MTG_CARD_R

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COLLABORATORS

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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, Necromancy, and Dance of the Dead all become creature
    enchantments and do pump up the Wombat. [Aahz 06/06/97]

  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   Radiant Essence

Radiant Essence

  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]

  If you take control of a Radiant Essence that targets you, it continues to
  count your permanents. [DeLaney 02/19/97]

  Card Information

1.5   Radjan Spirit

Radjan Spirit

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

  Removes all Flying abilities from the creature.

  Card Information

1.6   Raging River

Raging River

  As errata, it should read "When you attack, defending player must divide
    his or her creatures between the left and right sides of the River. You
    then choose on which side of the River to place each attacking creature,
    and attacking creatures can only be blocked by flying creatures or those
    on the same side of the River, or creatures that enter play after this
    division." [Encyclopedia Page 208]

  Two Raging Rivers result in one extra long river. Not more splits. [Snark]
    In other words, it is not cumulative.

  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]

Card Information

1.7 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

1.8 Raiding Party

Raiding Party

As errata, it should read "... A player may tap a white creature he or she
  controls to prevent up to two ..." [Encyclopedia Page 189]

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

1.9 Rainbow Vale

Rainbow Vale

As errata, it should read "(Tap): Add one mana of any color to your mana
  pool and choose target opponent. The opponent gains control of Rainbow
  Vale at end of turn." [Encyclopedia Page 189]

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.
  [Duelist Magazine #8, Page 51]

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.
  [bethmo 07/19/95] These effects resolve using the standard order for
  such effects, so the current player's effects go first, then the
  opponent's.

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]

Card Information

1.10   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

1.11   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 does not target anything while the Antiquities
    version also targets the player or creature.
    [Duelist Magazine #7, Page 101]

  Card Information

1.12   Rampant Growth

Rampant Growth

  The land does not count toward your one per turn limit because it was put
    into play by an effect. [Duelist Magazine #16, Page 30]

  Card Information

1.13   Rasputin Dreamweaver

Rasputin Dreamweaver

  As errata, play the damage prevention ability as an instant. [Mirage Page 4]

  As errata, play the mana producing ability as a mana source. [Mirage Page 2]

  Card Information

1.14   Ravenous Vampire

Ravenous Vampire

  If sacrificed to itself, it gets the +1/+1 counter before it goes to the
    graveyard. Abilities that trigger on its death will count the +1/+1.
    [Aahz 06/11/97]

  Card Information

1.15   Ray of Command

Ray of Command

  As errata, it should read "...activation cost. If you lose control of the
    creature at end of this turn, tap it." [Encyclopedia Page 95]

  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.
    [Duelist Magazine #9, Page 60]

  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]

+ This effect ends if the creature phases out. The creature will phase back
    in without the Ray of Command's control effect, which typically means it
    will be under its original controller's control. [D'Angelo 09/02/97]

  Card Information

1.16   Ray of Erasure

Ray of Erasure

  As errata, 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]

  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

1.17   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]

  See Naked Singularity for some other related rulings.

  Card Information

1.18   Rebirth

Rebirth

+ Has always been on the Duelists' Convocation banned list (not allowed in a
    deck) for Type I, Standard (Type II), Classic-Restricted (Type I.5) and
    Extended tournaments because it is only used in games for Ante. Now
    banned in Standard (Type II) because it is no longer in the base set.

  Card Information

1.19   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]

  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. [Duelist Magazine #11, Page 56]

  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 generic mana 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. Has always been

banned from Type I.5 tournaments.

Card Information

1.20   Reconstruction

Reconstruction

As errata, it should read "Bring one target artifact from your graveyard
to your hand." [Encyclopedia Page 54]

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

Card Information

1.21   Red Elemental Blast

Red Elemental Blast

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]

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.
[Duelist Magazine #8, Page 50] See Modal Effects in the General Rulings
for more information.

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

1.22   Red Mana Battery

Red Mana Battery

See Black Mana Battery for rulings.

Card Information

1.23   Red Ward

Red Ward

  See Black Ward for rulings.

  Card Information

1.24   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.
    [Aahz 08/12/94]

+ Cannot be used on spells which affect "you" and which do not say they target
    you, as with a "target player" spell where you choose yourself.
    [D'Angelo 10/13/97]

  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. [Aahz 08/12/94]

  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

1.25   Regeneration

Regeneration

  As errata, it should read "(G): Regenerate enchanted creature".
    [Encyclopedia Page 41]

  Card Information

1.26   Regrowth

Regrowth

  As errata, it should read "Bring one target card from your graveyard to your
    hand." [Encyclopedia Page 54]

  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 Classic (Type I) tournaments since 03/23/94. Was on the
    Standard (Type II) restricted list until 05/02/95 when it became banned
    since it is not in the current edition of The Gathering. Has always been
    banned from Classic-Restricted (Type I.5) and Extended tournaments.

  Card Information

1.27   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

1.28   Reign of Chaos

Reign of Chaos

  Cannot be cast unless there is a valid creature and a valid land to target.
    [Duelist Magazine #16, Page 30]

Card Information

1.29   Reinforcements

Reinforcements

  You have to show the creatures you put on yop of your library, along with
    the order you put them there. [D'Angelo 03/26/97]

Card Information

1.30   Relentless Assault

Relentless Assault

  A creature that must attack each turn, must only attack once that turn. It
    is not forced into each attack that turn. [WotC Rules Team 03/14/97]

  If a creature becomes forced to attack by an ability such as the Norrit,
    it must attack in the next available attack. Once it attacks once, it
    removes all "your must attack" restrictions of existing effects on it.
    [WotC Rules Team 03/14/97]

  If a spell or ability can only be played "before the attack", it can be
    played after this spell is played because it is now before another attack.
    [WotC Rules Team 03/14/97]

  If a creature has a cost that must be paid in order to attack or block, it
    need only pay once to attack in any other attacks that turn.
    [WotC Rules Team 03/14/97] This is true even if the wording on the card
    makes it sound otherwise.

  Abilities that trigger when a creature attacks, blocks, or is blocked will
    trigger during each combat that turn. Thus, a creature with Rampage will
    get the bonus added during each attack. [WotC Rules Team 03/14/97]

   Forking this card during your opponents turn will not allow you to attack
     during their turn. [WotC Rules Team 03/14/97]

   Card Information

1.31   Relic Barrier

Relic Barrier

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

   Card Information

1.32   Relic Bind

Relic Bind

   As errata, it should read "When target artifact an opponent controls..."
     [WotC Rules Team 01/27/95]

   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]

   Card Information

1.33   Relic Ward

Relic Ward

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

   Card Information

1.34   Remove Enchantments

Remove Enchantments

   As errata, it should read "Remove all enchantments you control and remove
     all enchantment cards played on all permanents you control. If cast
     while an opponent is attacking you, also remove all enchantment cards
     played on attacking creatures. All enchantments you own are returned
     to your hand; all other enchantments are destroyed."

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    [Encyclopedia Page 209]
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  Card Information

1.35   Remove Soul

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Remove Soul
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  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

1.36   Reset

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Reset
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  As errata, play this spell as an instant. [Mirage Page 4] The spell is
    actually errata'd to be an "Instant" and not an "Interrupt".
    [WotC Rules Team 10/03/96]

  Card Information

1.37   Resurrection

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Resurrection
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  As errata, it should read "Take a target creature from your graveyard and
    put it directly into play. Treat this creature as though it were just
    played." [Encyclopedia Page 13]

  Resurrected creatures cannot be tapped to attack or to use a special effect
    on the turn in which they come into play. [Mirage Page 14]

  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

1.38   Retribution

Retribution

  The opponent chooses which creature gets what during announcement of the
    effect. [Duelist Magazine #9, Page 37]

  Card Information

1.39 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
    damage upon resolution will be redirected. [D'Angelo 05/31/95]

  Card Information

1.40 Reverse Damage

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]

  Card Information

1.41 Reverse Polarity

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

1.42   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

1.43   Rime Dryad

Rime Dryad

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

  Card Information

1.44   Ring of Ma'ruf

Ring of Ma'ruf

  As errata, it should read "(5),(Tap): Instead of drawing a card from the
    top of your library, select one of your cards from outside the game. This
    card can be any card you have that you're not using in your deck or that
    for some reason has left the game. Ring of Ma'ruf is removed from the
    game entirely after use." The card type is "Artifact" and not "Mono
    Artifact". [Encyclopedia Page 209]

  This is a specialized effect that modifies a draw. [D'Angelo 11/11/96]

  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.
[Duelist Magazine #9, Page 60] Same for phased out cards.

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] Such cards
are in the "set aside" zone.

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] See Controller, Caster, Owner
in the General Rulings for more information.

The effect is not targeted even though you choose the card when the effect
is announced. [Aahz 06/13/96] This is because it selects a card which is
not in the game. [Aahz 03/18/97]

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

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

In Duelist Convocation tournament play, it can only bring cards from your
sideboard or ones that were removed from the game by an effect.

Card Information

1.45   Ring of Renewal

Ring of Renewal

As errata, it should read "(5),(Tap): Discard a card at random from your
hand to draw two cards." [Encyclopedia Page 189]

The cards are discarded from your hand during announcement and as a cost.
It is not a forced discard, so it cannot be used with Library of Leng.
[Duelist Magazine #11, Page 56]

Card Information

1.46   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

1.47   Riven Turnbull

Riven Turnbull

  As errata, play the effect as a mana source. [Mirage Page 2]

  Card Information

1.48   Roc Hatchling

Roc Hatchling

+ The flying ability is inherent to the card, and is not an external effect.
    So it is considered the first to enter play and will lose out to any
    effect which removes flying from the Hatchling. [bethmo 08/21/97]

  Card Information

1.49   Rocket Launcher

Rocket Launcher

  As errata, it should read "(2): Do 1 damage to target creature or player.
    Rocket Launcher may not be used until it begins one of your turns in play
    on your side. If it is used, Rocket Launcher is buried at end of turn."
    [Encyclopedia Page 54] [Duelist Magazine #15, Page 28]

  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.
    [Duelist Magazine #12, Page 26]

  Can choose different targets for each use. [bethmo]

  The Guardian Beast cannot prevent it from being buried.

  The restriction against use is not summoning sickness, so an animated Rocket
    Launcher cannot be used the turn it enters play if you have Concordant
    Crossroads out. [bethmo 12/16/96]

  It is only destroyed at end of turn if it is successfully used. If the

ability is countered, it is not destroyed. [Aahz 06/12/97]

Card Information

1.50   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]

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]

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

Card Information

1.51   Rohgahh of Kher Keep

Rohgahh of Kher Keep

As errata, it should read "...or choose an opponent and Rohgahh and all..."
  [Encyclopedia Page 158]

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

   Card Information

1.52   Roots of Life

Roots of Life

   A Magical Hack or Mind Bend will not allow you to change the land types it
      affects since the land type is chosen on announcement, well before even
      interrupts can be used. [bethmo 05/13/97]

   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

1.53   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

1.54   Rowen

Rowen

   The first sentence is a continuous effect. You reveal the card when you
      draw it, during the resolution of any draw effect. The second sentence
      is a triggered effect, and thus will wait until the entire draw effect
      finishes resolving before you do it. [DeLaney 01/28/97]

   Card Information

1.55   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

1.56   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

1.57   Ruins of Trokair

Ruins of Trokair

See Dwarven Ruins for rulings.

Card Information

1.58   Rukh Egg

Rukh Egg

As errata, it should read "If Rukh Egg goes to the graveyard from play, a
Rukh--a 4/4 red flying creature--comes into play on your side at the end
of that turn. ..." [Encyclopedia Page 127]

No Rukh hatches if it is discarded or countered.
[Duelist Magazine #4, Page 137]

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. [Mirage Page 14]

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 of 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

1.59 Runed Arch

Runed Arch

As errata, it should read "Runed Arch comes into play tapped. (X),(Tap),
  Sacrifice Runed Arch: X target creatures with power no greater than 2
  are unblockable until end of turn. Other..." [Encyclopedia Page 95]

Card Information

1.60 Runesword

Runesword

The errata in Duelist Magazine #6, Page 22 and Duelist Magazine #7, Page
  101 and Magic Official Encyclopedia Page 66 are not needed any more and
  are repealed. [WotC Rules Team 12/03/96]

The removal from the game happens immediately upon receiving lethal damage
  and even before the chance to regenerate is given. [bethmo 03/04/97]
  Although it is worded like a triggered ability, it does not work that way.

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 and before going to the graveyard.
  [Aahz 02/04/96]

Card Information

1.61 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]

All 'Mono Artifacts' have errata to have an activation cost of tapping, so
  they can be affected.

Card Information