

## BASIC CREATURE UPGRADES

Each player in the draft applies one upgrade to a creature in their pool that does not already have a sticker. Power and toughness changes may only be adjusted by 1 (either plus or minus, using the appropriate sticker if still available.)

<b>Trample</b>	<b>Deathtouch</b>	<b>1/</b>	<b>/1</b>
<b>Trample</b>	<b>Reach</b>	<b>2/</b>	<b>/2</b>
<b>Vigilance</b>	<b>Protection from Black</b>	<b>3/</b>	<b>/3</b>
<b>Vigilance</b>	<b>Protection from White</b>	<b>4/</b>	<b>/4</b>
<b>Haste</b>	<b>Protection from Green</b>	<b>5/</b>	<b>/5</b>
<b>Haste</b>	<b>Protection from Blue</b>	<b>6/</b>	<b>/6</b>
<b>First Strike</b>	<b>Protection from Red</b>	<b>7/</b>	<b>/7</b>
<b>First Strike</b>	<b>Lifelink</b>	<b>8/</b>	<b>/8</b>
<b>Flying</b>	<b>Hexproof</b>	<b>9/</b>	<b>/9</b>
<b>Flying</b>	<b>Intimidate</b>	<b>0/</b>	<b>/0</b>