Otterball Antics {1}{U}



Sorcery

Create a 1/1 blue and red Otter creature token with prowess. If this spell was cast from anywhere other than your hand, put a +1/+1 counter on that creature. *(Whenever you cast a noncreature spell, a creature with prowess gets +1/+1 until end of turn.)*

Flashback {3}{U} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

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