

Typhoid Rats



Creature — Rat



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.

Key Walker

1/1

TM & © 1993-2011 Wizards of the Coast LLC 120 264

Typhoid Rats



Creature — Rat



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.

Key Walker

1/1

TM & © 1993-2011 Wizards of the Coast LLC 120 264

Typhoid Rats



Creature — Rat



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.

Key Walker

1/1

TM & © 1993-2011 Wizards of the Coast LLC 120 264

Typhoid Rats



Creature — Rat



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.

Key Walker

1/1

TM & © 1993-2011 Wizards of the Coast LLC 120 264

Typhoid Rats



Creature — Rat



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.

Key Walker

1/1

TM & © 1993-2011 Wizards of the Coast LLC 120 264

Typhoid Rats



Creature — Rat



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.

Key Walker

1/1

TM & © 1993-2011 Wizards of the Coast LLC 120 264

Typhoid Rats



Creature — Rat



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.

Key Walker

1/1

TM & © 1993-2011 Wizards of the Coast LLC 120 264

Typhoid Rats



Creature — Rat



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.

Key Walker

1/1

TM & © 1993-2011 Wizards of the Coast LLC 120 264

Typhoid Rats



Creature — Rat



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.

Key Walker

1/1

TM & © 1993-2011 Wizards of the Coast LLC 120 264

Typhoid Rats



Creature — Rat



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.

Key Walker

1/1

TM & © 1993-2011 Wizards of the Coast LLC 120 264

Typhoid Rats



Creature — Rat



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.

Key Walker

1/1

TM & © 1993-2011 Wizards of the Coast LLC 120 264

Typhoid Rats



Creature — Rat



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.

Key Walker

1/1

TM & © 1993-2011 Wizards of the Coast LLC 120 264

Typhoid Rats



Creature — Rat



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.

Key Walker

1/1

TM & © 1993-2011 Wizards of the Coast LLC 120 264

Typhoid Rats



Creature — Rat



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.

Key Walker

1/1

TM & © 1993-2011 Wizards of the Coast LLC 120 264

Typhoid Rats



Creature — Rat



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.

Key Walker

1/1

TM & © 1993-2011 Wizards of the Coast LLC 120 264

Typhoid Rats



Creature — Rat



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.

Key Walker

1/1

TM & © 1993-2011 Wizards of the Coast LLC 120 264

Typhoid Rats



Creature — Rat



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.

Key Walker

1/1

TM & © 1993-2011 Wizards of the Coast LLC 120 264

Typhoid Rats



Creature — Rat



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.

Key Walker

1/1

TM & © 1993-2011 Wizards of the Coast LLC 120 264

Typhoid Rats



Creature — Rat



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.

Key Walker

1/1

TM & © 1993-2011 Wizards of the Coast LLC 120 264

Typhoid Rats



Creature — Rat



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.

Key Walker

1/1

TM & © 1993-2011 Wizards of the Coast LLC 120 264

Typhoid Rats



Creature — Rat



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.

Key Walker

1/1

TM & © 1993-2011 Wizards of the Coast LLC 120 264

Typhoid Rats



Creature — Rat



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.

Key Walker

1/1

TM & © 1993-2011 Wizards of the Coast LLC 120 264

Typhoid Rats



Creature — Rat



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.

Key Walker

1/1

TM & © 1993-2011 Wizards of the Coast LLC 120 264

Typhoid Rats



Creature — Rat



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.

Key Walker

1/1

TM & © 1993-2011 Wizards of the Coast LLC 120 264

Typhoid Rats



Creature — Rat



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.

Key Walker

1/1

TM & © 1993-2011 Wizards of the Coast LLC 120 264

Typhoid Rats



Creature — Rat



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.

Key Walker

1/1

TM & © 1993-2011 Wizards of the Coast LLC 120 264

Typhoid Rats



Creature — Rat



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.

Key Walker

1/1

TM & © 1993-2011 Wizards of the Coast LLC 120 264

Typhoid Rats



Creature — Rat



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.

Key Walker

1/1

TM & © 1993-2011 Wizards of the Coast LLC 120 264

Typhoid Rats



Creature — Rat



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.

Key Walker

1/1

TM & © 1993-2011 Wizards of the Coast LLC 120 264

Typhoid Rats



Creature — Rat



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.

Key Walker

1/1

TM & © 1993-2011 Wizards of the Coast LLC 120 264

Typhoid Rats



Creature — Rat



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.

Key Walker

1/1

TM & © 1993-2011 Wizards of the Coast LLC 120 264

Typhoid Rats



Creature — Rat



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.

Key Walker

1/1

TM & © 1993-2011 Wizards of the Coast LLC 120 264

Typhoid Rats



Creature — Rat



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.

Key Walker

1/1

TM & © 1993-2011 Wizards of the Coast LLC 120 264

Typhoid Rats



Creature — Rat



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.

Key Walker

1/1

TM & © 1993-2011 Wizards of the Coast LLC 120 264

Typhoid Rats



Creature — Rat



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.

Key Walker

1/1

TM & © 1993-2011 Wizards of the Coast LLC 120 264

Typhoid Rats



Creature — Rat



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.

Key Walker

1/1

TM & © 1993-2011 Wizards of the Coast LLC 120 264