

MTG_CARD_R

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Chapter 1

MTG_CARD_R

1.1 Card Rulings & Descriptions - R

Rabid Wombat

The Rack

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Ring of Ma'ruf

Ring of Renewal
Ritual of Subdual
Riven Turnbull
Roc Hatchling
Rocket Launcher
Rock Hydra
Rohgahh of Kher Keep
Roots of Life
Rootwater Matriarch
Roterohopter
Rowen
Royal Assassin
Rubinia Soulsinger
Ruby Medallion
Ruins of Trokair
Rukh Egg
Runed Arch
Runesword
Rust

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 Reap

Reap

The count of the number of black permanents the opponent controls is done during announcement since it only affects target selection. It does not get recounted later. [bethmo 12/14/97]

Card Information

1.19 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

1.20 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

1.21 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

1.22 Recycle

Recycle

Does not let you draw for cards that are simply "put into play", such as with Eureka. [Aahz 11/04/97] Or Rampant Growth. [bethmo 12/02/97]

You draw the card as soon as the card is played, even before interrupts are used. For this reason, countering the spell will not prevent you from drawing the card. [D'Angelo 11/10/97]

Card Information

1.23 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

1.24 Red Mana Battery

Red Mana Battery

See Black Mana Battery for rulings.

Card Information

1.25 Red Ward

Red Ward

See Black Ward for rulings.

Card Information

1.26 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

1.27 Reflecting Pool

Reflecting Pool

If none of your lands can produce mana, or if all of your lands are Reflecting Pools, then they cannot be tapped for any kind of mana.
[bethmo 11/03/97]

Card Information

1.28 Regeneration

Regeneration

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

Card Information

1.29 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

1.30 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

1.31 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

1.32 Reinforcements

Reinforcements

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

Card Information

1.33 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

1.34 Relic Barrier

Relic Barrier

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

Card Information

1.35 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

1.36 Relic Ward

Relic Ward

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

Does not destroy enchantments which are on the artifact, and it not prevent enchantments from being moved onto the artifact. [bethmo 10/23/97]

Card Information

1.37 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."
[Encyclopedia Page 209]

Card Information

1.38 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

1.39 Reset

Reset

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

1.40 Resurrection

Resurrection

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

1.41 Retribution

Retribution

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

Card Information

1.42 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

1.43 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

1.44 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

1.45 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

1.46 Rime Dryad

Rime Dryad

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

Card Information

1.47 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

1.48 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

1.49 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

1.50 Riven Turnbull

Riven Turnbull

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

Card Information

1.51 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

1.52 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

1.53 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

1.54 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

1.55 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

1.56 Rootwater Matriarch

Can target an unenchanted creature but has no effect on that creature. [Aahz 11/17/97]

The control effect ends if at any time the creature has no enchantments on it. [D'Angelo 12/18/97]

Card Information

1.57 Roterohopter

Roterohopter

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

1.58 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

1.59 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

1.60 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

1.61 Ruby Medallion

Ruby Medallion

See Helm of Awakening for Rulings.

Card Information

1.62 Ruins of Trokair

Ruins of Trokair

See Dwarven Ruins for rulings.

Card Information

1.63 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

1.64 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

1.65 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

1.66 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
