Caldaia Brawlers 3B



Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B

Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B

Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B

Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B

Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B

Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B

Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B

Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B

Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B

Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B



Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B

Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B

Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B

Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B

Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B

Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B

Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B

Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B

Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B

Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B



Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B

Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B

Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B

Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B

Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B

Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B

Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B

Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B

Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B

Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B



Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B

Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B

Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B

Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B

Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B

Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B

Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B

Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B

Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4

Caldaia Brawlers 3B

Creature – Human Rogue Villain

Discard a card: This creature gets +1/+0 and gains menace until end of turn. Activate only as a sorcery.

Warren Mahy

3/4