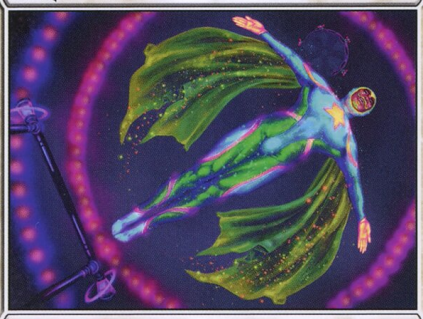
Trapeze Artist



Creature — Human Performer

Flying

Trapeze Artist enters the battlefield by being flipped from a height of at least one foot *(about 0.3 meters)*. If it lands face down or didn't turn over completely at least once during the flip, return it to its owner's hand.

Heinrich catches the trapeze only about half the time, but he looks so good falling.

2/1

032/244 U
UNF • EN Ernanda Souza

™ & © 2022 Wizards of the Coast

Trapeze Artist

Creature — Human Performer

Flying

Trapeze Artist enters the battlefield by being flipped from a height of at least one foot *(about 0.3 meters)*. If it lands face down or didn't turn over completely at least once during the flip, return it to its owner's hand.

Heinrich catches the trapeze only about half the time, but he looks so good falling.

2/1

032/244 U
UNF • EN Ernanda Souza

™ & © 2022 Wizards of the Coast

Trapeze Artist

Creature — Human Performer

Flying

Trapeze Artist enters the battlefield by being flipped from a height of at least one foot *(about 0.3 meters)*. If it lands face down or didn't turn over completely at least once during the flip, return it to its owner's hand.

Heinrich catches the trapeze only about half the time, but he looks so good falling.

2/1

032/244 U
UNF • EN Ernanda Souza

™ & © 2022 Wizards of the Coast

Trapeze Artist

Creature — Human Performer

Flying

Trapeze Artist enters the battlefield by being flipped from a height of at least one foot *(about 0.3 meters)*. If it lands face down or didn't turn over completely at least once during the flip, return it to its owner's hand.

Heinrich catches the trapeze only about half the time, but he looks so good falling.

2/1

032/244 U
UNF • EN Ernanda Souza

™ & © 2022 Wizards of the Coast

Trapeze Artist

Creature — Human Performer

Flying

Trapeze Artist enters the battlefield by being flipped from a height of at least one foot *(about 0.3 meters)*. If it lands face down or didn't turn over completely at least once during the flip, return it to its owner's hand.

Heinrich catches the trapeze only about half the time, but he looks so good falling.

2/1

032/244 U
UNF • EN Ernanda Souza

™ & © 2022 Wizards of the Coast

Trapeze Artist

Creature — Human Performer

Flying

Trapeze Artist enters the battlefield by being flipped from a height of at least one foot *(about 0.3 meters)*. If it lands face down or didn't turn over completely at least once during the flip, return it to its owner's hand.

Heinrich catches the trapeze only about half the time, but he looks so good falling.

2/1

032/244 U
UNF • EN Ernanda Souza

™ & © 2022 Wizards of the Coast

Trapeze Artist

Creature — Human Performer

Flying

Trapeze Artist enters the battlefield by being flipped from a height of at least one foot *(about 0.3 meters)*. If it lands face down or didn't turn over completely at least once during the flip, return it to its owner's hand.

Heinrich catches the trapeze only about half the time, but he looks so good falling.

2/1

032/244 U
UNF • EN Ernanda Souza

™ & © 2022 Wizards of the Coast

Trapeze Artist

Creature — Human Performer

Flying

Trapeze Artist enters the battlefield by being flipped from a height of at least one foot *(about 0.3 meters)*. If it lands face down or didn't turn over completely at least once during the flip, return it to its owner's hand.

Heinrich catches the trapeze only about half the time, but he looks so good falling.

2/1

032/244 U
UNF • EN Ernanda Souza

™ & © 2022 Wizards of the Coast

Trapeze Artist

Creature — Human Performer

Flying

Trapeze Artist enters the battlefield by being flipped from a height of at least one foot *(about 0.3 meters)*. If it lands face down or didn't turn over completely at least once during the flip, return it to its owner's hand.

Heinrich catches the trapeze only about half the time, but he looks so good falling.

2/1

032/244 U
UNF • EN Ernanda Souza

™ & © 2022 Wizards of the Coast