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The 7-Power Haste Race

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Ince Age's **Chaos Lord** ties with **Betrayers' Ashen Monstrosity** and **Onslaught's Blistering Firecat** for the highest-power creature with haste, both weighing in at 7.

However, if you got all three of them out on the same turn, **Ashen Monstrosity** and **Blistering Firecat** would win the race to deal 7 to your opponent's face.

That's because while **Chaos Lord** has haste in its Oracle text, it actually *loses haste* the turn it comes into play. Why does it have haste at all? Its haste ability takes charge in conjunction with its control-swapping ability. Check it out:

Chaos Lord's Oracle text:

First strike, haste

At the beginning of each player's upkeep, if the number of permanents is even, that player gains control of Chaos Lord. When Chaos Lord comes into play, it loses haste until end of turn.



The Oracle-ized rules text of **Chaos Lord** was a way to template how its old text granted it the ability to "attack the first turn it comes into play on a side" -- meaning to attack on the same turn that it switches controllers -- while not allowing it to attack the same turn you cast it. So it has haste, which matters, even though it loses haste that first turn.

(Of course, if we're talking about haste races, **Rocket-Powered Turbo Slug** would probably win the race if it had 7 power. I mean, say you had out two **In the Web of War** -- then it would get +4/+0, haste, and haste as well as super haste! Clearly that wins, right?)



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