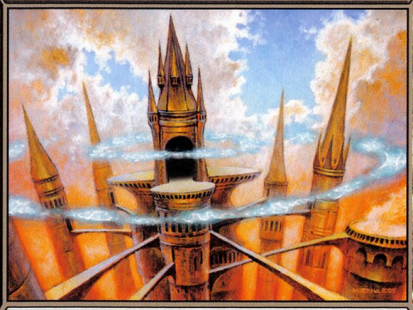
## Nivix, Aerie of the Firemind



**Land**

{T}: Add {1} to your mana pool.

{2}{U}{R}, {T}: Remove the top card of your library from the game. Until your next turn, you may play that card if it's an instant or sorcery.

*Niv-Mizzet's genius and vanity reverberate throughout the mirrored halls of Nivix.*

Martina Pilcerova

™ & © 1993–2006 Wizards of the Coast, Inc. 160/165

Nivix, Aerie of the Firemind

Land

{T}: Add {1} to your mana pool.

{2}{U}{R}, {T}: Remove the top card of your library from the game. Until your next turn, you may play that card if it's an instant or sorcery.

*Niv-Mizzet's genius and vanity reverberate throughout the mirrored halls of Nivix.*

Martina Pilcerova

™ & © 1993–2006 Wizards of the Coast, Inc. 160/165

Nivix, Aerie of the Firemind

Land

{T}: Add {1} to your mana pool.

{2}{U}{R}, {T}: Remove the top card of your library from the game. Until your next turn, you may play that card if it's an instant or sorcery.

*Niv-Mizzet's genius and vanity reverberate throughout the mirrored halls of Nivix.*

Martina Pilcerova

™ & © 1993–2006 Wizards of the Coast, Inc. 160/165

Nivix, Aerie of the Firemind

Land

{T}: Add {1} to your mana pool.

{2}{U}{R}, {T}: Remove the top card of your library from the game. Until your next turn, you may play that card if it's an instant or sorcery.

*Niv-Mizzet's genius and vanity reverberate throughout the mirrored halls of Nivix.*

Martina Pilcerova

™ & © 1993–2006 Wizards of the Coast, Inc. 160/165