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## Fun with haste

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Immunity to "summoning sickness" can mean more for your friendly neighborhood monster than just attacking immediately. It can also mean performing some neat tapping tricks on that turn, which could pay off for you, the tap-happy wizard, big-time.

Cards like **Battle Rampart**, **Reckless Charge**, and more recently, **Dragon Breath**, have granted haste before. But since **Mirrodin's Lightning Greaves** grant haste so conveniently and cheaply, some haste-a-licious creature combos suddenly became more appealing. Plus the Greaves' untargetability benefit protects your utility tapper from creature removal. Here's a list of a few (80+) creatures with cool tap abilities in the current Standard environment (*Onslaught* block, *Eighth Edition* and *Mirrodin*). Finding other combinations outside of Standard is left as an exercise for the reader. Happy deckbuilding!



- **Anaba Shaman** - Any classic "pinger" becomes quicker and deadlier when it comes down and fires on the same turn.
- **Angelic Page** - Tons of white creatures have offensive or defensive benefits via tapping.
- **Aphetto Alchemist** - The Alchemist can brew lots of trouble by untapping **Gilded Lotus** -- or any creature on this list.
- **Arcanis the Omnipotent** - There's nothing worse than an Arcanis that doesn't get to give you cards before it dies. Why not build in a little insurance?
- **Archivist** - This library gopher gets a lot better at his job with untargetability and haste.
- **Auriok Bladewarden**
- **Auriok Transfixer** - Your opponent doesn't want to see this mini-Icy gain haste.
- **Aven Redeemer** - Four mana is a decent price for a flying double-Samite Healer. It's even better when it starts protecting your board on turn 4 and is immune to Shock.
- **Battlefield Medic**
- **Beacon of Destiny**
- **Birds of Paradise** - Improve your Birds' lifespan, and get your splash color out of it immediately! A hasted 1-mana mana creature pays for itself.
- **Bloodline Shaman** - A rapid-fire elf machine.
- **Brown Ouphe** - Your opponent just dropped **Oblivion Stone**. Protect your interests by responding with a hasty Ouphe.
- **Cabal Interrogator** - Black has utility tappers too!
- **Callous Oppressor** - A hasted Oppressor seems like an even cheaper **Control Magic**.
- **Canopy Crawler**
- **Crafty Pathmage** - Hasted utility creatures become like sorceries that you can cast next turn for free.
- **Crossbow Infantry**



- **Crypt Sliver** - Slivers share around their abilities, so haste doesn't help as much. But Greaves can protect your first Crypt Sliver survive to regenerate.
- **Daru Healer**
- **Daru Stinger** - What's better than hitting hard? Hitting hard and fast.
- **Disruptive Pitmage** - A face-down creature with Greaves on it is a scary thing.
- **Dwarven Blastminer** - With Greaves, he'll last until you have 2 to spend. Or if you have 3, blow up a land the turn he comes out!
- **Dwarven Demolition Team** - Dwarves with lightning boots on. Walls, be scared. Hey, they can't all be winners.
- **Eastern Paladin** - Mana costs in addition to tap requirements make the Paladins less scary. But still, it's a good trick for the late game.
- **Elite Archers**
- **Elvish Aberration** - With haste, he sort of costs 3 ...
- **Elvish Piper** - For 3 and some Greaves, put Bosh into play.
- **Embermage Goblin**
- **Everglove Courier** - The Couriers all have pricey mana requirements on top of their tap cost, but don't count them out.
- **Flamestick Courier** - This one grants haste! Hey, wait a minute...
- **Frightshroud Courier**
- **Fyndhorn Elder** - Play out your hand in a hurry with hasted Birds and Elders.
- **Ghosthelm Courier**
- **Glissa Sunseeker** - Sometimes, the sooner you can off that **Chrome Mox**, the better.
- **Goblin Dynamo** - The Greaves help this guy stick around for a turn more than let you activate him the same turn. Unless you have 5 lying around for your goblinball.
- **Goblin Sharpshooter** - There has never been a more machinegunlike creature than a Sharpshooter with Greaves on.
- **Grassland Crusader**
- **Gravel Slinger**
- **Imagecrafter** - Pull off your creature-type-based combo a turn earlier.
- **Information Dealer**
- **Intrepid Hero** - Intrepid Hero, meet Reprisal.
- **Kilnmouth Dragon** - If you need help figuring out what to do with a hasted Kilnmouth, you just plain need help.
- **Lord of the Undead** - With haste, it's like a 2/3 Gravedigger for 3, that pumps all your Zombies, and lets you get a Zombie back next turn too, and... Okay, it's something entirely new.
- **Loxodon Mender**
- **Lumengrid Augur** - It's already an engine by itself. All it has to do is live to pull off its trick, and the Greaves will ensure it does so.
- **Magma Sliver**
- **Master Decoy** - The Decoy already has a laser sight on his head. The boots let him dodge early removal and rule the board.
- **Master Healer**
- **Mistform Wakecaster**
- **Mistform Warchief** - The only Warchief with a tap ability.
- **Nantuko Disciple** - Red gets pingers; green gets pumpers. Talk about throwing off your opponent's combat math.
- **Oracle's Attendants** - Creature abilities are trickier when your opponent can't see them coming.



- **Orcish Artillery** - Shock jock.
- **Orcish Spy**
- **Pearlspear Courier**
- **Puppeteer** - His tapping talents are dizzying. A staple for tap-centric decks.
- **Riptide Director**
- **Royal Assassin** - With haste and untargetability, ye olde Assassin Royale has never been deadlier.
- **Samite Healer**
- **Shepherd of Rot** - When the Shepherd can come down and activate on the same turn, it can be a good game-ender.
- **Sparksmith** - This king of pings already ruins the board when he comes to play. Greaves makes him a turn faster.
- **Spikeshot Goblin**
- **Sunstrike Legionnaire**
- **Temporal Adept** - The brutality begins on turn 3 when he hits the table and becomes untargetable, or turn 6 when he hits the table, becomes untargetable, *and* bounces a permanent.
- **Timberwatch Elf** - **Wirewood Pride** on legs.
- **Trap Digger**
- **Venomspout Brackus**
- **Vine Trellis** - Hasted mana creatures recoup part of their own cost investment, just like a Talisman.
- **Viridian Joiner**
- **Visara the Dreadful** - If Timberwatch Elf is a Wirewood Pride on legs, hasty Visara is (\*shudder\*) a Terminate on legs.
- **Walking Desecration**
- **Weathered Wayfarer** - Since Wayfarer can only activate under certain circumstances, giving it haste allows you to control those circumstances better than your opponent.
- **Wellwisher** - Giving Wellwisher the shiny new boots speeds up your lifegain-based annoyance strategy by a turn!
- **Western Paladin**
- **Whipcorder**
- **Wirewood Channeler** - If Pemmin's Aura isn't available, try the Greaves on for size.
- **Wirewood Elf**



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