De-evolve

{1}{B}



Enchantment — Aura

Enchant creature

Enchanted creature gets -4/-0, can't block, and is a Salamander. *(It loses all other creature types.)*

Threshold — At the beginning of each upkeep, if there are seven or more cards in your graveyard, exile enchanted creature.

U 0104
TRK • EN Néstor Ossandón Leal

© 2026 CBS.
™ & © 2026 Wizards of the Coast