

# **MTG\_CARD\_H**

Tom de Ruyter

<b>COLLABORATORS</b>
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	TITLE : MTG_CARD_H		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Tom de Ruyter	December 25, 2022	

<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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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

Haunting Wind

Havenwood Battleground

Hazduhr the Abbot

Hazon Tamar

Heal

Healing Salve

Heart of Yavimaya

Hecatomb

Hell's Caretaker

Helm of Chatzuk

Helm of Obedience

Hematite Talisman

Heroism

High Tide  
The Hive  
Hollow Trees  
Holy Armor  
Holy Day  
Homarid  
Homarid Spawning Bed  
Homarid Warrior  
Horror of Horrors  
Hot Springs  
Howling Mine  
Hurkyl's Recall  
Hurricane  
Hurr Jackal  
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.

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[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]

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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]

Card Information

## 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.

Card Information

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## 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 Heart of Yavimaya

Heart of Yavimaya

You have the choice when it enters play to sacrifice the land or let this card be buried. If you let it be buried, there is a chance during the damage prevention step to tap it for mana. This way you can effectively play the land for mana without losing any other lands. [bethmo 07/02/96] This trick is especially nasty with Storm Cauldron, since the Cauldron will unsummon the land instead of letting it be buried. [bethmo 07/02/96]

Card Information

## 1.13 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]

Card Information

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## 1.14 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

## 1.15 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

## 1.16 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]

Card Information

## 1.17 Hematite Talisman

Hematite Talisman

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

Card Information

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## 1.18 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

## 1.19 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

## 1.20 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

## 1.21 Hollow Trees

Hollow Trees

See Bottomless Vault for rulings.

Card Information

## 1.22 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

## 1.23 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

## 1.24 Homarid

Homarid

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

Card Information

## 1.25 Homarid Spawning Bed

Homarid Spawning Bed

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

Card Information

## 1.26 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

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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

## 1.27 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

## 1.28 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]

Card Information

## 1.29 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

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### 1.30 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

### 1.31 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

### 1.32 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

### 1.33 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]

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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]

Card Information

### 1.34 Hymn of Rebirth

Hymn of Rebirth

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

Card Information

### 1.35 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

### 1.36 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

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