

MTG_CARD_H

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Chapter 1

MTG_CARD_H

1.1 Card Rulings & Descriptions - H

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Hakim, Loreweaver

Halfdane

Hall of Gemstone

Hammerheim

Hand of Justice

Hasran Ogress

Haunting Apparition

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Hypnotic Specter

1.2 Hakim, Loreweaver

Hakim, Loreweaver

+ You can use his ability to put enchantments on him that would be invalid, but they are immediately buried. [Aahz 12/07/96] Hakim's ability is different from other ways that bring enchantments into play because you do not 'play' them. This is why you can put an invalid enchantment on him.

You can use the ability multiple times in one spell stack and can get multiple enchantments on him this way. You only check if he has no enchantments when announcing the ability. [Duelist Magazine #16, Page 28] The Duelist page somewhat contradicts itself, and the above is correct. [D'Angelo 03/02/97]

Card Information

1.3 Halfdane

Halfdane

Copies the current power/toughness of the creature into the text on his lower right hand corner. You then add any effects upon Halfdane himself. [Aahz 01/04/96]

Card Information

1.4 Hall of Gemstone

Hall of Gemstone

As errata, ignore the line break. The entire text is one ability. [WotC Rules Team 10/03/96]

Will affect lands that produce colorless mana. [Aahz 11/07/96]

Will not affect lands that do not produce mana.

Although the color may be altered, any restrictions on the use of the mana are not removed. So Mishra's Workshop may produce colored mana which can only be used on artifacts. [Aahz 11/07/96]

Card Information

1.5 Hammerheim

Hammerheim

Can be used on a creature without landwalking but has no effect. [Duelist Magazine #5, Page 23]

Card Information

1.6 Hand of Justice

Hand of Justice

The creatures are tapped during announcement and as a cost.

[Duelist Magazine #11, Page 56] The effect cannot be announced if the creatures are not in an untapped state. [D'Angelo 12/23/96]

"Summoning sickness" does not prevent creatures from being tapped by this effect. [WotC Rules Team 12/15/94] But you cannot use the Hand's ability at all if the Hand has summoning sickness.

Card Information

1.7 Hasran Ogress

Hasran Ogress

The Arabian Nights version of this card has two versions, one with a small dark circle behind the "2" in the payment cost (rarity C3) and one with a normal mana circle behind the cost (rarity C2).

Card Information

1.8 Haunting Apparition

Haunting Apparition

You choose one opposing player on casting and it only affects that one player. This target is not changed even if this card changes controllers. It becomes useless but stays in play if the target player leaves play. [D'Angelo 10/15/96]

Card Information

1.9 Haunting Wind

Haunting Wind

It does damage whenever the target artifact's activation cost is paid, or when it becomes tapped for any other reason. It does not do double damage if the activation cost requires tapping. [Aahz 06/06/94]

+ Note that there are no continuous artifacts any more. So the text about

not being triggered by continuous artifacts does not apply to anything.
[Aahz 10/02/96]

Card Information

1.10 Havenwood Battleground

Havenwood Battleground

See Dwarven Ruins for rulings.

Card Information

1.11 Hazduhr the Abbot

Hazduhr the Abbot

Targets damage on a single white creature. It does not target the creature.
It cannot take damage from multiple creatures at once. [D'Angelo 10/18/95]

Card Information

1.12 Hazon Tamar

Hazon Tamar

The Sand Warriors leave play if Hazon is placed in an Oubliette or Tawnos's Coffin, and they do not come back on the turn after Hazon re-enters play. [WotC Rules Team 09/15/94]

The Sand Warriors come into play on a player's side if that player controls Hazon during the player's first upkeep after Hazon enters play. It is possible for no player or all players to get Sand Warriors if control of Hazon changes. [WotC Rules Team 05/10/95]

The Sand Warriors do not change control after they enter play even if Hazon changes control. [bethmo 07/14/94]

See the Token Creatures entry in the General Rulings for more information.

Card Information

1.13 Heal

Heal

As errata, the Ice Age version of this card should have you draw a card

at the beginning of the next turn, not the next turn's upkeep.
[Duelist Magazine #18, Page 28] This makes it identical to the Fifth Edition version.

See the Cantrip entry in the General Rulings for more information.

Card Information

1.14 Healing Salve

Healing Salve

Does not target the creature or player when preventing damage. It only targets the damage on the creature or player. Treat this as errata.
[Duelist Magazine #7, Page 36] It does target the player when giving life.

The Limited, Unlimited and Revised Edition versions allowed you to gain 3 life or prevent 3 damage to a creature or player. The Fourth Edition version also allows you to give 3 life to another player if you choose.
[Duelist Magazine #5, Page 10]

Card Information

1.15 Heart of Bogardan

Heart of Bogardan

+ The consequences of not paying the cumulative upkeep happen at the same the card is buried as a result of not paying. This is not a triggered ability. [WotC Rules Team 07/03/97]

Card Information

1.16 Heart of Yavimaya

Heart of Yavimaya

You have the choice when it enters play to sacrifice the land or let this card be buried. You may not use the mana source speed ability between the time when it enters play and before it gets buried because the sacrifice or burial is considered a phase cost. [WotC Rules Team 12/03/96]
(REVERSAL) See Comes Into Play Effects in the General Rulings for more information.

Card Information

1.17 Hecatomb

Hecatomb

As errata, it should read "When Hecatomb comes into play, sacrifice four creatures or bury Hecatomb. ..." [Encyclopedia Page 84]

The sacrifice is done as a triggered effect just after it enters play. It is not done on announcement. [D'Angelo 10/27/95]

If you have less than 4 creatures, you do not partially sacrifice. You pay 4 creatures or none. [WotC Rules Team 06/15/95]

The swamp is tapped during announcement of the effect and as a cost. [Duelist Magazine #11, Page 56] The ability cannot be announced if the target swamp is not untapped at the time. [D'Angelo 12/23/96]

Card Information

1.18 Hell's Caretaker

Hell's Caretaker

See Creature in the Graveyard in the General Rulings for more information.

Pick a creature in the graveyard on announcement. This creature is targeted and the spell will fizzle if it is not there on resolution. [Aahz 07/05/95] (This is a REVERSAL)

You can't sacrifice creatures you don't control. [Page 62]

Can sacrifice itself. [Duelist Magazine #5, Page 123]

Cannot choose itself to be brought back. [D'Angelo 11/11/96]

Card Information

1.19 Helm of Awakening

Helm of Awakening

The effect is cumulative. [Aahz 01/29/97]

The lower cost is not optional like with many other cost reducers. [D'Angelo 01/27/97]

The cost reduction does apply to costs in the card text, such as the extra targets for Fireball. [Aahz 01/29/97]

The cost reduction does not apply to external penalty effects such as Gloom. [Aahz 01/29/97]

Card Information

1.20 Helm of Chatzuk

Helm of Chatzuk

This is a targeted effect so it must have a target in order to be used.
[Aahz 07/29/94]

Card Information

1.21 Helm of Obedience

Helm of Obedience

It is buried as part of the effect. If it is not still in play at that time because you Boomerang it back to your hand, then that part of the effect fails. [bethmo 06/24/96]

If when using the effect you pick a Clone or Doppelganger, and there are no legal targets for the creature, you simply don't get the creature but still bury the Helm. [bethmo 07/10/96] The Clone or Doppelganger stays in the graveyard.

Card Information

1.22 Hematite Talisman

Hematite Talisman

See the Activation Cost entry in the General Rulings for more information on what "once for each" means.

Card Information

1.23 Heroism

Heroism

The cost to avoid the penalty must be paid when the spell resolves. You cannot wait until later to do so. [Aahz 11/30/94]

Paying the Heroism cost to allow a creature to deal damage does not prevent other effects from preventing it from dealing damage. Paying the cost only prevents the Heroism effect. [Duelist Magazine #4, Page 7]

Card Information

1.24 High Tide

High Tide

Multilands which are part Island produce an extra blue mana in addition to whatever you tap it for. [Aahz 12/03/94]

Non lands or lands which do not say they count as Islands do not produce extra mana. [Duelist Magazine #4, Page 6]

Card Information

1.25 The Hive

The Hive

The Wasps created by the Hive are artifact creatures. [Card Text]

See the Token Creatures entry in the General Rulings for more information.

Card Information

1.26 Hollow Trees

Hollow Trees

See Bottomless Vault for rulings.

Card Information

1.27 Holy Armor

Holy Armor

As errata, the Revised Edition version should have "until end of turn" added to the ability. [WotC Rules Team 09/22/95]

Card Information

1.28 Holy Day

Holy Day

See the Fog Effects entry in the General Rulings for more information.

As errata, it should read "Creatures deal no combat damage this turn."
[Encyclopedia Page 149]

Card Information

1.29 Homarid

Homarid

When it gets 4 counters, only the counters are removed. [Aahz 12/02/94]

Card Information

1.30 Homarid Spawning Bed

Homarid Spawning Bed

See the Token Creatures entry in the General Rulings for more information.

Card Information

1.31 Homarid Warrior

Homarid Warrior

The ability to make itself not be targeted is a fast effect and can be used in response to being targeted. Since effects resolve in last-to-first order, the Warrior becomes untargetable before the targeted effect happens and causes the targeted effect to fizzle. Note that if you use this ability before being targeted, that a targeted effect used in the same batch will resolve first. [Aahz 12/01/94] Note that the ability can be activated more than once in a single spell stack if you need it to be.

Does not cause enchantments on it to be removed when the effect is activated. An enchantment in play is neither a spell or an effect. [Duelist Magazine #4, Page 7]

It taps when the effect resolves if it was not already tapped. It may be used even if it is already tapped. [Aahz 12/02/94]

Card Information

1.32 Honorable Passage

Honorable Passage

As errata, it does not target the creature it protects. [WotC Rules Team 03/14/97]

Card Information

1.33 Horror of Horrors

Horror of Horrors

You can't sacrifice lands you don't control. [Mirage Page 26]

You can use this as many times as you want during a given turn.
[bethmo 06/15/94]

Card Information

1.34 Hot Springs

Hot Springs

As errata, it should read "Play only on a land you control. (0): Tap land Hot Springs enchants to prevent 1 damage to any creature or player."
[Encyclopedia Page 84]

See the Enchant Land entry in the General Rulings for more information.

The land is tapped during announcement and as a cost.
[Duelist Magazine #11, Page 56] The effect cannot be announced if the land is not in an untapped state. [D'Angelo 12/23/96]

It is buried if you lose control of the target. [WotC Rules Team 06/15/95]

Card Information

1.35 Howling Mine

Howling Mine

The additional draw is separate from any other draw during your draw phase.
[WotC Rules Team 10/12/94]

In general, drawing a card during the draw phase is an instant speed effect just like any other. [WotC Rules Team 10/12/94]

Card Information

1.36 Hulking Cyclops

Hulking Cyclops

Cannot be given the ability to block by something like Web or Spider Climb. Those abilities do not remove the general inability to block.
[Visions FAQ 02/16/97]

Card Information

1.37 Hurkyl's Recall

Hurkyl's Recall

Retrieves all artifacts owned by the target player regardless of who controls them. Ignores artifacts owned by other players even if target player has control of them.

Read the word "discarded" on the Antiquities and Revised Edition versions as meaning "destroyed" This is official errata to the card.
[Duelist Magazine #4, Page 138]

Card Information

1.38 Hurricane

Hurricane

This is not a targeted spell, and so it may be cast when there are no creatures in play. [bethmo]

Whether or not a creature is Flying is only checked on resolution.
[D'Angelo 10/05/95]

Card Information

1.39 Hurr Jackal

Hurr Jackal

The Jackal's power is not usable during damage prevention. You must use it prior to the damage prevention step. [bethmo]

Note that it must be used before fatal damage occurs and that it prevents regeneration for the rest of the turn. You may not use it at the time when someone tries to regenerate it because this ability is an instant speed fast effect that is not allowed at the time regeneration is used.

Card Information

1.40 Hydroblast

Hydroblast

As errata, play the effect as an instant when targeting a permanent and as an interrupt when targeting a spell. [Mirage Page 4] The spell is still an "Interrupt" and not an "Instant" for effects that affect certain spell types. [Aahz 09/19/96]

+ See "Play as a..." in the General Rulings for more information.

You can target any spell or permanent, it need not be red. It just does not do anything unless the color matches. [D'Angelo 06/09/95]

You can use Sleight of Mind after announcing this spell to change the color word and make it do something on resolution. [D'Angelo 06/09/95]

The decision to counter a spell or destroy a permanent is a decision made on announcement before a target of the proper type is selected. If the spell is redirected, this mode cannot be changed, so only targets of the selected type are valid. [WotC Rules Team 09/22/95]
See Modal Effects in the General Rulings for more information.

Card Information

1.41 Hymn of Rebirth

Hymn of Rebirth

See Creature in the Graveyard in the General Rulings for more information.

Card Information

1.42 Hymn to Tourach

Hymn to Tourach

Since the discard is random, the two cards go to the graveyard in a random order. [Duelist Magazine #14, Page 40]

Was on the Duelists' Convocation restricted list (only 1 per deck) for Type II tournaments from 10/01/96 until 01/01/97. It is currently banned because Fallen Empires is not Type II legal any more.

Card Information

1.43 Hyperion Blacksmith

Hyperion Blacksmith

As errata, it should read "(Tap): Tap or untap target artifact you do not control." [Encyclopedia Page 149]

You declare whether you are tapping or untapping the artifact when you tap this card. If the card changes state before this effect happens, it does nothing. It does not toggle the card state. [bethmo 06/19/94]

Card Information

1.44 Hypnotic Specter

Hypnotic Specter

Must do at least 1 point of damage to cause opponent to discard because the effect is a property of the damage. [WotC Rules Team 02/07/94]

If damage is redirected to opponent by some spell or effect and is not prevented, opponent must discard a card as if they were attacked directly. Equally, if damage is redirected away from the player, no card needs to be discarded. [WotC Rules Team 02/07/94]

If a player discards due to the Specter and later that turn retroactively removes the damage (Simulacrum or other effect), the player does not get the card back. [WotC Rules Team 02/07/94]

The artist's name, Shuler, was misspelled on the Limited/Unlimited Edition versions of this card.

Card Information
