Aurelia, Exemplar of Justice 2



Legendary Creature — Angel

Flying
Mentor
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.

Illus. Chris Rahn
™ & © 2024 Wizards of the Coast 356
2/5

Aurelia, Exemplar of Justice 2

XXX/500

Legendary Creature — Angel

Flying
Mentor
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.

Illus. Chris Rahn
™ & © 2024 Wizards of the Coast 356
2/5

Aurelia, Exemplar of Justice 2

XXX/500

Legendary Creature — Angel

Flying
Mentor
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.

Illus. Chris Rahn
™ & © 2024 Wizards of the Coast 356
2/5

Aurelia, Exemplar of Justice 2

XXX/500

Legendary Creature — Angel

Flying
Mentor
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.

Illus. Chris Rahn
™ & © 2024 Wizards of the Coast 356
2/5

Aurelia, Exemplar of Justice 2

XXX/500

Legendary Creature — Angel

Flying
Mentor
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.

Illus. Chris Rahn
™ & © 2024 Wizards of the Coast 356
2/5

Aurelia, Exemplar of Justice 2

XXX/500

Legendary Creature — Angel

Flying
Mentor
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.

Illus. Chris Rahn
™ & © 2024 Wizards of the Coast 356
2/5

Aurelia, Exemplar of Justice 2

XXX/500

Legendary Creature — Angel

Flying
Mentor
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.

Illus. Chris Rahn
™ & © 2024 Wizards of the Coast 356
2/5

Aurelia, Exemplar of Justice 2

XXX/500

Legendary Creature — Angel

Flying
Mentor
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.

Illus. Chris Rahn
™ & © 2024 Wizards of the Coast 356
2/5

Aurelia, Exemplar of Justice 2

XXX/500

Legendary Creature — Angel

Flying
Mentor
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.

Illus. Chris Rahn
™ & © 2024 Wizards of the Coast 356
2/5

Aurelia, Exemplar of Justice 2



Legendary Creature — Angel

Flying
Mentor
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.

Illus. Chris Rahn
™ & © 2024 Wizards of the Coast 356
2/5

Aurelia, Exemplar of Justice 2

XXX/500

Legendary Creature — Angel

Flying
Mentor
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.

Illus. Chris Rahn
™ & © 2024 Wizards of the Coast 356
2/5

Aurelia, Exemplar of Justice 2

XXX/500

Legendary Creature — Angel

Flying
Mentor
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.

Illus. Chris Rahn
™ & © 2024 Wizards of the Coast 356
2/5

Aurelia, Exemplar of Justice 2

XXX/500

Legendary Creature — Angel

Flying
Mentor
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.

Illus. Chris Rahn
™ & © 2024 Wizards of the Coast 356
2/5

Aurelia, Exemplar of Justice 2

XXX/500

Legendary Creature — Angel

Flying
Mentor
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.

Illus. Chris Rahn
™ & © 2024 Wizards of the Coast 356
2/5

Aurelia, Exemplar of Justice 2

XXX/500

Legendary Creature — Angel

Flying
Mentor
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.

Illus. Chris Rahn
™ & © 2024 Wizards of the Coast 356
2/5

Aurelia, Exemplar of Justice 2

XXX/500

Legendary Creature — Angel

Flying
Mentor
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.

Illus. Chris Rahn
™ & © 2024 Wizards of the Coast 356
2/5

Aurelia, Exemplar of Justice 2

XXX/500

Legendary Creature — Angel

Flying
Mentor
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.

Illus. Chris Rahn
™ & © 2024 Wizards of the Coast 356
2/5

Aurelia, Exemplar of Justice 2

XXX/500

Legendary Creature — Angel

Flying
Mentor
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.

Illus. Chris Rahn
™ & © 2024 Wizards of the Coast 356
2/5

Aurelia, Exemplar of Justice 2



Legendary Creature — Angel

Flying
Mentor
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.

Illus. Chris Rahn
™ & © 2024 Wizards of the Coast 356
2/5

Aurelia, Exemplar of Justice 2

XXX/500

Legendary Creature — Angel

Flying
Mentor
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.

Illus. Chris Rahn
™ & © 2024 Wizards of the Coast 356
2/5

Aurelia, Exemplar of Justice 2

XXX/500

Legendary Creature — Angel

Flying
Mentor
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.

Illus. Chris Rahn
™ & © 2024 Wizards of the Coast 356
2/5

Aurelia, Exemplar of Justice 2

XXX/500

Legendary Creature — Angel

Flying
Mentor
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.

Illus. Chris Rahn
™ & © 2024 Wizards of the Coast 356
2/5

Aurelia, Exemplar of Justice 2

XXX/500

Legendary Creature — Angel

Flying
Mentor
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.

Illus. Chris Rahn
™ & © 2024 Wizards of the Coast 356
2/5

Aurelia, Exemplar of Justice 2

XXX/500

Legendary Creature — Angel

Flying
Mentor
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.

Illus. Chris Rahn
™ & © 2024 Wizards of the Coast 356
2/5

Aurelia, Exemplar of Justice 2

XXX/500

Legendary Creature — Angel

Flying
Mentor
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.

Illus. Chris Rahn
™ & © 2024 Wizards of the Coast 356
2/5

Aurelia, Exemplar of Justice 2

XXX/500

Legendary Creature — Angel

Flying
Mentor
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.

Illus. Chris Rahn
™ & © 2024 Wizards of the Coast 356
2/5

Aurelia, Exemplar of Justice 2

XXX/500

Legendary Creature — Angel

Flying
Mentor
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.

Illus. Chris Rahn
™ & © 2024 Wizards of the Coast 356
2/5

Aurelia, Exemplar of Justice 2



Legendary Creature — Angel

Flying
Mentor
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.

Illus. Chris Rahn
™ & © 2024 Wizards of the Coast 356
2/5

Aurelia, Exemplar of Justice 2

XXX/500

Legendary Creature — Angel

Flying
Mentor
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.

Illus. Chris Rahn
™ & © 2024 Wizards of the Coast 356
2/5

Aurelia, Exemplar of Justice 2

XXX/500

Legendary Creature — Angel

Flying
Mentor
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.

Illus. Chris Rahn
™ & © 2024 Wizards of the Coast 356
2/5

Aurelia, Exemplar of Justice 2

XXX/500

Legendary Creature — Angel

Flying
Mentor
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.

Illus. Chris Rahn
™ & © 2024 Wizards of the Coast 356
2/5

Aurelia, Exemplar of Justice 2

XXX/500

Legendary Creature — Angel

Flying
Mentor
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.

Illus. Chris Rahn
™ & © 2024 Wizards of the Coast 356
2/5

Aurelia, Exemplar of Justice 2

XXX/500

Legendary Creature — Angel

Flying
Mentor
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.

Illus. Chris Rahn
™ & © 2024 Wizards of the Coast 356
2/5

Aurelia, Exemplar of Justice 2

XXX/500

Legendary Creature — Angel

Flying
Mentor
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.

Illus. Chris Rahn
™ & © 2024 Wizards of the Coast 356
2/5

Aurelia, Exemplar of Justice 2

XXX/500

Legendary Creature — Angel

Flying
Mentor
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.

Illus. Chris Rahn
™ & © 2024 Wizards of the Coast 356
2/5

Aurelia, Exemplar of Justice 2

XXX/500

Legendary Creature — Angel

Flying
Mentor
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.

Illus. Chris Rahn
™ & © 2024 Wizards of the Coast 356
2/5