Severance Priest



Creature — Djinn Cleric

Deathtouch

When this creature enters, target opponent reveals their hand. You may choose a nonland card from it. If you do, exile that card.

When this creature leaves the battlefield, the exiled card's owner creates an X/X white Spirit creature token, where X is the mana value of the exiled card.

3/3

R 0222
TDM • EN Scott Murphy

™ & © 2025 Wizards of the Coast

Severance Priest



Creature — Djinn Cleric

Deathtouch

When this creature enters, target opponent reveals their hand. You may choose a nonland card from it. If you do, exile that card.

When this creature leaves the battlefield, the exiled card's owner creates an X/X white Spirit creature token, where X is the mana value of the exiled card.

3/3

R 0222
TDM • EN Scott Murphy

™ & © 2025 Wizards of the Coast

Severance Priest



Creature — Djinn Cleric

Deathtouch

When this creature enters, target opponent reveals their hand. You may choose a nonland card from it. If you do, exile that card.

When this creature leaves the battlefield, the exiled card's owner creates an X/X white Spirit creature token, where X is the mana value of the exiled card.

3/3

R 0222
TDM • EN Scott Murphy

™ & © 2025 Wizards of the Coast

Severance Priest



Creature — Djinn Cleric

Deathtouch

When this creature enters, target opponent reveals their hand. You may choose a nonland card from it. If you do, exile that card.

When this creature leaves the battlefield, the exiled card's owner creates an X/X white Spirit creature token, where X is the mana value of the exiled card.

3/3

R 0222
TDM • EN Scott Murphy

™ & © 2025 Wizards of the Coast

Severance Priest



Creature — Djinn Cleric

Deathtouch

When this creature enters, target opponent reveals their hand. You may choose a nonland card from it. If you do, exile that card.

When this creature leaves the battlefield, the exiled card's owner creates an X/X white Spirit creature token, where X is the mana value of the exiled card.

3/3

R 0222
TDM • EN Scott Murphy

™ & © 2025 Wizards of the Coast

Severance Priest



Creature — Djinn Cleric

Deathtouch

When this creature enters, target opponent reveals their hand. You may choose a nonland card from it. If you do, exile that card.

When this creature leaves the battlefield, the exiled card's owner creates an X/X white Spirit creature token, where X is the mana value of the exiled card.

3/3

R 0222
TDM • EN Scott Murphy

™ & © 2025 Wizards of the Coast

Severance Priest



Creature — Djinn Cleric

Deathtouch

When this creature enters, target opponent reveals their hand. You may choose a nonland card from it. If you do, exile that card.

When this creature leaves the battlefield, the exiled card's owner creates an X/X white Spirit creature token, where X is the mana value of the exiled card.

3/3

R 0222
TDM • EN Scott Murphy

™ & © 2025 Wizards of the Coast

Severance Priest



Creature — Djinn Cleric

Deathtouch

When this creature enters, target opponent reveals their hand. You may choose a nonland card from it. If you do, exile that card.

When this creature leaves the battlefield, the exiled card's owner creates an X/X white Spirit creature token, where X is the mana value of the exiled card.

3/3

R 0222
TDM • EN Scott Murphy

™ & © 2025 Wizards of the Coast

Severance Priest



Creature — Djinn Cleric

Deathtouch

When this creature enters, target opponent reveals their hand. You may choose a nonland card from it. If you do, exile that card.

When this creature leaves the battlefield, the exiled card's owner creates an X/X white Spirit creature token, where X is the mana value of the exiled card.

3/3

R 0222
TDM • EN Scott Murphy

™ & © 2025 Wizards of the Coast