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

R 0039
OTJ • EN Edgar Sánchez Hidalgo
™ & © 2024 Wizards of the Coast

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

R 0039
OTJ • EN Edgar Sánchez Hidalgo
™ & © 2024 Wizards of the Coast

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

R 0039
OTJ • EN Edgar Sánchez Hidalgo
™ & © 2024 Wizards of the Coast

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

R 0039
OTJ • EN Edgar Sánchez Hidalgo
™ & © 2024 Wizards of the Coast