2xDT -> Archon: one morphed, one destroyed (same frame)
2xHT -> Archon: one morphed, one destroyed (same frame)
Muta -> Guardian: morph to cocoon, morph to Guardian
Muta -> Devourer: morph to cocoon, morph to Devourer
Hydra -> Lurker: morph to lurker egg, morph to Lurker
CC -> Infested CC: morph + renegade (same frame in that order)
Larva -> Zergling: morph to egg, morph, create (15 frames from morph to create)
Larva -> Scourge: morph to egg, morph, create (15 frames from morph to create)

Geyser -> Extractor: destroy drone, morph + renegade geyser to extractor (same frame)
Cancel extractor: create drone, destroy extractor, create geyser (geyser +1 frame)
Destroy extractor after completion: same as cancel
Destroy extractor before completion: morph + renegade to geyser

Geyser -> Refinery/Assimilator: morph + renegade to refinery/assimilator
Cancel Refinery/Assimilator: destroy, create geyser (create +1 frame)
Destroy Refinery/Assimilator: destroy, create geyser (create +1 frame)