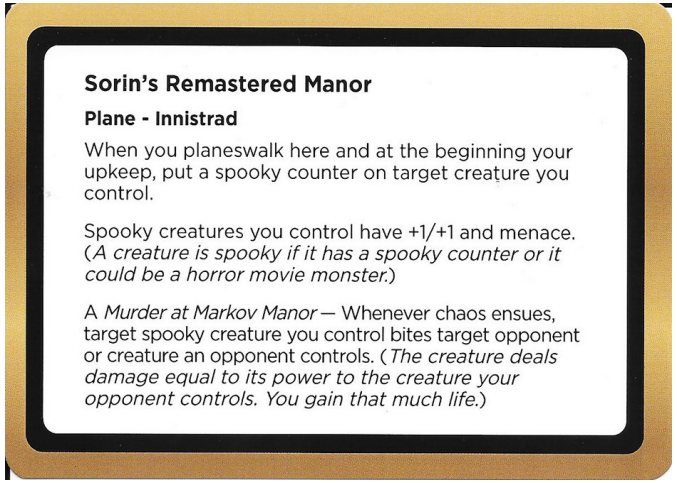

Sorin's Remastered Manor
Plane - Innistrad
When you planeswalk here and at the beginning your upkeep, put a spooky counter on target creature you control.
Spooky creatures you control have +1/+1 and menace. (A creature is spooky if it has a spooky counter or it could be a horror movie monster.)
A Murder at Markov Manor — Whenever chaos ensues, target spooky creature you control bites target opponent or creature an opponent controls. (The creature deals damage equal to its power to the creature your opponent controls. You gain that much life.)