
Archmage's Newt
1
Creature — Salamander Mount
Whenever Archmage's Newt deals combat damage to a player, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. That card gains flashback 0 until end of turn instead if Archmage's Newt is saddled. (You may cast that card from your graveyard for its flashback cost. Then exile it.)
Saddle 3
2/2
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