

Reno and Rude

1



Legendary Creature — Human Assassin

Menace

Whenever Reno and Rude deals combat damage to a player, exile the top card of that player's library. Then you may sacrifice another creature or artifact. If you do, you may play the exiled card this turn, and mana of any type can be spent to cast it.

2/1

U 0113 FFWII
FIN • EN ㊦まじ/MAII

FFO SQUARE ENIX
TM & © 2025 Wizards of the Coast

Reno and Rude

1



Legendary Creature — Human Assassin

Menace

Whenever Reno and Rude deals combat damage to a player, exile the top card of that player's library. Then you may sacrifice another creature or artifact. If you do, you may play the exiled card this turn, and mana of any type can be spent to cast it.

2/1

U 0113 FFWII
FIN • EN ㊦まじ/MAII

FFO SQUARE ENIX
TM & © 2025 Wizards of the Coast

Reno and Rude

1



Legendary Creature — Human Assassin

Menace

Whenever Reno and Rude deals combat damage to a player, exile the top card of that player's library. Then you may sacrifice another creature or artifact. If you do, you may play the exiled card this turn, and mana of any type can be spent to cast it.

2/1

U 0113 FFWII
FIN • EN ㊦まじ/MAII

FFO SQUARE ENIX
TM & © 2025 Wizards of the Coast

Reno and Rude

1



Legendary Creature — Human Assassin

Menace

Whenever Reno and Rude deals combat damage to a player, exile the top card of that player's library. Then you may sacrifice another creature or artifact. If you do, you may play the exiled card this turn, and mana of any type can be spent to cast it.

2/1

U 0113 FFWII
FIN • EN ㊦まじ/MAII

FFO SQUARE ENIX
TM & © 2025 Wizards of the Coast