MTG_CARD_R

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1.2 Rabid Wombat

Rabid Wombat:

  If an enchantment is removed from the Wombat, its power and toughness
    change immediately. [bethmo 06/16/94]

  Animate Dead does pump up the Wombat because it counts as an Enchant
    Creature spell. [Duelist Magazine #6, Page 131]

  Card Information

1.3 The Rack

The Rack:

  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.
    [Duelist Magazine #4, Page 64] The Fourth Edition version says this.

  Amount of damage is determined when effect is resolved and not when it is
    announced. [D'Angelo 10/05/95]

  The Fourth Edition version does damage at the end of upkeep. The
    Antiquities and Revised Edition versions let you choose a time during
    upkeep to take the damage. [Duelist Magazine #5, Page 11]

  Card Information

1.4 Radjan Spirit

Radjan Spirit:

  Can be used on a creature without Flying with no effect.
    [Duelist Magazine #5, Page 23]

  Card Information

1.5 Raging River

Raging River:

  Two Raging Rivers result in one extra long river. Not more splits. [Snark]

This is not a targeted spell. [bethmo]

Opponent chooses which side of the river each creature is on before you
  even choose what creatures you are attacking with.
  [WotC Rules Team 06/15/95]

If an attacking creature is stolen by the opponent, it can only block on
  the same side of the river it was assigned, unless it is a flying creature
  then it can go to either side. [WotC Rules Team 06/15/95]

If a defending creature gains flying after being assigned a side of the
  river, it can block a creature on the other side. [D'Angelo 06/30/95]

If a creature enters play (or something becomes a creature) after the attack
  is announced, the creature is not limited to one side of the river or the
  other. It can block creatures on either side just like a Flying creature
  can. [WotC Rules Team 11/10/95] If it can block more than one creature,
  it can even block creatures on both sides at once. [Aahz 01/16/96]

The wording on this card uses "defending" creature in a way that does not
  make sense under the Fourth Edition rules. Treat it as saying
  "defending player's creatures". [Aahz 06/06/94]

Card Information

1.6 Rag Man

Rag Man:

In multiplayer games can choose a different opposing player each time it
  is used. [Duelist Magazine #4, Page 64]

Card Information

1.7 Raiding Party

Raiding Party:

As errata to the card, it should read "Tap a white creature he or she
  controls" instead of just "Tap a white creature."
  [Duelist Magazine #4, Page 138]

The creatures are tapped during spell resolution and not during the damage
  prevention step. [WotC Rules Team 12/15/94]

The color of creature to be tapped is set when the effect is announced and
  even if you use Sleight of Mind after that, you cannot change what color
  creature needs to be tapped to prevent the destruction. [Aahz 05/09/95]

Card Information

1.8 Rainbow Vale

Rainbow Vale:

  Only changes controller at the end of a turn in which it was tapped for
    mana. It does not change controller if it is not tapped for mana.
    [Duelist Magazine #4, Page 7] You choose the player to give it to at
    the time it is tapped for mana.

  Will change control if forced to tap for mana by effects such as Power Sink.
    [Aahz 12/02/94]

  Will not change if tapped by Mana Short since Mana Short does not tap a land
    for mana. [D'Angelo 03/22/95]

  Does change controller even if it stops being a Rainbow Vale before the end
    of the turn (by effects such as Phantasmal Terrain or Blood Moon). The
    control change locks in when you announce the effect.
    [WotC Rules Team 10/18/95] (This is a REVERSAL)

  If under a player's control due to some lasting effect, it will still
    switch players when tapped. [WotC Rules Team 12/15/94]

  Stays in the same tapped/untapped state it is in when it switches
    controllers. [D'Angelo 07/07/95]

  If more than one player manages to tap it for mana in a given turn, then
    two control changes will be scheduled for the end of the turn. Since the
    current player decides which order to process "at end of turn" events,
    they can decide in which order control changes. [bethmo 07/19/95]

  The land's changing of controllers is a new effect each time it is used so
    it will take precedence over any other control effects. This means that
    using Conquer on a Rainbow Vale won't guarantee that you keep it.
    [Duelist Magazine #7, Page 98]

  In multiplayer games you can choose a different opposing player each time it
    is used. [Duelist Magazine #4, Page 64] Player is chosen when you tap the
    land for mana.

  Card Information

1.9 Raise Dead

Raise Dead:

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

  You must show the card you bring out of the graveyard to your opponent.
    [bethmo]

  You can Raise Dead a creature which was discarded from your hand and was
    therefore never in play.

The creature being brought back is chosen on announcement and not on
  resolution of the spell because it is targeted.
  [Duelist Magazine #5, Page 123]

Card Information

1.10   Rakalite

Rakalite:

  Only returns to your hand if it is still in play at the end of the turn.
    If it leaves play, it does not return. [bethmo]

  Can be used any number of times during the turn before it leaves play.

  Can choose different targets for each use.

  The Chronicles version only targets the damage while the Antiquities version
    also targets the player or creature. [Duelist Magazine #7, Page 101]

  Card Information

1.11   Ray of Command

Ray of Command:

  As errata, the creature only taps when you lose control of it at the end of
    the turn. It will not tap due to any other control changes.
    [WotC Rules Team 11/10/95]

  Can be used on an untapped creature. Being tapped is not a targeting
    requirement. [Aahz 06/08/95]

  Only removes "summoning sickness" from the creature. It does not allow a
    Wall to attack, allow an attack when an attack would be illegal or
    override any other rules. [Duelist Magazine #7, Page 9]

  The creature taps after returning to the opponent (if it is not already
    tapped), so any effects triggered off it tapping happen at that time.
    [Aahz 07/05/95]

  If your creature is untapped, you can use the ability before Ray of Command
    resolves. If it is tapped, then you cannot use a tap ability before
    it switches controllers. The creature untaps at the same time that it
    switches controllers, so it cannot be tapped really quickly before it
    switches. [bethmo 07/24/95]

  Note that the creature gets summoning sickness again when it returns so
    it cannot be tapped for an ability or attack until it begins that player's
    turn under their control again. [D'Angelo 08/02/95]

  Card Information

1.12   Ray of Erasure

Ray of Erasure:

  See the Cantrip entry in the General Rulings for more information.
    Can be played if opponent has no cards in their library. They do not lose
    the game. You still get to draw a card next upkeep. [Aahz 06/08/95]

  Card Information

1.13   Reality Twist

Reality Twist:

  If a player uses Magical Hack to make a land type be listed as producing
    two different colors, the player tapping the land for mana can choose to
    produce mana of either color. [Duelist Magazine #7, Page 100] But if it
    produces more than one mana, all mana is of the same color.
    [D'Angelo 07/21/95]

  Card Information

1.14   Recall

Recall:

  As errata to the Legends version of this card, it should read "Choose and
    discard X cards from your hand to take X target cards from your graveyard
    and put them into your hand. Remove Recall from the game".
    [Duelist Magazine #6, Page 131]

  As of 06/01/96, the cards are discarded from your hand during announcement
    and as a cost instead of being discarded on resolution. It is not a
    forced discard, so it cannot be used with Library of Leng.
    [WotC Rules team 05/08/96]

  Before 06/01/96, choose which cards to discard when announced, discard them
    on resolution. [Duelist Magazine #6, Page 131] You must show all
    players the cards selected for discard on announcement. You must then
    discard those cards on resolution. You are not forced to track specific
    cards, you only need to discard ones with the same names as the ones you
    chose. This means that if you have 2 Swamps that either one of them can
    be discarded to satisfy the spell. [Duelist Magazine #8, Page 51]

  Before 06/01/96, must discard all of the chosen cards that are still in
    your hand on resolution. If any one of the cards is not in your hand and
    cannot be discarded, then you do not get any cards. Recall is still
    removed from the game [Duelist Magazine #6, Page 131]

  Choose which cards in the graveyard are being recalled during announcement.
    [Duelist Magazine #9, Page 34] As with all spells, targets are chosen
    at the same time costs are being paid, so the discarded cards are not

        valid targets.

  If one or more of the target cards in the graveyard is not there upon
    resolution, you still get the others. [bethmo 03/11/96]

  The "UXX" casting cost is not a misprint. It means to spend one blue plus
    two times X colorless to cast the spell. [Duelist Magazine #2, Page 7]

  Has been on the Duelists' Convocation restricted list (only 1 per deck)
    for Type I tournaments since 08/01/94. Was on the restricted list for
    Type II tournaments from 08/01/94 through 04/01/96.

  Card Information

1.15   Reconstruction

Reconstruction:

  The Anvil symbol is missing from the Antiquities version of this card.

  Card Information

1.16   Red Elemental Blast

Red Elemental Blast:

  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]

  The Limited, Unlimited, and Revised Edition versions only can target blue
    cards or spells while the Fourth Edition on can target any blue
    permanent (including tokens) or spells. [Duelist Magazine #5, Page 11]

  As errata to the Alpha printing of the Limited Edition version of this
    card, the card should be of type "Interrupt" and not "Instant".

  Card Information

1.17   Red Mana Battery

Red Mana Battery:

  See Black Mana Battery for rulings.

  Card Information

1.18 Red Ward

Red Ward:

  See Black Ward for rulings.

  Card Information

1.19 Reflecting Mirror

Reflecting Mirror:

  This spell only changes the target of a spell, and not the caster.
    [bethmo 08/10/94]

  Can only be used during the period where a spell can be interrupted right
    before it becomes successfully "cast". You cannot wait until later to
    use this effect. [D'Angelo 05/22/95]

  Cannot be used on spells which are not targeted such as Hurricane, nor
    can it be used on redirected spell effects such as with Personal
    Incarnation or Jade Monolith (unless that redirection specifically changes
    the target, so you can Reflecting Mirror someone else's use of Reflecting
    Mirror). [Aahz 08/12/94]

  Cannot be used on spells in which only one "fork" of the spell targets you.
    For example, you cannot Reflect a Fireball which targets you and one of
    your creatures. [Aahz 09/15/94]

  Spells such as Mind Twist which affect your "opponent" are considered
    targeted and can be reflected. [Duelist Magazine #3, Page 7]
    This includes even spells like Mana Clash. [D'Angelo 01/19/95]
    See other card entries if you have other questions.

  Cannot be used on spells like Eye for An Eye which target something else but
    do damage to you. [WotC Rules Team 11/16/94]

  Cannot be used on effects generated by permanents. Those are effects and
    not spells.

  Can be used on spells which will become permanents but that are targeted.
    For example, and artifact like Black Vise or an enchantment like Lifetap
    target a player when cast. But you cannot choose an illegal target.
    Thus if the spell targets "opponent", you cannot reflect it to target the
    caster. [Duelist Magazine #6, Page 131]

  Note that Siren's Call cannot be reflected since it can only target
    the current player. [Duelist Magazine #6, Page 131]

  Card Information

1.20   Regeneration

Regeneration:

  On the Ice Age version of this card, ignore the first sentence up to the
    comma. [Duelist Magazine #6, Page 130]

  Card Information

1.21   Regrowth

Regrowth:

  You must show the card you bring out of the graveyard to your opponent.
    [bethmo]

  You can Regrow a card which was discarded from your hand and was therefore
    never in play.

  This is a targeted effect. [Duelist Magazine #5, Page 123]

  Can use Deflection to force selection of a different card in the Regrowth
    caster's graveyard. [bethmo 04/01/96]

  Has been on the Duelists' Convocation restricted list (only 1 per deck)
    for tournaments since 03/23/94.

  Card Information

1.22   Reincarnation

Reincarnation:

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

  Caster selects the creature which comes into play. [Card Text]

  Can bring back the same creature because you select the creature after
    sending the current one to the graveyard. [bethmo 06/29/94]

  This sets up a triggered effect. When the creature goes to the graveyard,
    the effect will trigger and normal triggered effect resolution takes
    place. [Aahz 06/14/96] If cast on a Firestorm Phoenix, the order that
    the two triggered effects resolves in decides if you can choose the
    Phoenix to be returned by Reincarnation or if it will already be in your
    hand and cannot be chosen. [Aahz 06/14/96]

  Spell fizzles if there are no creatures in the graveyard (this is possible
    if the creature it was cast on was a Firestorm Phoenix, Cyclopean Mummy,
    or some other creature that leaves the graveyard immediately after
    entering it. [bethmo [6/29/94]

Card Information

1.23   Relic Barrier

Relic Barrier:

  Can target a tapped artifact. [Duelist Magazine #5, Page 23]

  Card Information

1.24   Relic Bind

Relic Bind:

  As errata to the Legends version of the card, it should read "When target
    artifact that opponent controls is tapped..."
    [Duelist Magazine #4, Page 138]

  It is buried if it ends up on an artifact you control.
    [Aahz 07/29/95]

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

  Card Information

1.25   Remove Enchantments

Remove Enchantments:

  Read the second sentence as saying "If cast while an opponent is attacking
    you". [Duelist Magazine #4, Page 64]

  Card Information

1.26   Remove Soul

Remove Soul:

  Only works on Summon cards. Cannot counter an Artifact creature or spell
    which brings a creature into play but which does not say "Summon" under
    the picture. [bethmo 06/15/94]

  Card Information

1.27   Reset

Reset:

  Can be played at any time after the beginning of upkeep. This is true even
    if Stasis is in play and you don't have an untap phase.
    [D'Angelo 12/03/95]

  Card Information

1.28   Resurrection

Resurrection:

  Resurrected creatures cannot be tapped to attack or to use a special effect
    on the turn in which they come into play. [Page 30]

  Treat the creature like it has been summoned but with zero applied to any
    'X' in the casting cost. So, a Resurrected Clone would get to choose a
    creature to copy and a Resurrected Rock Hydra would have zero heads.
    [PPG Page 92]

  You can Resurrect a creature which was discarded from your hand and was
    therefore never in play.

  Card Information

1.29   Retribution

Retribution:

  The opponent chooses which creature gets what during announcement of the
    effect. [Aahz 10/25/95]

  Card Information

1.30   Reverberation

Reverberation:

  If used on a sorcery like Hurricane which does X damage to multiple targets,
    it will cause that player to take damage equal to the sum of all damage
    inflicted by the spell. Ouch! [Duelist Magazine #2, Page 9]

  This spell can only be used during a damage prevention step during which
    damage from a sorcery is present. It cannot be used on sorceries that
    do not do damage. [WotC Rules Team 05/10/95]

  Damage prevention can be used before this spell resolves. Only unprevented

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      damage upon resolution will be redirected.  [D'Angelo 05/31/95]

  Regenerating a creature does not remove the damage from it so that damage
    will be redirected.  It will also not be "ignored" by any creature or
    player other than the one that regenerated. [Aahz 06/13/96]

  Card Information
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1.31 Reverse Damage

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Reverse Damage:

  This can be played when the damage occurs (as a form of damage
    prevention) or later in the same turn to retroactively remove damage.
    If used later in the turn, any effects that were caused by the damage
    (i.e. Hypnotic Specter, Drain Life, etc.) are not undone.
    [WotC Rules Team 05/10/95]

  If a source does damage to you multiple times in the same turn, you can
    reverse all of it, not just one time. [Card Text]

  Actually removes damage when it gives you life, so you gain nothing by
    casting two of these in a row. [WotC Rules Team]

  When being used to retroactively affect damage, it is not targeted.  This
    means that it can be used even if you have taken no damage this turn,
    in order to waste the spell.  [Duelist Magazine #6, Page 131]  It never
    targets damage, even when it is being used on current damage.
    [Aahz 07/18/95]

  Can be used on damage from mana burn. [bethmo 08/12/94]

  Card Information
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1.32 Reverse Polarity

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Reverse Polarity:

  Actually removes damage when it gives you life, so you gain nothing by
    casting two of these in a row. [WotC Rules Team]

  When being used to retroactively affect damage, it is not targeted.  This
    means that it can be used even if you have taken no damage this turn,
    in order to waste the spell. [WotC Rules Team 05/10/95]  It never targets
    damage, even when it is being used on current damage. [Aahz 07/18/95]

  Card Information
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1.33 Righteousness

Righteousness:

  Can only be used during the attack phase on a blocking creature because
   it says "defending" creature. [Aahz 06/06/94]

  The benefits last until the end of the turn like all instants.

  Card Information

1.34   Rime Dryad

Rime Dryad:

  Cannot landwalk through a non-snow-covered Forest.
   [WotC Rules Team 06/15/95]

  Card Information

1.35   Ring of Ma'ruf

Ring of Ma'ruf:

  Can acquire a creature which was removed from the game by the Disintegrate
   or Swords to Plowshares. [bethmo]

  Cannot acquire cards that are in an Oubliette or Tawnos's Coffin. Those
   cards are simply out of play and not out of the game.
   [WotC Rules Team 11/10/95] (This is a REVERSAL)

  Cannot acquire the Ante cards. They are considered still "in the game"
   as are cards in the library and the graveyard. [bethmo]

  Cannot acquire cards in opponent's deck. They are in the game.

  Cannot acquire cards which are on other cards, such as Ice Cauldron,
   Elkin's Bottle, Necropotence, etc. [WotC Rules Team 10/18/95]

  While in a sub-game started by Shahrazad, you cannot take cards from the
   parent game. This "sub-game" is still part of the larger "game".
   [WotC Rules Team 11/10/95]

  Can only acquire cards you own. [bethmo]

  The effect is not targeted even though you choose the card when the effect
   is announced. [Aahz 06/13/96]

  You do need to show the card you acquire to your opponent. [Aahz 06/13/96]
   (REVERSAL)

  It is removed from the game when the effect is announced.
   [D'Angelo 05/31/95]

Card Information

1.36   Ring of Renewal

Ring of Renewal:

  As errata, it should read "{5,T}: Discard a card at random to draw two
    cards." This makes it a "Do A to do B" effect instead of "Do A and do B"
    effect. [Duelist Magazine #7, Page 99]

  As of 06/01/96, the cards are discarded from your hand during announcement
    and as a cost instead of being discarded on resolution. It is not a
    forced discard, so it cannot be used with Library of Leng.
    [WotC Rules team 05/08/96]

  Before 06/01/96, the card is discarded when the effect is resolved.
    [WotC Rules Team 05/10/95]

  Before 06/01/96, it can be used if you have no card to discard but it will
    fizzle and you will not draw a card. [Duelist Magazine #5, Page 22]

  Before 06/01/96, if you have Library of Leng in play, you can discard to
    the top of your library. [Duelist Magazine #4, Page 7]

  Card Information

1.37   Ritual of Subdual

Ritual of Subdual:

  All affected lands produce colorless mana and the amount generated is not
    affected. [Duelist Magazine #6, Page 131]

  Will remove restrictions on how mana generated by the land is used.
    [Duelist Magazine #6, Page 131] For example, the 3 mana from a Mishra's
    Workshop still is not limited any more.

  Card Information

1.38   Rocket Launcher

Rocket Launcher:

  Because it does not have tapping as part of its activation cost, you can
    power it many times in one turn, but it is destroyed at the end of any
    turn in which you use it. [Card Text]

  Cannot be powered for more than one point of damage in a single activation.
    [D'Angelo 06/28/96] (REVERSAL based on WotC Rules Team 06/27/96)

Can choose different targets for each use. [bethmo]

Can be animated and enchanted with Regeneration. If so, it can regenerate
  from the destroy effect at end of turn. [WotC Rules Team 12/15/94]

It does not sacrifice itself. [WotC Rules Team 12/15/94]

The Guardian Beast cannot prevent it from being destroyed.
  [WotC Rules Team 07/24/95] (See Guardian Beast errata)

Card Information

1.39 Rock Hydra

Rock Hydra:

  Losing a head is considered to be damage prevention. So it the payment of
    one red mana. So, in either case, the damage gets prevented and does not
    accumulate. [Duelist Magazine #11, Page 57] This translates to letting
    you prevent damage by paying R or paying one head counter. You cannot
    end the first sub-step of damage prevention with unprevented damage if
    the Hydra has any heads left. [D'Angelo 11/15/95]

  Since the Hydra loses heads due to damage before accumulating damage
    points, instants like Giant Growth are not totally useful with a Rock
    Hydra. A Hydra with 4 heads and a Giant Growth is 7/7, but after
    taking 4 damage (without paying the mana to keep the heads) it will
    lose all of its heads and die once the Giant Growth wears off.
    [bethmo]

  If you use Regeneration on a Hydra, the damage becomes ignored and cannot
    be prevented, so it does not lose heads. [D'Angelo 11/15/95] This is
    a REVERSAL.

  When it dies it "forgets" how many heads it had, so Resurrection, Animate
    Dead and other cards which pull out of the graveyard result in a 0/0
    creature. This creature will only live if its toughness is increased
    by something like Castle. [PPG Page 92]

  Note that once a spell is in play, any X is considered to be zero when
    calculating its casting cost. [PPG Page 56] This means that
    Metamorphosis on a Hydra gives only 3 mana.

  You can spend more red mana than there is damage to prevent if you do it all
    in one spell stack. In other words two uses of the pay R to prevent a
    point of damage can target the same point of damage. The second one to
    resolve will fizzle. [D'Angelo 11/21/95]

  If damage to a Rock Hydra is unpreventable (i.e. Whippoorwill or Lava
    Burst), you cannot spend R to prevent damage or remove heads to prevent
    damage. This is a rare case where the Rock Hydra can end damage
    prevention with damage and heads. [Duelist Magazine #11, Page 57]
    (This is a REVERSAL of something I had in here before)

The Alpha printing version of this card had 'R's where the red mana
  symbols are on all further printings.

Card Information

1.40   Rohgahh of Kher Keep

Rohgahh of Kher Keep:

  In multiplayer games you can choose a different opposing player each time it
    requires you to. [Duelist Magazine #4, Page 64]

Card Information

1.41   Roterothopter

Roterothopter:

  If Power Artifact is placed on it to lower the activation cost to just 1
    mana, it can effectively be pumped up to +4/+0.
    [Duelist Magazine #9, Page 61]

Card Information

1.42   Royal Assassin

Royal Assassin:

  As with all targeted effects, the requirements for targeting are checked
    when declaring the effect and when resolving it. So, if the creature
    is no longer tapped (it untaps by Twiddle or other effect) when the
    Assassin is resolved, then the effect fizzles. [Aahz]

  Cannot target a creature with Protection from Black. [bethmo]

  You can kill your own creatures. [bethmo]

  Cannot target itself because you choose the target at the same time you are
    tapping him. At that time he is not yet tapped. [D'Angelo 07/18/95]

  Card Information

1.43   Rubinia Soulsinger

Rubinia Soulsinger:

  The Legends version only applies the not untapping if you don't want to if

it was tapped to gain control of a creature. Also, the player who used
the ability decides if it untaps and this does not have to be the current
controller. The Chronicles version always offers its controller the
choice of whether to untap or not. [Duelist Magazine #7, Page 101]

Card Information

1.44   Ruins of Trokair

Ruins of Trokair:

See Dwarven Ruins for rulings.

Card Information

1.45   Rukh Egg

Rukh Egg:

As official errata to the card, it should read "If Rukh Egg goes to the
graveyard from play...". [Duelist Magazine #4, Page 137] This means
that no Rukh hatches if it is discarded or countered.

You get the benefit of the Egg if it leaves play due to any reason which
causes it to go to the graveyard from play. This includes being
"destroyed", "discarded", "placed in graveyard" or "sacrificed".

If the Egg is discarded by City in a Bottle, you get a Rukh. [Arab FAQ
01/05/94]

Note that Disintegrate and Swords to Plowshares remove the Egg from the
game instead of sending the card to the graveyard, so no Rukh hatches.
[bethmo]

The Rukh that hatches is a red creature. [Card Text]

The Rukh is not a "card", it is a token. See the Token Creatures entry
in the General Rulings for more information.

The Rukh cannot be used to attack until it begins one of your turns in
play. [Page 30]

Animate Dead brings back a -1/3 Egg which will hatch into a fully
functional Rukh (the Animate Dead goes to the graveyard with the Egg).
[Duelist Magazine #2, Page 14]

If a Clone or a Doppelganger of a Rukh Egg is destroyed, it hatches into a
fully functional Rukh. [bethmo]

If the Egg is destroyed while under the control of another player, the
controller of the Egg gets the Rukh. This applies to Animate Dead as
well. [Duelist Magazine #2, Page 14]

If the Rukh Egg card is removed from the graveyard in the same turn it is
  put there, a Rukh will still hatch. [bethmo 08/10/94]

Sleight on Mind can be used to change the color of the Rukh that will
  hatch. [bethmo]

Was on the Duelists' Convocation restricted list (only 1 per deck)
  for tournaments from 01/25/94 to 02/23/94.

Card Information

1.46 Runesword

Runesword:

  As errata to The Dark version of the card, it should read "{3,Tap}: Target
    attacking creatures gets +2/+0 until end of turn. Until end of turn, no
    creature assigned damage from that creature may regenerate this turn; if
    such a creature receives lethal damage this turn, remove it from the game.
    If target creature leaves play before end of turn, bury Runesword."
    [Duelist Magazine #6, Page 22]

  As errata to both versions of this card, the creature cannot regenerate and
    is subject to being removed from the game even if the damage is prevented.
    [Duelist Magazine #7, Page 101]

  The Dark version of the card has creatures go to the graveyard before
    leaving the game. [WotC Rules Team 09/30/94] The Chronicles version of
    the card has them leave the game when they have lethal damage and before
    going to the graveyard. [Aahz 02/04/96]

  Card Information

1.47 Rust

Rust:

  Can only counter effects which read "Cost: Effect" so ones like Life Chisel
    are excluded. [Duelist Magazine #2, Page 9]

  The player does not get back any costs spent to generate the effect being
    countered. [bethmo 09/20/94] This means that any sacrifices (even if the
    artifact sacrifices itself) are not undone. The cards are lost.
    [Aahz 12/02/94]

  Card Information