

MTG_CARD_N

Tom de Ruyter

COLLABORATORS

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Chapter 1

MTG_CARD_N

1.1 Card Rulings & Descriptions - N

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Nacre Talisman

Nafs Asp

Naked Singularity

Nameless Race

Natural Balance

Natural Order

Nature's Lore

Nature's Blessing

Nature's Chosen

Nature's Wrath

Nebuchadnezzar

Necrite

Necromancy

Necropolis

Necropotence

Nekrataal

Nether Shadow

Nether Void
Nettling Imp
Nevinyrral's Disk
Nicol Bolas
Nightmare
Night Soil
Norritt
Northern Paladin
North Star
Nova Pentacle
Null Chamber

1.2 Nacre Talisman

Nacre Talisman

See Hematite Talisman for rulings.

Card Information

1.3 Nafs Asp

Nafs Asp

Can pay the 1 mana at any time after damage is done before the draw phase of that player's turn. This means that you can pay up until the end of upkeep. [Card Text]

If it damages a player during their draw phase and they do not prevent it by paying 1, then this counts as activating the Asp's ability again and it will damage that player again during their next draw phase.

[Duelist Magazine #6, Page 21] This keeps happening until they pay, even if the Asp leaves play. [Duelist Magazine #14, Page 26]

As errata to the Arabian Nights version, it should be read as saying "any opponent" instead of "your opponent".

[Duelist Magazine #4, Page 64]

The Arabian Nights version causes loss of 1 life while the Fourth Edition version does 1 damage.

The Fourth Edition version will do extra damage to its controller if its damage gets redirected there, while the Arabian Nights version could only damage an opponent. [Duelist Magazine #5, Page 11]

Card Information

1.4 Naked Singularity

Naked Singularity

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

1.5 Nameless Race

Nameless Race

The life payment is made during the resolution of the effect as the card enters play. It is not paid during announcement because the card says to when "bringing" it into play, not when "playing it. [D'Angelo 03/17/97] (This is a minor REVERSAL of a ruling I had here before).

Card Information

1.6 Natural Balance

Natural Balance

As errata, you are not required to retrieve the lands. You just get a maximum of whatever it takes to bring you up to five. [WotC Rules Team 10/03/96]

Card Information

1.7 Natural Order

Natural Order

The sacrifice of a green creature is part of the cost and is paid on announcement. You do not have a choice to pay this cost zero times or more than one time in order to multiply the effect. [D'Angelo 01/28/97]

Card Information

1.8 Nature's Blessing

Nature's Blessing

The abilities granted are permanent. They are not just until the end of the turn. [Aahz 06/14/96]

Card Information

1.9 Nature's Chosen

Nature's Chosen

Is buried if you lose control of the creature since the card text says it is played on a creature you control. [D'Angelo 06/17/96]

Card Information

1.10 Nature's Lore

Nature's Lore

Basic forests and multilands that say "counts as a Forest" can be drawn. [Duelist Magazine #7, Page 8]

Can get a Snow-Covered Forest out. [Duelist Magazine #6, Page 132]

Card Information

1.11 Nature's Wrath

Nature's Wrath

If something causes you to put a blue or black permanent into play, you are the one that gets affected, not your opponent. [Aahz 06/18/96]

If two are in play, a player sacrifices two things for each one put into play. [Aahz 06/18/96]

If a permanent is meets both sets of criteria, you sacrifice two things. For example, a card which is blue and black. [D'Angelo 11/11/96]

Card Information

1.12 Nebuchadnezzar

Nebuchadnezzar

Your opponent only discards cards that you name and which are shown to you. They do not have to discard a card if it is in their hand but was not shown. [Aahz 06/28/94]

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

Card Information

1.13 Necrite

Necrite

See the Is Not Blocked entry in the General Rulings for more information.

The ability is targeted. [Aahz 12/02/94]

The Fifth Edition version's ability has an activation cost and is played as an instant. The Fallen Empires version was played as a triggered effect at the end of blocking declaration. [D'Angelo 04/11/97]

Card Information

1.14 Necromancy

Necromancy

Enters play as a global enchantment and then becomes an Enchant Creature as a triggered effect upon entering play. It follows all the rules for Enchant Creature cards from then on. [WotC Rules Team 03/14/97]

The bringing of the creature into play and then putting Necromancy on it is all done as one triggered ability. [bethmo 02/25/97]

As a local enchantment, its only legal target is the one chosen when it entered play, thus there is no other legal target to move it to with Enchantment Alteration. [WotC Rules Team 03/14/97]

Note that it is not ever an Enchant Dead Creature and that the creature in play is not a "dead creature", so the creature cannot have Animate Dead moved onto it. [bethmo 02/18/97]

Card Information

1.15 Necropolis

Necropolis

As errata, it should read "Counts as a wall. Remove a creature card in your graveyard from the game: Put X +0/+1 counters on Necropolis where X is that creature's casting cost." [Encyclopedia Page 172]

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

As with all counters, the +0/+1 counters are permanent. [Aahz 08/10/94]

Card Information

1.16 Necropotence

Necropotence

See Phase Skipping in the General Rulings for more information.

As errata, ignore the word "next" on the card. If an effect such as Library of Leng causes you to skip your discard phase, you simply put the cards in your hand when you finally do get a discard phase. [WotC Rules Team 10/03/96]

Triggers on a discard and after the card goes wherever it is going, Necropotence removes it from game. So you can use a Library of Leng ability during a discard but the card still leaves the game. [Aahz 04/23/96]

Cards are placed face-down under Necropotence.

[Duelist Magazine #7, Page 100] The point of this ruling is that you do not get to look at the cards until they are drawn. The cards are not actually associated with the Necropotence permanent. [Aahz 02/10/96]

Removing Necropotence from play will not cause the cards under it to be buried. They are considered as being held by the original effect and are just put under the Necropotence for convenience. [Aahz 01/15/96] You get the cards during your next discard phase.

Only has the effect of making you skip your draw phase if it is in play when your draw phase would normally start. [WotC Rules Team 10/18/95]

The acquired cards are not considered draws. They will not cause damage with Underworld Dreams or have Enduring Renewal detect creatures. [D'Angelo 12/08/95]

Can be used with Fasting. The reason is that Necropotence does not force you to skip your draw phase unless it is in play at the end of your upkeep phase. Fasting allows you to mark the draw phase as "skipped" during upkeep prior to Necropotence kicking in. [Aahz 01/16/96]

Card Information

1.17 Nekrataal

Nekrataal

Nothing happens if there are no non-artifact, non-black creatures in play when it comes into play. [Visions FAQ 02/16/97]

Card Information

1.18 Nether Shadow

Nether Shadow

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

Note that bringing the Shadow back into play from the graveyard is not a spell and it is not a summoning, it is a special ability. It cannot be counterspelled. [bethmo 05/14/94]

The Limited, Unlimited, and Revised Edition versions could re-enter play at any time during upkeep and to even come back more than once. This made it possible for 4 Shadows and Ashnod's Altar to generate an infinite loop. [Duelist Magazine #5, Page 11]

The Fourth Edition version enters play at the end of upkeep. You can get an infinite loop with a mana source speed effect like Ashnod's Altar, but in this case it'll be hard to spend the mana. [D'Angelo 11/11/96]

The Limited and Unlimited Edition versions of this card required the payment of its casting cost in order to return it to play. The Revised and Fourth Edition versions return to play for free. [Aahz 07/29/94]

Card Information

1.19 Nether Void

Nether Void

This spell's countering effect triggers immediately upon the spell being announced and prior to other interrupts being allowed. Once the payment is made, interrupts can happen as normal. [Duelist Magazine #9, Page 60]

The countering effect does not take place until after Nether Void resolves and is in play. It does not affect its own casting or any casting in the same spell stack. [D'Angelo 12/09/95]

Cannot counter mana sources since they resolve completely before this effect can trigger. [D'Angelo 11/07/96]

Card Information

1.20 Nettling Imp

Nettling Imp

See the Attack or Die Effects entry in the General Rulings for more information.

As errata, it should read " (Tap): Force a target non-Wall creature controlled by an opponent whose turn it is to attack. If target creature cannot attack, it is destroyed at end of turn. This ability can only be used during opponent's turn, before the attack. Cannot target creatures brought under their controller's control this turn."

[Encyclopedia Page 208] The Encyclopedia erroneously removed the word "non-Wall" from the text, so it has been added back. [D'Angelo 01/22/97]

It only affects creatures without summoning sickness. Thus, creatures that phase in this turn can be affected. [Aahz 02/16/97]

The effect only requires the creature to attack this turn. It is not a permanent effect. [Duelist Magazine #13, Page 27]

If the Imp leaves play before the end of the turn, the creature still dies. [D'Angelo 04/12/95]

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

Cannot nettle any Wall, even an Animated one. [bethmo]

The "should be played" text can be misinterpreted. If you choose to nettle a creature, it must be done before the player's attack phase. [Aahz 06/06/94] It cannot be done after the end of the main phase.

Card Information

1.21 Nevinyrral's Disk

Nevinyrral's Disk

Creatures can be regenerated although the enchantments on them will still be destroyed by the Disk. [PPG Page 222] Note that regeneration abilities are used instead of cards going to the graveyard, so a Regeneration enchantment can be used even though it will be destroyed.

The destruction of the disk is not a sacrifice or a burial. It is destroyed as part of the resolution if it is still in play. And it can regenerate from this if it was animated. [WotC Rules Team 10/03/96]

Guardian Beast can prevent it from destroying itself. [D'Angelo 11/07/96]

Like all fast effect, once activated the effect occurs even if it is removed from play. [Peterson 11/01/94]

The Limited and Unlimited Editions were "Mono Artifacts" so had tap as part of the use cost. Also, this version destroyed itself, which has

been errata'd to be a burial. The Revised Edition version was missing the tap symbol, but as errata it should be considered to be there. [WotC Rules Team 12/15/94] The Fourth Edition version is correct.

Card Information

1.22 Nicol Bolas

Nicol Bolas

As errata, it is of type "Summon Legend" and not "Summon Elder Dragon Legend". [Encyclopedia Page 60]

Card Information

1.23 Nightmare

Nightmare

If you run out of Swamps, the Nightmare dies right then as a continuous effect. You cannot even use Magical Hack or something to save it. [D'Angelo 11/07/96]

The Beta printing version of this card has a blotch over the word Swamp that is not in any of the other printings.

Card Information

1.24 Night Soil

Night Soil

As errata, it should read "(1), Remove two creature cards in any graveyard from the game: Put a Saproling..." [Encyclopedia Page 187] Changed "the graveyard" to "any graveyard". [D'Angelo 01/22/97]

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

The two creatures must come from the same graveyard. [Duelist Magazine #4, Page 6]

The creatures are removed from the game during announcement and as a cost. [Duelist Magazine #11, Page 56]

Token creatures that are destroyed go to the graveyard briefly, but are removed from the game before you can take any actions. You cannot use such creatures for Night Soil. [Aahz 11/30/94]

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

Card Information

1.25 Norritt

Norritt

As errata, it should read "... (Tap): Force target non-Wall creature to attack this turn. If creature..." [Encyclopedia Page 92]

See the Attack or Die Effects entry in the General Rulings for more information.

It only affects creatures without summoning sickness. Thus, creatures that phase in this turn can be affected. [Aahz 02/16/97]

Card Information

1.26 Northern Paladin

Northern Paladin

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

The Limited, Unlimited, and Revised Edition versions should have the word "cancel" read as saying "counter". [Aahz 07/29/94]

Card Information

1.27 North Star

North Star

As errata, play the effect as an instant. [Mirage Page 4]

Cannot be used to power Drain Life with any color mana because the draining portion of drain life is not part of the casting cost. [Aahz 06/27/94]

Converts the spell to having an entirely "colorless" (generic) casting cost. This means that effects like Planar Gate and Mana Matrix might end up paying for all the spell's casting cost. [Aahz 09/02/94]

Card Information

1.28 Nova Pentacle

Nova Pentacle

As errata, it should read "(3), (Tap): Redirect all damage dealt to you from one source to target creature of target opponent's choice."
[Encyclopedia Page 154]

Cannot be used if no creatures are in play. [Aahz 06/17/94]

If you have no creatures, your opponent must still choose a creature even if it ends up being one of their own. [Aahz 06/17/94]

If the targeted creature has an Artifact Ward, the Pentacle's effect fizzles and the damage is not redirected. [Aahz 09/02/94]

Your opponent is counted as the one choosing the target for things like Autumn Willow that care who is targeting rather than what is targeting it. [Aahz 10/24/95]

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

Card Information

1.29 Null Chamber

Null Chamber

Cannot stop a creature from being put into play through an effect, such as Flash. [bethmo 11/07/96] Also Animate Dead, Ivory Gargoyle's trigger, and so on.

Stops cards from being played by Eureka. [Aahz 11/08/96]

Card Information
