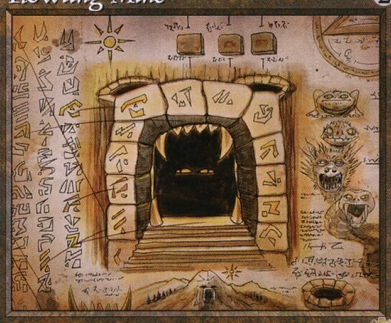
Howling Mine 2



Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

"The Sardian dwarves have let superstition override common sense. There's plenty of ore left in the mountain, and we mustn't let it go to waste."
—Last dispatch of Bolgon, Argivian surveyor

Illus. Mark Poole
™ & © 2022 Wizards of the Coast 83

Howling Mine 2

Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

"The Sardian dwarves have let superstition override common sense. There's plenty of ore left in the mountain, and we mustn't let it go to waste."
—Last dispatch of Bolgon, Argivian surveyor

Illus. Mark Poole
™ & © 2022 Wizards of the Coast 83

Howling Mine 2

Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

"The Sardian dwarves have let superstition override common sense. There's plenty of ore left in the mountain, and we mustn't let it go to waste."
—Last dispatch of Bolgon, Argivian surveyor

Illus. Mark Poole
™ & © 2022 Wizards of the Coast 83

Howling Mine 2

Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

"The Sardian dwarves have let superstition override common sense. There's plenty of ore left in the mountain, and we mustn't let it go to waste."
—Last dispatch of Bolgon, Argivian surveyor

Illus. Mark Poole
™ & © 2022 Wizards of the Coast 83

Howling Mine 2

Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

"The Sardian dwarves have let superstition override common sense. There's plenty of ore left in the mountain, and we mustn't let it go to waste."
—Last dispatch of Bolgon, Argivian surveyor

Illus. Mark Poole
™ & © 2022 Wizards of the Coast 83

Howling Mine 2

Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

"The Sardian dwarves have let superstition override common sense. There's plenty of ore left in the mountain, and we mustn't let it go to waste."
—Last dispatch of Bolgon, Argivian surveyor

Illus. Mark Poole
™ & © 2022 Wizards of the Coast 83

Howling Mine 2

Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

"The Sardian dwarves have let superstition override common sense. There's plenty of ore left in the mountain, and we mustn't let it go to waste."
—Last dispatch of Bolgon, Argivian surveyor

Illus. Mark Poole
™ & © 2022 Wizards of the Coast 83

Howling Mine 2

Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

"The Sardian dwarves have let superstition override common sense. There's plenty of ore left in the mountain, and we mustn't let it go to waste."
—Last dispatch of Bolgon, Argivian surveyor

Illus. Mark Poole
™ & © 2022 Wizards of the Coast 83

Howling Mine 2

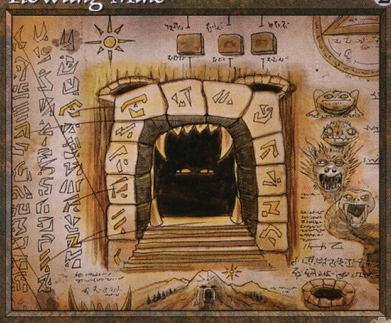
Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

"The Sardian dwarves have let superstition override common sense. There's plenty of ore left in the mountain, and we mustn't let it go to waste."
—Last dispatch of Bolgon, Argivian surveyor

Illus. Mark Poole
™ & © 2022 Wizards of the Coast 83

Howling Mine 2



Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

"The Sardian dwarves have let superstition override common sense. There's plenty of ore left in the mountain, and we mustn't let it go to waste."
—Last dispatch of Bolgon, Argivian surveyor

Illus. Mark Poole
™ & © 2022 Wizards of the Coast 83

Howling Mine 2

Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

"The Sardian dwarves have let superstition override common sense. There's plenty of ore left in the mountain, and we mustn't let it go to waste."
—Last dispatch of Bolgon, Argivian surveyor

Illus. Mark Poole
™ & © 2022 Wizards of the Coast 83

Howling Mine 2

Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

"The Sardian dwarves have let superstition override common sense. There's plenty of ore left in the mountain, and we mustn't let it go to waste."
—Last dispatch of Bolgon, Argivian surveyor

Illus. Mark Poole
™ & © 2022 Wizards of the Coast 83

Howling Mine 2

Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

"The Sardian dwarves have let superstition override common sense. There's plenty of ore left in the mountain, and we mustn't let it go to waste."
—Last dispatch of Bolgon, Argivian surveyor

Illus. Mark Poole
™ & © 2022 Wizards of the Coast 83

Howling Mine 2

Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

"The Sardian dwarves have let superstition override common sense. There's plenty of ore left in the mountain, and we mustn't let it go to waste."
—Last dispatch of Bolgon, Argivian surveyor

Illus. Mark Poole
™ & © 2022 Wizards of the Coast 83

Howling Mine 2

Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

"The Sardian dwarves have let superstition override common sense. There's plenty of ore left in the mountain, and we mustn't let it go to waste."
—Last dispatch of Bolgon, Argivian surveyor

Illus. Mark Poole
™ & © 2022 Wizards of the Coast 83

Howling Mine 2

Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

"The Sardian dwarves have let superstition override common sense. There's plenty of ore left in the mountain, and we mustn't let it go to waste."
—Last dispatch of Bolgon, Argivian surveyor

Illus. Mark Poole
™ & © 2022 Wizards of the Coast 83

Howling Mine 2

Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

"The Sardian dwarves have let superstition override common sense. There's plenty of ore left in the mountain, and we mustn't let it go to waste."
—Last dispatch of Bolgon, Argivian surveyor

Illus. Mark Poole
™ & © 2022 Wizards of the Coast 83

Howling Mine 2

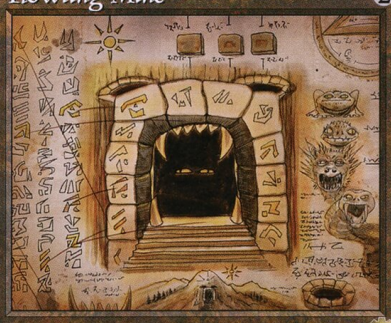
Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

"The Sardian dwarves have let superstition override common sense. There's plenty of ore left in the mountain, and we mustn't let it go to waste."
—Last dispatch of Bolgon, Argivian surveyor

Illus. Mark Poole
™ & © 2022 Wizards of the Coast 83

Howling Mine 2



Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

"The Sardian dwarves have let superstition override common sense. There's plenty of ore left in the mountain, and we mustn't let it go to waste."
—Last dispatch of Bolgon, Argivian surveyor

Illus. Mark Poole
™ & © 2022 Wizards of the Coast 83

Howling Mine 2

Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

"The Sardian dwarves have let superstition override common sense. There's plenty of ore left in the mountain, and we mustn't let it go to waste."
—Last dispatch of Bolgon, Argivian surveyor

Illus. Mark Poole
™ & © 2022 Wizards of the Coast 83

Howling Mine 2

Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

"The Sardian dwarves have let superstition override common sense. There's plenty of ore left in the mountain, and we mustn't let it go to waste."
—Last dispatch of Bolgon, Argivian surveyor

Illus. Mark Poole
™ & © 2022 Wizards of the Coast 83

Howling Mine 2

Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

"The Sardian dwarves have let superstition override common sense. There's plenty of ore left in the mountain, and we mustn't let it go to waste."
—Last dispatch of Bolgon, Argivian surveyor

Illus. Mark Poole
™ & © 2022 Wizards of the Coast 83

Howling Mine 2

Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

"The Sardian dwarves have let superstition override common sense. There's plenty of ore left in the mountain, and we mustn't let it go to waste."
—Last dispatch of Bolgon, Argivian surveyor

Illus. Mark Poole
™ & © 2022 Wizards of the Coast 83

Howling Mine 2

Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

"The Sardian dwarves have let superstition override common sense. There's plenty of ore left in the mountain, and we mustn't let it go to waste."
—Last dispatch of Bolgon, Argivian surveyor

Illus. Mark Poole
™ & © 2022 Wizards of the Coast 83

Howling Mine 2

Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

"The Sardian dwarves have let superstition override common sense. There's plenty of ore left in the mountain, and we mustn't let it go to waste."
—Last dispatch of Bolgon, Argivian surveyor

Illus. Mark Poole
™ & © 2022 Wizards of the Coast 83

Howling Mine 2

Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

"The Sardian dwarves have let superstition override common sense. There's plenty of ore left in the mountain, and we mustn't let it go to waste."
—Last dispatch of Bolgon, Argivian surveyor

Illus. Mark Poole
™ & © 2022 Wizards of the Coast 83

Howling Mine 2

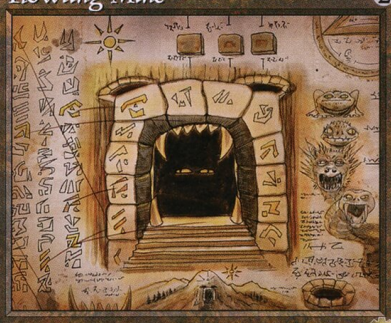
Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

"The Sardian dwarves have let superstition override common sense. There's plenty of ore left in the mountain, and we mustn't let it go to waste."
—Last dispatch of Bolgon, Argivian surveyor

Illus. Mark Poole
™ & © 2022 Wizards of the Coast 83

Howling Mine 2



Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

"The Sardian dwarves have let superstition override common sense. There's plenty of ore left in the mountain, and we mustn't let it go to waste."
—Last dispatch of Bolgon, Argivian surveyor

Illus. Mark Poole
™ & © 2022 Wizards of the Coast 83

Howling Mine 2

Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

"The Sardian dwarves have let superstition override common sense. There's plenty of ore left in the mountain, and we mustn't let it go to waste."
—Last dispatch of Bolgon, Argivian surveyor

Illus. Mark Poole
™ & © 2022 Wizards of the Coast 83

Howling Mine 2

Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

"The Sardian dwarves have let superstition override common sense. There's plenty of ore left in the mountain, and we mustn't let it go to waste."
—Last dispatch of Bolgon, Argivian surveyor

Illus. Mark Poole
™ & © 2022 Wizards of the Coast 83

Howling Mine 2

Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

"The Sardian dwarves have let superstition override common sense. There's plenty of ore left in the mountain, and we mustn't let it go to waste."
—Last dispatch of Bolgon, Argivian surveyor

Illus. Mark Poole
™ & © 2022 Wizards of the Coast 83

Howling Mine 2

Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

"The Sardian dwarves have let superstition override common sense. There's plenty of ore left in the mountain, and we mustn't let it go to waste."
—Last dispatch of Bolgon, Argivian surveyor

Illus. Mark Poole
™ & © 2022 Wizards of the Coast 83

Howling Mine 2

Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

"The Sardian dwarves have let superstition override common sense. There's plenty of ore left in the mountain, and we mustn't let it go to waste."
—Last dispatch of Bolgon, Argivian surveyor

Illus. Mark Poole
™ & © 2022 Wizards of the Coast 83

Howling Mine 2

Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

"The Sardian dwarves have let superstition override common sense. There's plenty of ore left in the mountain, and we mustn't let it go to waste."
—Last dispatch of Bolgon, Argivian surveyor

Illus. Mark Poole
™ & © 2022 Wizards of the Coast 83

Howling Mine 2

Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

"The Sardian dwarves have let superstition override common sense. There's plenty of ore left in the mountain, and we mustn't let it go to waste."
—Last dispatch of Bolgon, Argivian surveyor

Illus. Mark Poole
™ & © 2022 Wizards of the Coast 83

Howling Mine 2

Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

"The Sardian dwarves have let superstition override common sense. There's plenty of ore left in the mountain, and we mustn't let it go to waste."
—Last dispatch of Bolgon, Argivian surveyor

Illus. Mark Poole
™ & © 2022 Wizards of the Coast 83