Sorin's Remastered Manor

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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.*)

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