

Typhoid Rats

Creature — Rat

118/269 C

M15 • EN

KEY WALKER

1/1

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Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)

Kidnappers caught in Havengul are given two choices: languish in prison or become rat catchers. The smart ones go to prison.

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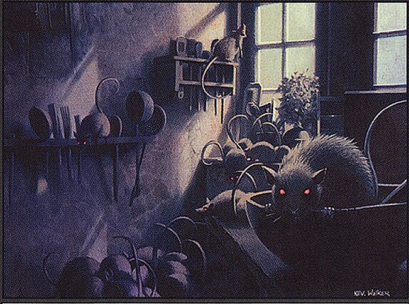
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