

Deep IQ 2013 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 | Destroy all of your creatures, or all of your artifacts, or all of your enchantments. Treat Deep IQ's next roll as "Do nothing." |
| 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." |