

## **Thing in the Ice**

### **Creature — Horror**

①④

Defender

Thing in the Ice enters 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.

0/4

---

## **Awoken Horror**

### **Creature — Kraken Horror**

When this creature transforms into Awoken Horror, return all non-Horror creatures to their owners' hands.

7/8