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 mine's riches never end, nor do the moans of the spirits doomed to haunt them.

Ralph Horsley

™ & © 1993–2009 Wizards of the Coast LLC 212/249

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 mine's riches never end, nor do the moans of the spirits doomed to haunt them.

Ralph Horsley

™ & © 1993–2009 Wizards of the Coast LLC 212/249

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 mine's riches never end, nor do the moans of the spirits doomed to haunt them.

Ralph Horsley

™ & © 1993–2009 Wizards of the Coast LLC 212/249

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 mine's riches never end, nor do the moans of the spirits doomed to haunt them.

Ralph Horsley

™ & © 1993–2009 Wizards of the Coast LLC 212/249