
Haunted House
Artifact — Attraction
Visit — Return target creature card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of your next end step.
1
2
3
4
5
6
To build Sorin's Haunted Mansion, every detail of Markov Manor was painstakingly recreated, from the floating laser ghosts to the robot space gargoyles.
217/244 R
UNF • EN
Dmitry Burmak
™ & © 2022 Wizards of the Coast


Haunted House
Artifact — Attraction
Visit — Return target creature card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of your next end step.
1
2
3
4
5
6
To build Sorin's Haunted Mansion, every detail of Markov Manor was painstakingly recreated, from the floating laser ghosts to the robot space gargoyles.
217/244 R
UNF • EN
Dmitry Burmak
™ & © 2022 Wizards of the Coast


Haunted House
Artifact — Attraction
Visit — Return target creature card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of your next end step.
1
2
3
4
5
6
To build Sorin's Haunted Mansion, every detail of Markov Manor was painstakingly recreated, from the floating laser ghosts to the robot space gargoyles.
217/244 R
UNF • EN
Dmitry Burmak
™ & © 2022 Wizards of the Coast


Haunted House
Artifact — Attraction
Visit — Return target creature card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of your next end step.
1
2
3
4
5
6
To build Sorin's Haunted Mansion, every detail of Markov Manor was painstakingly recreated, from the floating laser ghosts to the robot space gargoyles.
217/244 R
UNF • EN
Dmitry Burmak
™ & © 2022 Wizards of the Coast