

MTG_CARD_N

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	<i>TITLE :</i> MTG_CARD_N	
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	MTG_CARD_N	1
1.1	Card Rulings & Descriptions - N	1
1.2	Nacre Talisman	2
1.3	Nafs Asp	2
1.4	Naked Singularity	2
1.5	Nameless Race	3
1.6	Nature's Lore	3
1.7	Nebuchadnezzar	3
1.8	Necrite	3
1.9	Necropolis	3
1.10	Necropotence	4
1.11	Nether Shadow	4
1.12	Nether Void	5
1.13	Nettling Imp	5
1.14	Nevinyrral's Disk	5
1.15	Nightmare	6
1.16	Night Soil	6
1.17	Norritt	7
1.18	Northern Paladin	7
1.19	North Star	7
1.20	Nova Pentacle	8

Chapter 1

MTG_CARD_N

1.1 Card Rulings & Descriptions - N

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Nacre Talisman

Nafs Asp

Naked Singularity

Nameless Race

Nature's Lore

Nebuchadnezzar

Necrite

Necropolis

Necropotence

Nether Shadow

Nether Void

Nettling Imp

Nevinyrral's Disk

Nightmare

Night Soil

Norritt

Northern Paladin

North Star

Nova Pentacle

1.2 Nacre Talisman

Nacre Talisman:

See Hematite Talisman for rulings.

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]

Does not damage the player if the Asp is not still in play during the next draw phase. [Duelist Magazine #6, Page 21]

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]

As errata, it should be read as saying "any 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]

1.5 Nameless Race

Nameless Race:

Life payment is paid during a triggered effect that happens just after it enters play. It is not paid during announcement. [D'Angelo 10/27/95]

Card Information

1.6 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]

1.7 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

1.8 Necrite

Necrite:

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

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

Card Information

1.9 Necropolis

Necropolis:

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

1.10 Necropotence

Necropotence:

If used with Library of Leng (Revised or Fourth Edition versions), you do not get the cards since you do not get a discard phase. The cards do wait around, however, and will end up in your hand if the Library is ever destroyed or tapped and you do get a discard phase. [D'Angelo 07/05/95]

Triggers on a discard and after the card goes wherever it is doing, 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]

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]

1.11 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 Fourth Edition version enters play at the end of upkeep. 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 a Life Chisel to generate an infinite loop. [Duelist Magazine #5, Page 11]

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

1.12 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. [WotC Rules Team 11/10/95]

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]

Card Information

1.13 Nettling Imp

Nettling Imp:

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

As errata, the card should read "May not be used on creatures which cannot attack because they were not in play on their controller's side at the beginning of the turn." [Duelist Magazine #2, Page 68] Thus, creatures which were not summoned but just entered play cannot be affected.

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

1.14 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 prior to 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. It is destroyed as part of the resolution if it is still in play. [WotC Rules Team 12/15/94]

Guardian Beast will not prevent it from destroying itself.
[WotC Rules Team 07/24/95] (See Guardian Beast errata)

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. 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

1.15 Nightmare

Nightmare:

If you run out of Swamps, a damage prevention step will happen. During this step, the toughness will be checked but you can use Magical Hack at this time to change the land type from Swamps to Plains or something before the check occurs... and possibly save the Nightmare.
[WotC Rules Team 12/15/94]

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

1.16 Night Soil

Night Soil:

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]

As of 06/01/96, the creatures are removed from the game during announcement and as a cost instead of being removed on resolution.
[WotC Rules team 05/08/96] It used to be as an effect.

Before 06/01/96, you target two creature cards during announcement. If those creatures are still there on resolution, then they are removed from the game and you get a Saproling. If neither is still there, then the effect fizzles. If one is still there, the effect fails to give you a Saproling and you still remove the one legal target from the game. [D'Angelo 06/05/95]

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

1.17 Norritt

Norritt:

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

1.18 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

1.19 North Star

North Star:

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" 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

1.20 Nova Pentacle

Nova Pentacle:

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]

Can be used to redirect mana burn damage. [D'Angelo 03/01/95]

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

Card Information
