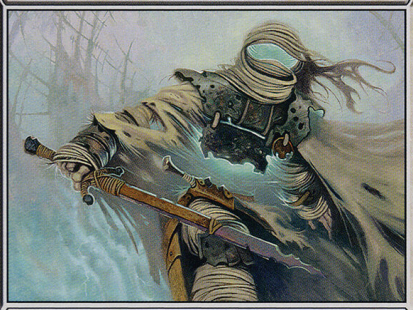
Shade of Trokair



Creature — Shade

{B}: Shade of Trokair gets +1/+1 until end of turn.

Suspend 3—{B} *(Rather than play this card from your hand, you may pay {B} and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)*

1/2

William O'Connor

™ & © 1993–2007 Wizards of the Coast, Inc. 18/165

Shade of Trokair

Creature — Shade

{B}: Shade of Trokair gets +1/+1 until end of turn.

Suspend 3—{B} *(Rather than play this card from your hand, you may pay {B} and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)*

1/2

William O'Connor

™ & © 1993–2007 Wizards of the Coast, Inc. 18/165

Shade of Trokair

Creature — Shade

{B}: Shade of Trokair gets +1/+1 until end of turn.

Suspend 3—{B} *(Rather than play this card from your hand, you may pay {B} and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)*

1/2

William O'Connor

™ & © 1993–2007 Wizards of the Coast, Inc. 18/165

Shade of Trokair

Creature — Shade

{B}: Shade of Trokair gets +1/+1 until end of turn.

Suspend 3—{B} *(Rather than play this card from your hand, you may pay {B} and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)*

1/2

William O'Connor

™ & © 1993–2007 Wizards of the Coast, Inc. 18/165

Shade of Trokair

Creature — Shade

{B}: Shade of Trokair gets +1/+1 until end of turn.

Suspend 3—{B} *(Rather than play this card from your hand, you may pay {B} and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)*

1/2

William O'Connor

™ & © 1993–2007 Wizards of the Coast, Inc. 18/165

Shade of Trokair

Creature — Shade

{B}: Shade of Trokair gets +1/+1 until end of turn.

Suspend 3—{B} *(Rather than play this card from your hand, you may pay {B} and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)*

1/2

William O'Connor

™ & © 1993–2007 Wizards of the Coast, Inc. 18/165

Shade of Trokair

Creature — Shade

{B}: Shade of Trokair gets +1/+1 until end of turn.

Suspend 3—{B} *(Rather than play this card from your hand, you may pay {B} and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)*

1/2

William O'Connor

™ & © 1993–2007 Wizards of the Coast, Inc. 18/165

Shade of Trokair

Creature — Shade

{B}: Shade of Trokair gets +1/+1 until end of turn.

Suspend 3—{B} *(Rather than play this card from your hand, you may pay {B} and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)*

1/2

William O'Connor

™ & © 1993–2007 Wizards of the Coast, Inc. 18/165

Shade of Trokair

Creature — Shade

{B}: Shade of Trokair gets +1/+1 until end of turn.

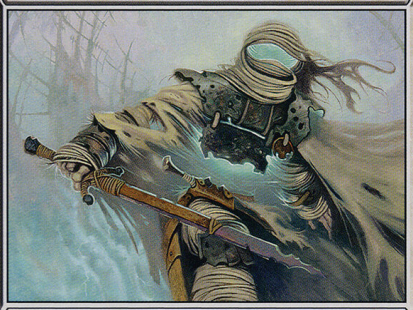
Suspend 3—{B} *(Rather than play this card from your hand, you may pay {B} and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)*

1/2

William O'Connor

™ & © 1993–2007 Wizards of the Coast, Inc. 18/165

Shade of Trokair



Creature — Shade

{B}: Shade of Trokair gets +1/+1 until end of turn.

Suspend 3—{B} *(Rather than play this card from your hand, you may pay {B} and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)*

1/2

William O'Connor

™ & © 1993–2007 Wizards of the Coast, Inc. 18/165

Shade of Trokair

Creature — Shade

{B}: Shade of Trokair gets +1/+1 until end of turn.

Suspend 3—{B} *(Rather than play this card from your hand, you may pay {B} and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)*

1/2

William O'Connor

™ & © 1993–2007 Wizards of the Coast, Inc. 18/165

Shade of Trokair

Creature — Shade

{B}: Shade of Trokair gets +1/+1 until end of turn.

Suspend 3—{B} *(Rather than play this card from your hand, you may pay {B} and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)*

1/2

William O'Connor

™ & © 1993–2007 Wizards of the Coast, Inc. 18/165

Shade of Trokair

Creature — Shade

{B}: Shade of Trokair gets +1/+1 until end of turn.

Suspend 3—{B} *(Rather than play this card from your hand, you may pay {B} and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)*

1/2

William O'Connor

™ & © 1993–2007 Wizards of the Coast, Inc. 18/165

Shade of Trokair

Creature — Shade

{B}: Shade of Trokair gets +1/+1 until end of turn.

Suspend 3—{B} *(Rather than play this card from your hand, you may pay {B} and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)*

1/2

William O'Connor

™ & © 1993–2007 Wizards of the Coast, Inc. 18/165

Shade of Trokair

Creature — Shade

{B}: Shade of Trokair gets +1/+1 until end of turn.

Suspend 3—{B} *(Rather than play this card from your hand, you may pay {B} and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)*

1/2

William O'Connor

™ & © 1993–2007 Wizards of the Coast, Inc. 18/165

Shade of Trokair

Creature — Shade

{B}: Shade of Trokair gets +1/+1 until end of turn.

Suspend 3—{B} *(Rather than play this card from your hand, you may pay {B} and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)*

1/2

William O'Connor

™ & © 1993–2007 Wizards of the Coast, Inc. 18/165

Shade of Trokair

Creature — Shade

{B}: Shade of Trokair gets +1/+1 until end of turn.

Suspend 3—{B} *(Rather than play this card from your hand, you may pay {B} and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)*

1/2

William O'Connor

™ & © 1993–2007 Wizards of the Coast, Inc. 18/165

Shade of Trokair

Creature — Shade

{B}: Shade of Trokair gets +1/+1 until end of turn.

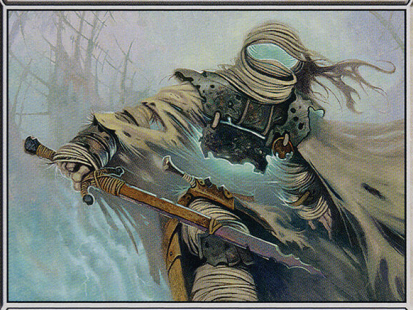
Suspend 3—{B} *(Rather than play this card from your hand, you may pay {B} and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)*

1/2

William O'Connor

™ & © 1993–2007 Wizards of the Coast, Inc. 18/165

Shade of Trokair



Creature — Shade

{B}: Shade of Trokair gets +1/+1 until end of turn.

Suspend 3—{B} *(Rather than play this card from your hand, you may pay {B} and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)*

1/2

William O'Connor

™ & © 1993–2007 Wizards of the Coast, Inc. 18/165

Shade of Trokair

Creature — Shade

{B}: Shade of Trokair gets +1/+1 until end of turn.

Suspend 3—{B} *(Rather than play this card from your hand, you may pay {B} and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)*

1/2

William O'Connor

™ & © 1993–2007 Wizards of the Coast, Inc. 18/165

Shade of Trokair

Creature — Shade

{B}: Shade of Trokair gets +1/+1 until end of turn.

Suspend 3—{B} *(Rather than play this card from your hand, you may pay {B} and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)*

1/2

William O'Connor

™ & © 1993–2007 Wizards of the Coast, Inc. 18/165

Shade of Trokair

Creature — Shade

{B}: Shade of Trokair gets +1/+1 until end of turn.

Suspend 3—{B} *(Rather than play this card from your hand, you may pay {B} and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)*

1/2

William O'Connor

™ & © 1993–2007 Wizards of the Coast, Inc. 18/165

Shade of Trokair

Creature — Shade

{B}: Shade of Trokair gets +1/+1 until end of turn.

Suspend 3—{B} *(Rather than play this card from your hand, you may pay {B} and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)*

1/2

William O'Connor

™ & © 1993–2007 Wizards of the Coast, Inc. 18/165

Shade of Trokair

Creature — Shade

{B}: Shade of Trokair gets +1/+1 until end of turn.

Suspend 3—{B} *(Rather than play this card from your hand, you may pay {B} and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)*

1/2

William O'Connor

™ & © 1993–2007 Wizards of the Coast, Inc. 18/165

Shade of Trokair

Creature — Shade

{B}: Shade of Trokair gets +1/+1 until end of turn.

Suspend 3—{B} *(Rather than play this card from your hand, you may pay {B} and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)*

1/2

William O'Connor

™ & © 1993–2007 Wizards of the Coast, Inc. 18/165

Shade of Trokair

Creature — Shade

{B}: Shade of Trokair gets +1/+1 until end of turn.

Suspend 3—{B} *(Rather than play this card from your hand, you may pay {B} and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)*

1/2

William O'Connor

™ & © 1993–2007 Wizards of the Coast, Inc. 18/165

Shade of Trokair

Creature — Shade

{B}: Shade of Trokair gets +1/+1 until end of turn.

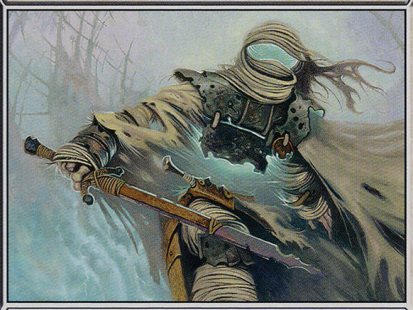
Suspend 3—{B} *(Rather than play this card from your hand, you may pay {B} and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)*

1/2

William O'Connor

™ & © 1993–2007 Wizards of the Coast, Inc. 18/165

Shade of Trokair



Creature — Shade

{B}: Shade of Trokair gets +1/+1 until end of turn.

Suspend 3—{B} *(Rather than play this card from your hand, you may pay {B} and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)*

1/2

William O'Connor

™ & © 1993–2007 Wizards of the Coast, Inc. 18/165

Shade of Trokair

Creature — Shade

{B}: Shade of Trokair gets +1/+1 until end of turn.

Suspend 3—{B} *(Rather than play this card from your hand, you may pay {B} and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)*

1/2

William O'Connor

™ & © 1993–2007 Wizards of the Coast, Inc. 18/165

Shade of Trokair

Creature — Shade

{B}: Shade of Trokair gets +1/+1 until end of turn.

Suspend 3—{B} *(Rather than play this card from your hand, you may pay {B} and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)*

1/2

William O'Connor

™ & © 1993–2007 Wizards of the Coast, Inc. 18/165

Shade of Trokair

Creature — Shade

{B}: Shade of Trokair gets +1/+1 until end of turn.

Suspend 3—{B} *(Rather than play this card from your hand, you may pay {B} and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)*

1/2

William O'Connor

™ & © 1993–2007 Wizards of the Coast, Inc. 18/165

Shade of Trokair

Creature — Shade

{B}: Shade of Trokair gets +1/+1 until end of turn.

Suspend 3—{B} *(Rather than play this card from your hand, you may pay {B} and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)*

1/2

William O'Connor

™ & © 1993–2007 Wizards of the Coast, Inc. 18/165

Shade of Trokair

Creature — Shade

{B}: Shade of Trokair gets +1/+1 until end of turn.

Suspend 3—{B} *(Rather than play this card from your hand, you may pay {B} and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)*

1/2

William O'Connor

™ & © 1993–2007 Wizards of the Coast, Inc. 18/165

Shade of Trokair

Creature — Shade

{B}: Shade of Trokair gets +1/+1 until end of turn.

Suspend 3—{B} *(Rather than play this card from your hand, you may pay {B} and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)*

1/2

William O'Connor

™ & © 1993–2007 Wizards of the Coast, Inc. 18/165

Shade of Trokair

Creature — Shade

{B}: Shade of Trokair gets +1/+1 until end of turn.

Suspend 3—{B} *(Rather than play this card from your hand, you may pay {B} and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)*

1/2

William O'Connor

™ & © 1993–2007 Wizards of the Coast, Inc. 18/165

Shade of Trokair

Creature — Shade

{B}: Shade of Trokair gets +1/+1 until end of turn.

Suspend 3—{B} *(Rather than play this card from your hand, you may pay {B} and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.)*

1/2

William O'Connor

™ & © 1993–2007 Wizards of the Coast, Inc. 18/165