Mausoleum Guard

3



Creature — Human Scout

When this creature dies, create two 1/1 white Spirit creature tokens with flying.

"Ghoulcallers trying to get in, geists trying to get out . . . . This duty is never dull."

2/2

U 0033
INR • EN David Palumbo

™ & © 2025 Wizards of the Coast

Mausoleum Guard

3

Creature — Human Scout

When this creature dies, create two 1/1 white Spirit creature tokens with flying.

"Ghoulcallers trying to get in, geists trying to get out . . . . This duty is never dull."

2/2

U 0033
INR • EN David Palumbo

™ & © 2025 Wizards of the Coast

Mausoleum Guard

3

Creature — Human Scout

When this creature dies, create two 1/1 white Spirit creature tokens with flying.

"Ghoulcallers trying to get in, geists trying to get out . . . . This duty is never dull."

2/2

U 0033
INR • EN David Palumbo

™ & © 2025 Wizards of the Coast

Mausoleum Guard

3

Creature — Human Scout

When this creature dies, create two 1/1 white Spirit creature tokens with flying.

"Ghoulcallers trying to get in, geists trying to get out . . . . This duty is never dull."

2/2

U 0033
INR • EN David Palumbo

™ & © 2025 Wizards of the Coast

Mausoleum Guard

3

Creature — Human Scout

When this creature dies, create two 1/1 white Spirit creature tokens with flying.

"Ghoulcallers trying to get in, geists trying to get out . . . . This duty is never dull."

2/2

U 0033
INR • EN David Palumbo

™ & © 2025 Wizards of the Coast

Mausoleum Guard

3

Creature — Human Scout

When this creature dies, create two 1/1 white Spirit creature tokens with flying.

"Ghoulcallers trying to get in, geists trying to get out . . . . This duty is never dull."

2/2

U 0033
INR • EN David Palumbo

™ & © 2025 Wizards of the Coast

Mausoleum Guard

3

Creature — Human Scout

When this creature dies, create two 1/1 white Spirit creature tokens with flying.

"Ghoulcallers trying to get in, geists trying to get out . . . . This duty is never dull."

2/2

U 0033
INR • EN David Palumbo

™ & © 2025 Wizards of the Coast

Mausoleum Guard

3

Creature — Human Scout

When this creature dies, create two 1/1 white Spirit creature tokens with flying.

"Ghoulcallers trying to get in, geists trying to get out . . . . This duty is never dull."

2/2

U 0033
INR • EN David Palumbo

™ & © 2025 Wizards of the Coast

Mausoleum Guard

3

Creature — Human Scout

When this creature dies, create two 1/1 white Spirit creature tokens with flying.

"Ghoulcallers trying to get in, geists trying to get out . . . . This duty is never dull."

2/2

U 0033
INR • EN David Palumbo

™ & © 2025 Wizards of the Coast