Thing in the Ice 1U



Creature – Horror

Defender
Thing in the Ice enters the battlefield with four ice counters on it.
Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

Svetlin Velinov

0/4

Thing in the Ice 1U

Creature – Horror

Defender
Thing in the Ice enters the battlefield with four ice counters on it.
Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

Svetlin Velinov

0/4

Thing in the Ice 1U

Creature – Horror

Defender
Thing in the Ice enters the battlefield with four ice counters on it.
Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

Svetlin Velinov

0/4

Thing in the Ice 1U



Creature – Horror

Defender
Thing in the Ice enters the battlefield with four ice counters on it.
Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

Svetlin Velinov

0/4

Thing in the Ice 1U

Creature – Horror

Defender
Thing in the Ice enters the battlefield with four ice counters on it.
Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

Svetlin Velinov

0/4

Thing in the Ice 1U

Creature – Horror

Defender
Thing in the Ice enters the battlefield with four ice counters on it.
Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

Svetlin Velinov

0/4

Thing in the Ice 1U



Creature – Horror

Defender
Thing in the Ice enters the battlefield with four ice counters on it.
Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

Svetlin Velinov

0/4

Thing in the Ice 1U

Creature – Horror

Defender
Thing in the Ice enters the battlefield with four ice counters on it.
Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

Svetlin Velinov

0/4

Thing in the Ice 1U

Creature – Horror

Defender
Thing in the Ice enters the battlefield with four ice counters on it.
Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

Svetlin Velinov

0/4

Thing in the Ice 1U



Creature – Horror

Defender
Thing in the Ice enters the battlefield with four ice counters on it.
Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

Svetlin Velinov

0/4

Thing in the Ice 1U

Creature – Horror

Defender
Thing in the Ice enters the battlefield with four ice counters on it.
Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

Svetlin Velinov

0/4

Thing in the Ice 1U

Creature – Horror

Defender
Thing in the Ice enters the battlefield with four ice counters on it.
Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

Svetlin Velinov

0/4

Thing in the Ice 1U



Creature – Horror

Defender
Thing in the Ice enters the battlefield with four ice counters on it.
Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

Svetlin Velinov

0/4

Thing in the Ice 1U

Creature – Horror

Defender
Thing in the Ice enters the battlefield with four ice counters on it.
Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

Svetlin Velinov

0/4

Thing in the Ice 1U

Creature – Horror

Defender
Thing in the Ice enters the battlefield with four ice counters on it.
Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

Svetlin Velinov

0/4

Thing in the Ice 1U



Creature – Horror

Defender
Thing in the Ice enters the battlefield with four ice counters on it.
Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

Svetlin Velinov

0/4

Thing in the Ice 1U

Creature – Horror

Defender
Thing in the Ice enters the battlefield with four ice counters on it.
Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

Svetlin Velinov

0/4

Thing in the Ice 1U

Creature – Horror

Defender
Thing in the Ice enters the battlefield with four ice counters on it.
Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

Svetlin Velinov

0/4

Thing in the Ice 1U



Creature – Horror

Defender
Thing in the Ice enters the battlefield with four ice counters on it.
Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

Svetlin Velinov

0/4

Thing in the Ice 1U

Creature – Horror

Defender
Thing in the Ice enters the battlefield with four ice counters on it.
Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

Svetlin Velinov

0/4

Thing in the Ice 1U

Creature – Horror

Defender
Thing in the Ice enters the battlefield with four ice counters on it.
Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

Svetlin Velinov

0/4

Thing in the Ice 1U



Creature – Horror

Defender
Thing in the Ice enters the battlefield with four ice counters on it.
Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

Svetlin Velinov

0/4

Thing in the Ice 1U

Creature – Horror

Defender
Thing in the Ice enters the battlefield with four ice counters on it.
Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

Svetlin Velinov

0/4

Thing in the Ice 1U

Creature – Horror

Defender
Thing in the Ice enters the battlefield with four ice counters on it.
Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

Svetlin Velinov

0/4

Thing in the Ice 1U



Creature – Horror

Defender
Thing in the Ice enters the battlefield with four ice counters on it.
Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

Svetlin Velinov

0/4

Thing in the Ice 1U

Creature – Horror

Defender
Thing in the Ice enters the battlefield with four ice counters on it.
Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

Svetlin Velinov

0/4

Thing in the Ice 1U

Creature – Horror

Defender
Thing in the Ice enters the battlefield with four ice counters on it.
Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

Svetlin Velinov

0/4

Thing in the Ice 1U



Creature – Horror

Defender
Thing in the Ice enters the battlefield with four ice counters on it.
Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

Svetlin Velinov

0/4

Thing in the Ice 1U

Creature – Horror

Defender
Thing in the Ice enters the battlefield with four ice counters on it.
Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

Svetlin Velinov

0/4

Thing in the Ice 1U

Creature – Horror

Defender
Thing in the Ice enters the battlefield with four ice counters on it.
Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

Svetlin Velinov

0/4

Thing in the Ice 1U



Creature – Horror

Defender
Thing in the Ice enters the battlefield with four ice counters on it.
Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

Svetlin Velinov

0/4

Thing in the Ice 1U

Creature – Horror

Defender
Thing in the Ice enters the battlefield with four ice counters on it.
Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

Svetlin Velinov

0/4

Thing in the Ice 1U

Creature – Horror

Defender
Thing in the Ice enters the battlefield with four ice counters on it.
Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

Svetlin Velinov

0/4

Thing in the Ice 1U



Creature – Horror

Defender
Thing in the Ice enters the battlefield with four ice counters on it.
Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

Svetlin Velinov

0/4

Thing in the Ice 1U

Creature – Horror

Defender
Thing in the Ice enters the battlefield with four ice counters on it.
Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

Svetlin Velinov

0/4

Thing in the Ice 1U

Creature – Horror

Defender
Thing in the Ice enters the battlefield with four ice counters on it.
Whenever you cast an instant or sorcery spell, remove an ice counter from Thing in the Ice. Then if it has no ice counters on it, transform it.

Svetlin Velinov

0/4