Archmage's Newt {1}{U}



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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