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.

0/0

196/281 R
AFR • EN ▶ DAARKEN

™ & © 2021 Wizards of the Coast

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.

0/0

196/281 R
AFR • EN ▶ DAARKEN

™ & © 2021 Wizards of the Coast

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.

0/0

196/281 R
AFR • EN ▶ DAARKEN

™ & © 2021 Wizards of the Coast

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.

0/0

196/281 R
AFR • EN ▶ DAARKEN

™ & © 2021 Wizards of the Coast

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.

0/0

196/281 R
AFR • EN ▶ DAARKEN

™ & © 2021 Wizards of the Coast

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.

0/0

196/281 R
AFR • EN ▶ DAARKEN

™ & © 2021 Wizards of the Coast

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.

0/0

196/281 R
AFR • EN ▶ DAARKEN

™ & © 2021 Wizards of the Coast

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.

0/0

196/281 R
AFR • EN ▶ DAARKEN

™ & © 2021 Wizards of the Coast

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.

0/0

196/281 R
AFR • EN ▶ DAARKEN

™ & © 2021 Wizards of the Coast

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.

0/0

196/281 R
AFR • EN ▶ DAARKEN

™ & © 2021 Wizards of the Coast

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.

0/0

196/281 R
AFR • EN ▶ DAARKEN

™ & © 2021 Wizards of the Coast

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.

0/0

196/281 R
AFR • EN ▶ DAARKEN

™ & © 2021 Wizards of the Coast

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.

0/0

196/281 R
AFR • EN ▶ DAARKEN

™ & © 2021 Wizards of the Coast

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.

0/0

196/281 R
AFR • EN ▶ DAARKEN

™ & © 2021 Wizards of the Coast

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.

0/0

196/281 R
AFR • EN ▶ DAARKEN

™ & © 2021 Wizards of the Coast

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.

0/0

196/281 R
AFR • EN ▶ DAARKEN

™ & © 2021 Wizards of the Coast

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.

0/0

196/281 R
AFR • EN ▶ DAARKEN

™ & © 2021 Wizards of the Coast

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.

0/0

196/281 R
AFR • EN ▶ DAARKEN

™ & © 2021 Wizards of the Coast

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.

0/0

196/281 R
AFR • EN ▶ DAARKEN

™ & © 2021 Wizards of the Coast

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.

0/0

196/281 R
AFR • EN ▶ DAARKEN

™ & © 2021 Wizards of the Coast

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.

0/0

196/281 R
AFR • EN ▶ DAARKEN

™ & © 2021 Wizards of the Coast

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.

0/0

196/281 R
AFR • EN ▶ DAARKEN

™ & © 2021 Wizards of the Coast

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.

0/0

196/281 R
AFR • EN ▶ DAARKEN

™ & © 2021 Wizards of the Coast

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.

0/0

196/281 R
AFR • EN ▶ DAARKEN

™ & © 2021 Wizards of the Coast

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.

0/0

196/281 R
AFR • EN ▶ DAARKEN

™ & © 2021 Wizards of the Coast

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.

0/0

196/281 R
AFR • EN ▶ DAARKEN

™ & © 2021 Wizards of the Coast

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.

0/0

196/281 R
AFR • EN ▶ DAARKEN

™ & © 2021 Wizards of the Coast

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.

0/0

196/281 R
AFR • EN ▶ DAARKEN

™ & © 2021 Wizards of the Coast

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.

0/0

196/281 R
AFR • EN ▶ DAARKEN

™ & © 2021 Wizards of the Coast

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.

0/0

196/281 R
AFR • EN ▶ DAARKEN

™ & © 2021 Wizards of the Coast

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.

0/0

196/281 R
AFR • EN ▶ DAARKEN

™ & © 2021 Wizards of the Coast

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.

0/0

196/281 R
AFR • EN ▶ DAARKEN

™ & © 2021 Wizards of the Coast

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.

0/0

196/281 R
AFR • EN ▶ DAARKEN

™ & © 2021 Wizards of the Coast

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.

0/0

196/281 R
AFR • EN ▶ DAARKEN

™ & © 2021 Wizards of the Coast

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.

0/0

196/281 R
AFR • EN ▶ DAARKEN

™ & © 2021 Wizards of the Coast

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.

0/0

196/281 R
AFR • EN ▶ DAARKEN

™ & © 2021 Wizards of the Coast