIQ moves back one Table.</p> <p>Colourless : You take 10 target damage. DIQ loses 2 life.</p>
7	Deep IQ plays an artifact token. While this is on the battlefield, Deep IQ gets two table rolls every turn and takes the best one, preferencing Table advancement.
8	<p>Choose the result that is best for DIQ & Treat it's next roll as <i>“Do nothing”</i> :</p> <p>White : Exile all of your lands of one basic type.</p> <p>Black : Sacrifice all of your lands of one basic type.</p> <p>Red / Green : Destroy all of your lands of one basic type.</p> <p>Blue : Bounce all of your lands of one basic type.</p> <p>Artifact : Destroy all of your lands of one basic type. DIQ sacrifices an artifact or moves back one Table if it has no artifacts.</p> <p>Colourless : Exile all of your lands of one basic type. DIQ loses 2 life.</p>
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.

(Continued on next page)

Deep IQ Spooky Chart (continued)

Roll	Result
11	All of Deep IQ's current tokens get a free roll on the token chart (+0). These additional abilities are permanent. If Deep IQ has no tokens put a 4/4 token on the battlefield with two (+3) rolls.
12	Deep IQ plays an enchantment token. While this is on the battlefield, Deep IQ gets a free roll on Table II every time one of its permanents is destroyed or exiled.
13	Deep IQ gains 20 life.
14	<p>Choose the result that is best for DIQ & Treat it's next roll as "Do nothing" :</p> <p>White : Exile all of your permanents except basic lands.</p> <p>Black : Sacrifice all of your permanents except basic lands.</p> <p>Red / Green : Destroy all of your permanents except basic lands.</p> <p>Blue : Bounce all of your permanents except basic lands to the top of your deck.</p> <p>Artifact : Destroy all of your permanents except basic lands. DIQ sacrifices an artifact or moves back one Table if it has no artifacts.</p> <p>Colourless : Exile all of your permanents except basic lands. DIQ loses 3 life.</p>

Abilities and Situations

How some abilities and Situations effect Deep IQ

Annihilate

Each Annihilate Deep IQ pays sets it back one table.

Once on Table 1 Deep IQ sacrifices a permanent for each additional Annihilate.

Bounce (*return to hand*)

Set aside the bounced permanent.

Deep IQ replays the bounced permanent the next time it rolls a “*Move up to Table*” or “*Do Nothing*” result, even if it will reroll that result.

Card Draw (*caused by player*)

After your abilities cause DIQ to draw extra cards it will reroll the next “*Move up to Table*” or “*Do Nothing*” result but will still move up a table if that would have been part of the result.

Clash

Roll d10 and subtract 4 to determine the CMC of Deep IQ’s card. Treat results less than 0 as 0.

Discard

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

Assume Deep IQ has a current hand size of 7 minus the current table (plus any Bounced cards).

Land Destruction

Each land destroyed moves Deep IQ back one table. If all Deep IQs land is destroyed it returns to Table 1.

Mana Gaining/Losing

If Deep IQ gains mana or a mana gaining ability (e.g. *Utopia Vow* enchanting one of it’s creatures) then Deep IQ moves up one table.

If Deep IQ loses mana or a mana gaining ability then Deep IQ moves back one table.

Milling (*putting cards from the top of the library into the graveyard*)

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. (*I use a deck of 53 spare cards for tracking this when it may be relevant.*)

Transform (Werewolves)

If Deep IQ gains a bonus roll on another table it is considered to have cast 2 spells.

Otherwise roll d10 on each of Deep IQ's turns. On a 9 or 10 it is considered to have cast 2 spells.