
Eidolon of Rhetoric
2
Enchantment Creature — Spirit
Each player can't cast more than one spell each turn.
Theros's human philosophers were at a marked disadvantage due to their need to pause for things like food or sleep.
1/4
054 U
J22 • EN やこたこす/YAKOTAKOS
™ & © 2022 Wizards of the Coast


Eidolon of Rhetoric
2
Enchantment Creature — Spirit
Each player can't cast more than one spell each turn.
Theros's human philosophers were at a marked disadvantage due to their need to pause for things like food or sleep.
1/4
054 U
J22 • EN やこたこす/YAKOTAKOS
™ & © 2022 Wizards of the Coast


Eidolon of Rhetoric
2
Enchantment Creature — Spirit
Each player can't cast more than one spell each turn.
Theros's human philosophers were at a marked disadvantage due to their need to pause for things like food or sleep.
1/4
054 U
J22 • EN やこたこす/YAKOTAKOS
™ & © 2022 Wizards of the Coast


Eidolon of Rhetoric
2
Enchantment Creature — Spirit
Each player can't cast more than one spell each turn.
Theros's human philosophers were at a marked disadvantage due to their need to pause for things like food or sleep.
1/4
054 U
J22 • EN やこたこす/YAKOTAKOS
™ & © 2022 Wizards of the Coast