

MTG_CARD_H

Tom de Ruyter

COLLABORATORS

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WRITTEN BY	Tom de Ruyter	July 1, 2022
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Chapter 1

MTG_CARD_H

1.1 Card Rulings & Descriptions - H

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Halfdane

Hammerheim

Hand of Justice

Hasran Ogress

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Hydroblast
Hymn of Rebirth
Hyperion Blacksmith
Hypnotic Specter

1.2 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

1.3 Hammerheim

Hammerheim:

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

Card Information

1.4 Hand of Justice

Hand of Justice:

As of 06/01/96, the creatures are tapped during announcement and as a cost instead of being tapped on resolution. [WotC Rules team 05/08/96]

Before 06/01/96, the creatures tap as part of the spell resolution. [Aahz 02/02/95]

Before 06/01/96, if one of the white creatures to be tapped becomes illegal before resolution, the other ones are still tapped but you do not get to destroy the target. [D'Angelo 08/09/95] This is because a "Do A to do B" effect only does B if all targets in part A succeed.

Before 06/01/96, if the target to be destroyed becomes illegal before resolution, you still have to tap the white creatures but get to destroy nothing. [D'Angelo 08/09/95] This is because a spell only fizzles entirely if all of its targets are illegal.

"Summoning sickness" does not prevent creatures from being tapped by this spell. [WotC Rules Team 12/15/94]

Card Information

1.5 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

1.6 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]

Does not do damage due to a continuous artifact, even if it becomes tapped. The "Is not triggered by continuous artifacts" is absolute. [D'Angelo 04/28/95]

Card Information

1.7 Havenwood Battleground

Havenwood Battleground:

See Dwarven Ruins for rulings.

Card Information

1.8 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]

1.9 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

1.10 Heal

Heal:

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

1.11 Healing Salve

Healing Salve:

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

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

1.12 Hecatomb

Hecatomb:

As errata, the first sentence should read "When Hecatomb comes into play, sacrifice four creatures or bury Hecatomb."
[Duelist Magazine #6, Page 131]

As of 06/01/96, the swamp is tapped during announcement of the effect and as a cost instead of being tapped during resolution.
[WotC Rules team 05/08/96]

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 are not forced to partially sacrifice. You pay 4 creatures or none. [WotC Rules Team 06/15/95]

You cannot effectively multiply pump this effect because when you multiply pump something you only get to pick one target. If you did try to pump this spell, each use would try to tap the same swamp and not different swamps. Only one use could succeed. [D'Angelo 10/31/95]

1.13 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]

Card Information

1.14 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

1.15 Hematite Talisman

Hematite Talisman:

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

1.16 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

1.17 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

1.18 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

1.19 Hollow Trees

Hollow Trees:

See Bottomless Vault for rulings.

Card Information

1.20 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

1.21 Holy Day

Holy Day:

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

As errata, the effect only lasts until the end of the turn.
[WotC Rules Team 09/22/95]

Card Information

1.22 Homarid

Homarid:

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

Card Information

1.23 Homarid Spawning Bed

Homarid Spawning Bed:

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

Card Information

1.24 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

1.25 Horror of Horrors

Horror of Horrors:

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

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

Card Information

1.26 Hot Springs

Hot Springs:

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

As of 06/01/96, the land is tapped during announcement of and as a cost instead of being tapped during resolution. [WotC Rules team 05/08/96]

Ignore the first sentence of this card up to the comma. [Duelist Magazine #6, Page 130]

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

1.27 Howling Mine

Howling Mine:

The two draws are separate and are not done at once. You can draw one, do something, then draw the other. [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

1.28 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

1.29 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

1.30 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 a fast effect that is not allowed at that step of damage prevention.

Card Information

1.31 Hydroblast

Hydroblast:

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]

1.32 Hymn of Rebirth

Hymn of Rebirth:

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

1.33 Hyperion Blacksmith

Hyperion Blacksmith:

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]

As errata, it should be read as saying "any opponent".
[Duelist Magazine #4, Page 64]

Card Information

1.34 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
