

Aurelia, Exemplar of Justice is a Legendary Creature — Angel. The illustration shows a powerful angel with large, feathered wings, wearing ornate armor and a crown. She holds a sword aloft in her right hand and a shield in her left. Below her, a defeated army of soldiers and horses is visible. The card's text box contains the following information:
Name: Aurelia, Exemplar of Justice
Type: Legendary Creature — Angel
Abilities: Flying; Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)
Flavor Text: At the beginning of combat on your turn, choose up to one target creature you control. Until end of turn, that creature gets +2/+0, gains trample if it's red, and gains vigilance if it's white.
Stats: 153/259 M
Artist: CHRIS RAHN
Set: 29–30 September 2018
Card Number: 2/5
Copyright: TM & © 2018 Wizards of the Coast

Aurelia, Exemplar of Justice
2

29–30 September 2018

Legendary Creature — Angel

Flying

Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)

At the beginning of combat on your turn, choose up to one target creature you control. Until end of turn, that creature gets +2/+0, gains trample if it's red, and gains vigilance if it's white.

2/5

153/259 M GRN • EN CHRIS RAHN

™ & © 2018 Wizards of the Coast

Aurelia, Exemplar of Justice
2

29–30 September 2018

Legendary Creature — Angel

Flying

Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)

At the beginning of combat on your turn, choose up to one target creature you control. Until end of turn, that creature gets +2/+0, gains trample if it's red, and gains vigilance if it's white.

2/5

153/259 M GRN • EN CHRIS RAHN

™ & © 2018 Wizards of the Coast

Aurelia, Exemplar of Justice
2

29–30 September 2018

Legendary Creature — Angel

Flying

Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)

At the beginning of combat on your turn, choose up to one target creature you control. Until end of turn, that creature gets +2/+0, gains trample if it's red, and gains vigilance if it's white.

2/5

153/259 M GRN • EN CHRIS RAHN

™ & © 2018 Wizards of the Coast

Aurelia, Exemplar of Justice
2

29–30 September 2018

Legendary Creature — Angel

Flying

Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)

At the beginning of combat on your turn, choose up to one target creature you control. Until end of turn, that creature gets +2/+0, gains trample if it's red, and gains vigilance if it's white.

2/5

153/259 M GRN • EN CHRIS RAHN

™ & © 2018 Wizards of the Coast

Aurelia, Exemplar of Justice
2

29–30 September 2018

Legendary Creature — Angel

Flying

Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)

At the beginning of combat on your turn, choose up to one target creature you control. Until end of turn, that creature gets +2/+0, gains trample if it's red, and gains vigilance if it's white.

2/5

153/259 M GRN • EN CHRIS RAHN

™ & © 2018 Wizards of the Coast

Aurelia, Exemplar of Justice
2

29–30 September 2018

Legendary Creature — Angel

Flying

Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)

At the beginning of combat on your turn, choose up to one target creature you control. Until end of turn, that creature gets +2/+0, gains trample if it's red, and gains vigilance if it's white.

2/5

153/259 M GRN • EN CHRIS RAHN

™ & © 2018 Wizards of the Coast

Aurelia, Exemplar of Justice
2

29–30 September 2018

Legendary Creature — Angel

Flying

Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)

At the beginning of combat on your turn, choose up to one target creature you control. Until end of turn, that creature gets +2/+0, gains trample if it's red, and gains vigilance if it's white.

2/5

153/259 M GRN • EN CHRIS RAHN

™ & © 2018 Wizards of the Coast

Aurelia, Exemplar of Justice
2

29–30 September 2018

Legendary Creature — Angel

Flying

Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)

At the beginning of combat on your turn, choose up to one target creature you control. Until end of turn, that creature gets +2/+0, gains trample if it's red, and gains vigilance if it's white.

2/5

153/259 M GRN • EN CHRIS RAHN

™ & © 2018 Wizards of the Coast

Aurelia, Exemplar of Justice
2

29–30 September 2018

Legendary Creature — Angel

Flying

Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)

At the beginning of combat on your turn, choose up to one target creature you control. Until end of turn, that creature gets +2/+0, gains trample if it's red, and gains vigilance if it's white.

2/5

153/259 M GRN • EN CHRIS RAHN

™ & © 2018 Wizards of the Coast

Aurelia, Exemplar of Justice
2

29–30 September 2018

Legendary Creature — Angel

Flying

Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)

At the beginning of combat on your turn, choose up to one target creature you control. Until end of turn, that creature gets +2/+0, gains trample if it's red, and gains vigilance if it's white.

2/5

153/259 M GRN • EN CHRIS RAHN

™ & © 2018 Wizards of the Coast

Aurelia, Exemplar of Justice
2

29–30 September 2018

Legendary Creature — Angel

Flying

Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)

At the beginning of combat on your turn, choose up to one target creature you control. Until end of turn, that creature gets +2/+0, gains trample if it's red, and gains vigilance if it's white.

2/5

153/259 M GRN • EN CHRIS RAHN

™ & © 2018 Wizards of the Coast

Aurelia, Exemplar of Justice
2

29–30 September 2018

Legendary Creature — Angel

Flying

Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)

At the beginning of combat on your turn, choose up to one target creature you control. Until end of turn, that creature gets +2/+0, gains trample if it's red, and gains vigilance if it's white.

2/5

153/259 M GRN • EN CHRIS RAHN

™ & © 2018 Wizards of the Coast

Aurelia, Exemplar of Justice
2

29–30 September 2018

Legendary Creature — Angel

Flying

Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)

At the beginning of combat on your turn, choose up to one target creature you control. Until end of turn, that creature gets +2/+0, gains trample if it's red, and gains vigilance if it's white.

2/5

153/259 M GRN • EN CHRIS RAHN

™ & © 2018 Wizards of the Coast

Aurelia, Exemplar of Justice
2

29–30 September 2018

Legendary Creature — Angel

Flying

Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)

At the beginning of combat on your turn, choose up to one target creature you control. Until end of turn, that creature gets +2/+0, gains trample if it's red, and gains vigilance if it's white.

2/5

153/259 M GRN • EN CHRIS RAHN

™ & © 2018 Wizards of the Coast

Aurelia, Exemplar of Justice
2

29–30 September 2018

Legendary Creature — Angel

Flying

Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)

At the beginning of combat on your turn, choose up to one target creature you control. Until end of turn, that creature gets +2/+0, gains trample if it's red, and gains vigilance if it's white.

2/5

153/259 M GRN • EN CHRIS RAHN

™ & © 2018 Wizards of the Coast

Aurelia, Exemplar of Justice
2

29–30 September 2018

Legendary Creature — Angel

Flying

Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)

At the beginning of combat on your turn, choose up to one target creature you control. Until end of turn, that creature gets +2/+0, gains trample if it's red, and gains vigilance if it's white.

2/5

153/259 M GRN • EN CHRIS RAHN

™ & © 2018 Wizards of the Coast

Aurelia, Exemplar of Justice
2

29–30 September 2018

Legendary Creature — Angel

Flying

Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)

At the beginning of combat on your turn, choose up to one target creature you control. Until end of turn, that creature gets +2/+0, gains trample if it's red, and gains vigilance if it's white.

2/5

153/259 M GRN • EN CHRIS RAHN

™ & © 2018 Wizards of the Coast

Aurelia, Exemplar of Justice
2

29–30 September 2018

Legendary Creature — Angel

Flying

Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)

At the beginning of combat on your turn, choose up to one target creature you control. Until end of turn, that creature gets +2/+0, gains trample if it's red, and gains vigilance if it's white.

2/5

153/259 M GRN • EN CHRIS RAHN

™ & © 2018 Wizards of the Coast

Aurelia, Exemplar of Justice
2

29–30 September 2018

Legendary Creature — Angel

Flying

Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)

At the beginning of combat on your turn, choose up to one target creature you control. Until end of turn, that creature gets +2/+0, gains trample if it's red, and gains vigilance if it's white.

2/5

153/259 M GRN • EN CHRIS RAHN

™ & © 2018 Wizards of the Coast

Aurelia, Exemplar of Justice
2

29–30 September 2018

Legendary Creature — Angel

Flying

Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)

At the beginning of combat on your turn, choose up to one target creature you control. Until end of turn, that creature gets +2/+0, gains trample if it's red, and gains vigilance if it's white.

2/5

153/259 M GRN • EN CHRIS RAHN

™ & © 2018 Wizards of the Coast

Aurelia, Exemplar of Justice
2

29–30 September 2018

Legendary Creature — Angel

Flying

Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)

At the beginning of combat on your turn, choose up to one target creature you control. Until end of turn, that creature gets +2/+0, gains trample if it's red, and gains vigilance if it's white.

2/5

153/259 M GRN • EN CHRIS RAHN

™ & © 2018 Wizards of the Coast

Aurelia, Exemplar of Justice
2

29–30 September 2018

Legendary Creature — Angel

Flying

Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)

At the beginning of combat on your turn, choose up to one target creature you control. Until end of turn, that creature gets +2/+0, gains trample if it's red, and gains vigilance if it's white.

2/5

153/259 M GRN • EN CHRIS RAHN

™ & © 2018 Wizards of the Coast

Aurelia, Exemplar of Justice
2

29–30 September 2018

Legendary Creature — Angel

Flying

Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)

At the beginning of combat on your turn, choose up to one target creature you control. Until end of turn, that creature gets +2/+0, gains trample if it's red, and gains vigilance if it's white.

2/5

153/259 M GRN • EN CHRIS RAHN

™ & © 2018 Wizards of the Coast

Aurelia, Exemplar of Justice
2

29–30 September 2018

Legendary Creature — Angel

Flying

Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)

At the beginning of combat on your turn, choose up to one target creature you control. Until end of turn, that creature gets +2/+0, gains trample if it's red, and gains vigilance if it's white.

2/5

153/259 M GRN • EN CHRIS RAHN

™ & © 2018 Wizards of the Coast

Aurelia, Exemplar of Justice
2

29–30 September 2018

Legendary Creature — Angel

Flying

Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)

At the beginning of combat on your turn, choose up to one target creature you control. Until end of turn, that creature gets +2/+0, gains trample if it's red, and gains vigilance if it's white.

2/5

153/259 M GRN • EN CHRIS RAHN

™ & © 2018 Wizards of the Coast

Aurelia, Exemplar of Justice
2

29–30 September 2018

Legendary Creature — Angel

Flying

Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)

At the beginning of combat on your turn, choose up to one target creature you control. Until end of turn, that creature gets +2/+0, gains trample if it's red, and gains vigilance if it's white.

2/5

153/259 M GRN • EN CHRIS RAHN

™ & © 2018 Wizards of the Coast

Aurelia, Exemplar of Justice
2

29–30 September 2018

Legendary Creature — Angel

Flying

Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)

At the beginning of combat on your turn, choose up to one target creature you control. Until end of turn, that creature gets +2/+0, gains trample if it's red, and gains vigilance if it's white.

2/5

153/259 M GRN • EN CHRIS RAHN

™ & © 2018 Wizards of the Coast