Blinkmoth Nexus



Land

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

{1}: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.

{1}, {T}: Target Blinkmoth gets +1/+1 until end of turn.

Brian Snoddy

™ & © 1993-2004 Wizards of the Coast, Inc. 163/165

Blinkmoth Nexus

Land

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

{1}: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.

{1}, {T}: Target Blinkmoth gets +1/+1 until end of turn.

Brian Snoddy

™ & © 1993-2004 Wizards of the Coast, Inc. 163/165

Blinkmoth Nexus

Land

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

{1}: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.

{1}, {T}: Target Blinkmoth gets +1/+1 until end of turn.

Brian Snoddy

™ & © 1993-2004 Wizards of the Coast, Inc. 163/165

Blinkmoth Nexus

Land

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

{1}: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.

{1}, {T}: Target Blinkmoth gets +1/+1 until end of turn.

Brian Snoddy

™ & © 1993-2004 Wizards of the Coast, Inc. 163/165

Blinkmoth Nexus

Land

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

{1}: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.

{1}, {T}: Target Blinkmoth gets +1/+1 until end of turn.

Brian Snoddy

™ & © 1993-2004 Wizards of the Coast, Inc. 163/165

Blinkmoth Nexus

Land

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

{1}: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.

{1}, {T}: Target Blinkmoth gets +1/+1 until end of turn.

Brian Snoddy

™ & © 1993-2004 Wizards of the Coast, Inc. 163/165

Blinkmoth Nexus

Land

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

{1}: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.

{1}, {T}: Target Blinkmoth gets +1/+1 until end of turn.

Brian Snoddy

™ & © 1993-2004 Wizards of the Coast, Inc. 163/165

Blinkmoth Nexus

Land

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

{1}: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.

{1}, {T}: Target Blinkmoth gets +1/+1 until end of turn.

Brian Snoddy

™ & © 1993-2004 Wizards of the Coast, Inc. 163/165

Blinkmoth Nexus

Land

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

{1}: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.

{1}, {T}: Target Blinkmoth gets +1/+1 until end of turn.

Brian Snoddy

™ & © 1993-2004 Wizards of the Coast, Inc. 163/165

Blinkmoth Nexus



Land

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

{1}: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.

{1}, {T}: Target Blinkmoth gets +1/+1 until end of turn.

Brian Snoddy

™ & © 1993-2004 Wizards of the Coast, Inc. 163/165

Blinkmoth Nexus

Land

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

{1}: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.

{1}, {T}: Target Blinkmoth gets +1/+1 until end of turn.

Brian Snoddy

™ & © 1993-2004 Wizards of the Coast, Inc. 163/165

Blinkmoth Nexus

Land

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

{1}: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.

{1}, {T}: Target Blinkmoth gets +1/+1 until end of turn.

Brian Snoddy

™ & © 1993-2004 Wizards of the Coast, Inc. 163/165

Blinkmoth Nexus

Land

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

{1}: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.

{1}, {T}: Target Blinkmoth gets +1/+1 until end of turn.

Brian Snoddy

™ & © 1993-2004 Wizards of the Coast, Inc. 163/165

Blinkmoth Nexus

Land

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

{1}: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.

{1}, {T}: Target Blinkmoth gets +1/+1 until end of turn.

Brian Snoddy

™ & © 1993-2004 Wizards of the Coast, Inc. 163/165

Blinkmoth Nexus

Land

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

{1}: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.

{1}, {T}: Target Blinkmoth gets +1/+1 until end of turn.

Brian Snoddy

™ & © 1993-2004 Wizards of the Coast, Inc. 163/165

Blinkmoth Nexus

Land

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

{1}: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.

{1}, {T}: Target Blinkmoth gets +1/+1 until end of turn.

Brian Snoddy

™ & © 1993-2004 Wizards of the Coast, Inc. 163/165

Blinkmoth Nexus

Land

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

{1}: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.

{1}, {T}: Target Blinkmoth gets +1/+1 until end of turn.

Brian Snoddy

™ & © 1993-2004 Wizards of the Coast, Inc. 163/165

Blinkmoth Nexus

Land

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

{1}: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.

{1}, {T}: Target Blinkmoth gets +1/+1 until end of turn.

Brian Snoddy

™ & © 1993-2004 Wizards of the Coast, Inc. 163/165

Blinkmoth Nexus



Land

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

{1}: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.

{1}, {T}: Target Blinkmoth gets +1/+1 until end of turn.

Brian Snoddy

™ & © 1993-2004 Wizards of the Coast, Inc. 163/165

Blinkmoth Nexus

Land

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

{1}: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.

{1}, {T}: Target Blinkmoth gets +1/+1 until end of turn.

Brian Snoddy

™ & © 1993-2004 Wizards of the Coast, Inc. 163/165

Blinkmoth Nexus

Land

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

{1}: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.

{1}, {T}: Target Blinkmoth gets +1/+1 until end of turn.

Brian Snoddy

™ & © 1993-2004 Wizards of the Coast, Inc. 163/165

Blinkmoth Nexus

Land

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

{1}: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.

{1}, {T}: Target Blinkmoth gets +1/+1 until end of turn.

Brian Snoddy

™ & © 1993-2004 Wizards of the Coast, Inc. 163/165

Blinkmoth Nexus

Land

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

{1}: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.

{1}, {T}: Target Blinkmoth gets +1/+1 until end of turn.

Brian Snoddy

™ & © 1993-2004 Wizards of the Coast, Inc. 163/165

Blinkmoth Nexus

Land

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

{1}: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.

{1}, {T}: Target Blinkmoth gets +1/+1 until end of turn.

Brian Snoddy

™ & © 1993-2004 Wizards of the Coast, Inc. 163/165

Blinkmoth Nexus

Land

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

{1}: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.

{1}, {T}: Target Blinkmoth gets +1/+1 until end of turn.

Brian Snoddy

™ & © 1993-2004 Wizards of the Coast, Inc. 163/165

Blinkmoth Nexus

Land

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

{1}: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.

{1}, {T}: Target Blinkmoth gets +1/+1 until end of turn.

Brian Snoddy

™ & © 1993-2004 Wizards of the Coast, Inc. 163/165

Blinkmoth Nexus

Land

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

{1}: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.

{1}, {T}: Target Blinkmoth gets +1/+1 until end of turn.

Brian Snoddy

™ & © 1993-2004 Wizards of the Coast, Inc. 163/165

Blinkmoth Nexus



Land

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

{1}: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.

{1}, {T}: Target Blinkmoth gets +1/+1 until end of turn.

Brian Snoddy

™ & © 1993-2004 Wizards of the Coast, Inc. 163/165

Blinkmoth Nexus

Land

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

{1}: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.

{1}, {T}: Target Blinkmoth gets +1/+1 until end of turn.

Brian Snoddy

™ & © 1993-2004 Wizards of the Coast, Inc. 163/165

Blinkmoth Nexus

Land

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

{1}: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.

{1}, {T}: Target Blinkmoth gets +1/+1 until end of turn.

Brian Snoddy

™ & © 1993-2004 Wizards of the Coast, Inc. 163/165

Blinkmoth Nexus

Land

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

{1}: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.

{1}, {T}: Target Blinkmoth gets +1/+1 until end of turn.

Brian Snoddy

™ & © 1993-2004 Wizards of the Coast, Inc. 163/165

Blinkmoth Nexus

Land

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

{1}: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.

{1}, {T}: Target Blinkmoth gets +1/+1 until end of turn.

Brian Snoddy

™ & © 1993-2004 Wizards of the Coast, Inc. 163/165

Blinkmoth Nexus

Land

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

{1}: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.

{1}, {T}: Target Blinkmoth gets +1/+1 until end of turn.

Brian Snoddy

™ & © 1993-2004 Wizards of the Coast, Inc. 163/165

Blinkmoth Nexus

Land

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

{1}: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.

{1}, {T}: Target Blinkmoth gets +1/+1 until end of turn.

Brian Snoddy

™ & © 1993-2004 Wizards of the Coast, Inc. 163/165

Blinkmoth Nexus

Land

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

{1}: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.

{1}, {T}: Target Blinkmoth gets +1/+1 until end of turn.

Brian Snoddy

™ & © 1993-2004 Wizards of the Coast, Inc. 163/165

Blinkmoth Nexus

Land

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

{1}: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.

{1}, {T}: Target Blinkmoth gets +1/+1 until end of turn.

Brian Snoddy

™ & © 1993-2004 Wizards of the Coast, Inc. 163/165