
Ochre Jelly
Creature — Ooze
Trample
Ochre Jelly enters the battlefield with X +1/+1 counters on it.
Split — When Ochre Jelly dies, if it had two or more +1/+1 counters on it, create a token that's a copy of it at the beginning of the next end step. The token enters the battlefield with half that many +1/+1 counters on it, rounded down.
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