Delina, Wild Mage 3R



Legendary Creature — Elf Shaman

Whenever Delina, Wild Mage attacks, choose target creature you control, then roll a d20.

1–14 | Create a tapped and attacking token that's a copy of that creature, except it's not legendary and it has "Exile this creature at end of combat."

15–20 | Create one of those tokens. Roll again.

3/2

138/281 R
AFR • EN Wisnu Tan

™ & © 2021 Wizards of the Coast

Delina, Wild Mage 3R

Legendary Creature — Elf Shaman

Whenever Delina, Wild Mage attacks, choose target creature you control, then roll a d20.

1–14 | Create a tapped and attacking token that's a copy of that creature, except it's not legendary and it has "Exile this creature at end of combat."

15–20 | Create one of those tokens. Roll again.

3/2

138/281 R
AFR • EN Wisnu Tan

™ & © 2021 Wizards of the Coast

Delina, Wild Mage 3R

Legendary Creature — Elf Shaman

Whenever Delina, Wild Mage attacks, choose target creature you control, then roll a d20.

1–14 | Create a tapped and attacking token that's a copy of that creature, except it's not legendary and it has "Exile this creature at end of combat."

15–20 | Create one of those tokens. Roll again.

3/2

138/281 R
AFR • EN Wisnu Tan

™ & © 2021 Wizards of the Coast

Delina, Wild Mage 3R

Legendary Creature — Elf Shaman

Whenever Delina, Wild Mage attacks, choose target creature you control, then roll a d20.

1–14 | Create a tapped and attacking token that's a copy of that creature, except it's not legendary and it has "Exile this creature at end of combat."

15–20 | Create one of those tokens. Roll again.

3/2

138/281 R
AFR • EN Wisnu Tan

™ & © 2021 Wizards of the Coast

Delina, Wild Mage 3R

Legendary Creature — Elf Shaman

Whenever Delina, Wild Mage attacks, choose target creature you control, then roll a d20.

1–14 | Create a tapped and attacking token that's a copy of that creature, except it's not legendary and it has "Exile this creature at end of combat."

15–20 | Create one of those tokens. Roll again.

3/2

138/281 R
AFR • EN Wisnu Tan

™ & © 2021 Wizards of the Coast

Delina, Wild Mage 3R

Legendary Creature — Elf Shaman

Whenever Delina, Wild Mage attacks, choose target creature you control, then roll a d20.

1–14 | Create a tapped and attacking token that's a copy of that creature, except it's not legendary and it has "Exile this creature at end of combat."

15–20 | Create one of those tokens. Roll again.

3/2

138/281 R
AFR • EN Wisnu Tan

™ & © 2021 Wizards of the Coast

Delina, Wild Mage 3R

Legendary Creature — Elf Shaman

Whenever Delina, Wild Mage attacks, choose target creature you control, then roll a d20.

1–14 | Create a tapped and attacking token that's a copy of that creature, except it's not legendary and it has "Exile this creature at end of combat."

15–20 | Create one of those tokens. Roll again.

3/2

138/281 R
AFR • EN Wisnu Tan

™ & © 2021 Wizards of the Coast

Delina, Wild Mage 3R

Legendary Creature — Elf Shaman

Whenever Delina, Wild Mage attacks, choose target creature you control, then roll a d20.

1–14 | Create a tapped and attacking token that's a copy of that creature, except it's not legendary and it has "Exile this creature at end of combat."

15–20 | Create one of those tokens. Roll again.

3/2

138/281 R
AFR • EN Wisnu Tan

™ & © 2021 Wizards of the Coast

Delina, Wild Mage 3R

Legendary Creature — Elf Shaman

Whenever Delina, Wild Mage attacks, choose target creature you control, then roll a d20.

1–14 | Create a tapped and attacking token that's a copy of that creature, except it's not legendary and it has "Exile this creature at end of combat."

15–20 | Create one of those tokens. Roll again.

3/2

138/281 R
AFR • EN Wisnu Tan

™ & © 2021 Wizards of the Coast

Delina, Wild Mage 3R



Legendary Creature — Elf Shaman

Whenever Delina, Wild Mage attacks, choose target creature you control, then roll a d20.

1–14 | Create a tapped and attacking token that's a copy of that creature, except it's not legendary and it has "Exile this creature at end of combat."

15–20 | Create one of those tokens. Roll again.

3/2

138/281 R
AFR • EN Wisnu Tan

™ & © 2021 Wizards of the Coast

Delina, Wild Mage 3R

Legendary Creature — Elf Shaman

Whenever Delina, Wild Mage attacks, choose target creature you control, then roll a d20.

1–14 | Create a tapped and attacking token that's a copy of that creature, except it's not legendary and it has "Exile this creature at end of combat."

15–20 | Create one of those tokens. Roll again.

3/2

138/281 R
AFR • EN Wisnu Tan

™ & © 2021 Wizards of the Coast

Delina, Wild Mage 3R

Legendary Creature — Elf Shaman

Whenever Delina, Wild Mage attacks, choose target creature you control, then roll a d20.

1–14 | Create a tapped and attacking token that's a copy of that creature, except it's not legendary and it has "Exile this creature at end of combat."

15–20 | Create one of those tokens. Roll again.

3/2

138/281 R
AFR • EN Wisnu Tan

™ & © 2021 Wizards of the Coast

Delina, Wild Mage 3R

Legendary Creature — Elf Shaman

Whenever Delina, Wild Mage attacks, choose target creature you control, then roll a d20.

1–14 | Create a tapped and attacking token that's a copy of that creature, except it's not legendary and it has "Exile this creature at end of combat."

15–20 | Create one of those tokens. Roll again.

3/2

138/281 R
AFR • EN Wisnu Tan

™ & © 2021 Wizards of the Coast

Delina, Wild Mage 3R

Legendary Creature — Elf Shaman

Whenever Delina, Wild Mage attacks, choose target creature you control, then roll a d20.

1–14 | Create a tapped and attacking token that's a copy of that creature, except it's not legendary and it has "Exile this creature at end of combat."

15–20 | Create one of those tokens. Roll again.

3/2

138/281 R
AFR • EN Wisnu Tan

™ & © 2021 Wizards of the Coast

Delina, Wild Mage 3R

Legendary Creature — Elf Shaman

Whenever Delina, Wild Mage attacks, choose target creature you control, then roll a d20.

1–14 | Create a tapped and attacking token that's a copy of that creature, except it's not legendary and it has "Exile this creature at end of combat."

15–20 | Create one of those tokens. Roll again.

3/2

138/281 R
AFR • EN Wisnu Tan

™ & © 2021 Wizards of the Coast

Delina, Wild Mage 3R

Legendary Creature — Elf Shaman

Whenever Delina, Wild Mage attacks, choose target creature you control, then roll a d20.

1–14 | Create a tapped and attacking token that's a copy of that creature, except it's not legendary and it has "Exile this creature at end of combat."

15–20 | Create one of those tokens. Roll again.

3/2

138/281 R
AFR • EN Wisnu Tan

™ & © 2021 Wizards of the Coast

Delina, Wild Mage 3R

Legendary Creature — Elf Shaman

Whenever Delina, Wild Mage attacks, choose target creature you control, then roll a d20.

1–14 | Create a tapped and attacking token that's a copy of that creature, except it's not legendary and it has "Exile this creature at end of combat."

15–20 | Create one of those tokens. Roll again.

3/2

138/281 R
AFR • EN Wisnu Tan

™ & © 2021 Wizards of the Coast

Delina, Wild Mage 3R

Legendary Creature — Elf Shaman

Whenever Delina, Wild Mage attacks, choose target creature you control, then roll a d20.

1–14 | Create a tapped and attacking token that's a copy of that creature, except it's not legendary and it has "Exile this creature at end of combat."

15–20 | Create one of those tokens. Roll again.

3/2

138/281 R
AFR • EN Wisnu Tan

™ & © 2021 Wizards of the Coast

Delina, Wild Mage 3R



Legendary Creature — Elf Shaman

Whenever Delina, Wild Mage attacks, choose target creature you control, then roll a d20.

1–14 | Create a tapped and attacking token that's a copy of that creature, except it's not legendary and it has "Exile this creature at end of combat."

15–20 | Create one of those tokens. Roll again.

3/2

138/281 R
AFR • EN Wisnu Tan

™ & © 2021 Wizards of the Coast

Delina, Wild Mage 3R

Legendary Creature — Elf Shaman

Whenever Delina, Wild Mage attacks, choose target creature you control, then roll a d20.

1–14 | Create a tapped and attacking token that's a copy of that creature, except it's not legendary and it has "Exile this creature at end of combat."

15–20 | Create one of those tokens. Roll again.

3/2

138/281 R
AFR • EN Wisnu Tan

™ & © 2021 Wizards of the Coast

Delina, Wild Mage 3R

Legendary Creature — Elf Shaman

Whenever Delina, Wild Mage attacks, choose target creature you control, then roll a d20.

1–14 | Create a tapped and attacking token that's a copy of that creature, except it's not legendary and it has "Exile this creature at end of combat."

15–20 | Create one of those tokens. Roll again.

3/2

138/281 R
AFR • EN Wisnu Tan

™ & © 2021 Wizards of the Coast

Delina, Wild Mage 3R

Legendary Creature — Elf Shaman

Whenever Delina, Wild Mage attacks, choose target creature you control, then roll a d20.

1–14 | Create a tapped and attacking token that's a copy of that creature, except it's not legendary and it has "Exile this creature at end of combat."

15–20 | Create one of those tokens. Roll again.

3/2

138/281 R
AFR • EN Wisnu Tan

™ & © 2021 Wizards of the Coast

Delina, Wild Mage 3R

Legendary Creature — Elf Shaman

Whenever Delina, Wild Mage attacks, choose target creature you control, then roll a d20.

1–14 | Create a tapped and attacking token that's a copy of that creature, except it's not legendary and it has "Exile this creature at end of combat."

15–20 | Create one of those tokens. Roll again.

3/2

138/281 R
AFR • EN Wisnu Tan

™ & © 2021 Wizards of the Coast

Delina, Wild Mage 3R

Legendary Creature — Elf Shaman

Whenever Delina, Wild Mage attacks, choose target creature you control, then roll a d20.

1–14 | Create a tapped and attacking token that's a copy of that creature, except it's not legendary and it has "Exile this creature at end of combat."

15–20 | Create one of those tokens. Roll again.

3/2

138/281 R
AFR • EN Wisnu Tan

™ & © 2021 Wizards of the Coast

Delina, Wild Mage 3R

Legendary Creature — Elf Shaman

Whenever Delina, Wild Mage attacks, choose target creature you control, then roll a d20.

1–14 | Create a tapped and attacking token that's a copy of that creature, except it's not legendary and it has "Exile this creature at end of combat."

15–20 | Create one of those tokens. Roll again.

3/2

138/281 R
AFR • EN Wisnu Tan

™ & © 2021 Wizards of the Coast

Delina, Wild Mage 3R

Legendary Creature — Elf Shaman

Whenever Delina, Wild Mage attacks, choose target creature you control, then roll a d20.

1–14 | Create a tapped and attacking token that's a copy of that creature, except it's not legendary and it has "Exile this creature at end of combat."

15–20 | Create one of those tokens. Roll again.

3/2

138/281 R
AFR • EN Wisnu Tan

™ & © 2021 Wizards of the Coast

Delina, Wild Mage 3R

Legendary Creature — Elf Shaman

Whenever Delina, Wild Mage attacks, choose target creature you control, then roll a d20.

1–14 | Create a tapped and attacking token that's a copy of that creature, except it's not legendary and it has "Exile this creature at end of combat."

15–20 | Create one of those tokens. Roll again.

3/2

138/281 R
AFR • EN Wisnu Tan

™ & © 2021 Wizards of the Coast

Delina, Wild Mage 3R



Legendary Creature — Elf Shaman

Whenever Delina, Wild Mage attacks, choose target creature you control, then roll a d20.

1–14 | Create a tapped and attacking token that's a copy of that creature, except it's not legendary and it has "Exile this creature at end of combat."

15–20 | Create one of those tokens. Roll again.

3/2

138/281 R
AFR • EN Wisnu Tan

™ & © 2021 Wizards of the Coast

Delina, Wild Mage 3R

Legendary Creature — Elf Shaman

Whenever Delina, Wild Mage attacks, choose target creature you control, then roll a d20.

1–14 | Create a tapped and attacking token that's a copy of that creature, except it's not legendary and it has "Exile this creature at end of combat."

15–20 | Create one of those tokens. Roll again.

3/2

138/281 R
AFR • EN Wisnu Tan

™ & © 2021 Wizards of the Coast

Delina, Wild Mage 3R

Legendary Creature — Elf Shaman

Whenever Delina, Wild Mage attacks, choose target creature you control, then roll a d20.

1–14 | Create a tapped and attacking token that's a copy of that creature, except it's not legendary and it has "Exile this creature at end of combat."

15–20 | Create one of those tokens. Roll again.

3/2

138/281 R
AFR • EN Wisnu Tan

™ & © 2021 Wizards of the Coast

Delina, Wild Mage 3R

Legendary Creature — Elf Shaman

Whenever Delina, Wild Mage attacks, choose target creature you control, then roll a d20.

1–14 | Create a tapped and attacking token that's a copy of that creature, except it's not legendary and it has "Exile this creature at end of combat."

15–20 | Create one of those tokens. Roll again.

3/2

138/281 R
AFR • EN Wisnu Tan

™ & © 2021 Wizards of the Coast

Delina, Wild Mage 3R

Legendary Creature — Elf Shaman

Whenever Delina, Wild Mage attacks, choose target creature you control, then roll a d20.

1–14 | Create a tapped and attacking token that's a copy of that creature, except it's not legendary and it has "Exile this creature at end of combat."

15–20 | Create one of those tokens. Roll again.

3/2

138/281 R
AFR • EN Wisnu Tan

™ & © 2021 Wizards of the Coast

Delina, Wild Mage 3R

Legendary Creature — Elf Shaman

Whenever Delina, Wild Mage attacks, choose target creature you control, then roll a d20.

1–14 | Create a tapped and attacking token that's a copy of that creature, except it's not legendary and it has "Exile this creature at end of combat."

15–20 | Create one of those tokens. Roll again.

3/2

138/281 R
AFR • EN Wisnu Tan

™ & © 2021 Wizards of the Coast

Delina, Wild Mage 3R

Legendary Creature — Elf Shaman

Whenever Delina, Wild Mage attacks, choose target creature you control, then roll a d20.

1–14 | Create a tapped and attacking token that's a copy of that creature, except it's not legendary and it has "Exile this creature at end of combat."

15–20 | Create one of those tokens. Roll again.

3/2

138/281 R
AFR • EN Wisnu Tan

™ & © 2021 Wizards of the Coast

Delina, Wild Mage 3R

Legendary Creature — Elf Shaman

Whenever Delina, Wild Mage attacks, choose target creature you control, then roll a d20.

1–14 | Create a tapped and attacking token that's a copy of that creature, except it's not legendary and it has "Exile this creature at end of combat."

15–20 | Create one of those tokens. Roll again.

3/2

138/281 R
AFR • EN Wisnu Tan

™ & © 2021 Wizards of the Coast

Delina, Wild Mage 3R

Legendary Creature — Elf Shaman

Whenever Delina, Wild Mage attacks, choose target creature you control, then roll a d20.

1–14 | Create a tapped and attacking token that's a copy of that creature, except it's not legendary and it has "Exile this creature at end of combat."

15–20 | Create one of those tokens. Roll again.

3/2

138/281 R
AFR • EN Wisnu Tan

™ & © 2021 Wizards of the Coast