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| <p><b>Anax, Hardened in the Forge</b> (1)(R)(R)</p> <p>Legendary Enchantment Creature -- Demigod</p> <p>Anax's power is equal to your devotion to red. (Each {R} in the mana costs of permanents you control counts toward your devotion to red.) Whenever Anax or another nontoken creature you control dies, create a 1/1 red Satyr creature token with "This token can't block." If the creature had power 4 or greater, create two of those tokens instead.</p> <p><b>* / 3</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Anax, Hardened in the Forge</b> (1)(R)(R)</p> <p>Legendary Enchantment Creature -- Demigod</p> <p>Anax's power is equal to your devotion to red. (Each {R} in the mana costs of permanents you control counts toward your devotion to red.) Whenever Anax or another nontoken creature you control dies, create a 1/1 red Satyr creature token with "This token can't block." If the creature had power 4 or greater, create two of those tokens instead.</p> <p><b>* / 3</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Anax, Hardened in the Forge</b> (1)(R)(R)</p> <p>Legendary Enchantment Creature -- Demigod</p> <p>Anax's power is equal to your devotion to red. (Each {R} in the mana costs of permanents you control counts toward your devotion to red.) Whenever Anax or another nontoken creature you control dies, create a 1/1 red Satyr creature token with "This token can't block." If the creature had power 4 or greater, create two of those tokens instead.</p> <p><b>* / 3</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Anax, Hardened in the Forge</b> (1)(R)(R)</p> <p>Legendary Enchantment Creature -- Demigod</p> <p>Anax's power is equal to your devotion to red. (Each {R} in the mana costs of permanents you control counts toward your devotion to red.) Whenever Anax or another nontoken creature you control dies, create a 1/1 red Satyr creature token with "This token can't block." If the creature had power 4 or greater, create two of those tokens instead.</p> <p><b>* / 3</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Bonecrusher Giant</b> (2)(R)</p> <p>Creature -- Giant</p> <p>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.</p> <p><b>4 / 3</b></p> <p>----- ADVENTURE -----</p> <p><b>Stomp</b> (1)(R)</p> <p>Instant -- Adventure</p> <p>Damage can't be prevented this turn. Stomp deals 2 damage to any target.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                           | <p><b>Bonecrusher Giant</b> (2)(R)</p> <p>Creature -- Giant</p> <p>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.</p> <p><b>4 / 3</b></p> <p>----- ADVENTURE -----</p> <p><b>Stomp</b> (1)(R)</p> <p>Instant -- Adventure</p> <p>Damage can't be prevented this turn. Stomp deals 2 damage to any target.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                           | <p><b>Bonecrusher Giant</b> (2)(R)</p> <p>Creature -- Giant</p> <p>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.</p> <p><b>4 / 3</b></p> <p>----- ADVENTURE -----</p> <p><b>Stomp</b> (1)(R)</p> <p>Instant -- Adventure</p> <p>Damage can't be prevented this turn. Stomp deals 2 damage to any target.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                           | <p><b>Bonecrusher Giant</b> (2)(R)</p> <p>Creature -- Giant</p> <p>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.</p> <p><b>4 / 3</b></p> <p>----- ADVENTURE -----</p> <p><b>Stomp</b> (1)(R)</p> <p>Instant -- Adventure</p> <p>Damage can't be prevented this turn. Stomp deals 2 damage to any target.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                           |

**Playtest cards - Mcleskey - Standard (Standard Challenge)**

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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| <div>Castle Embereth</div> <div>Land</div> <div>This land enters tapped unless you control a Mountain.<br/>{T}: Add {R}.<br/>{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                         | <div>Castle Embereth</div> <div>Land</div> <div>This land enters tapped unless you control a Mountain.<br/>{T}: Add {R}.<br/>{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                         | <div>Embercleave4RR</div> <div>Legendary Artifact -- Equipment</div> <div>Flash<br/>This spell costs {1} less to cast for each attacking creature you control.<br/>When Embercleave enters, attach it to target creature you control.<br/>Equipped creature gets +1/+1 and has double strike and trample.<br/>Equip {3}</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Embercleave4RR</div> <div>Legendary Artifact -- Equipment</div> <div>Flash<br/>This spell costs {1} less to cast for each attacking creature you control.<br/>When Embercleave enters, attach it to target creature you control.<br/>Equipped creature gets +1/+1 and has double strike and trample.<br/>Equip {3}</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Embercleave4RR</div> <div>Legendary Artifact -- Equipment</div> <div>Flash<br/>This spell costs {1} less to cast for each attacking creature you control.<br/>When Embercleave enters, attach it to target creature you control.<br/>Equipped creature gets +1/+1 and has double strike and trample.<br/>Equip {3}</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Embercleave4RR</div> <div>Legendary Artifact -- Equipment</div> <div>Flash<br/>This spell costs {1} less to cast for each attacking creature you control.<br/>When Embercleave enters, attach it to target creature you control.<br/>Equipped creature gets +1/+1 and has double strike and trample.<br/>Equip {3}</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Faceless Haven</div> <div>Snow Land</div> <div>{T}: Add {C}.<br/>{S}{S}{S}: This land becomes a 4/3 creature with vigilance and all creature types until end of turn.<br/>It's still a land. ({S} can be paid with one mana from a snow source.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                   | <div>Faceless Haven</div> <div>Snow Land</div> <div>{T}: Add {C}.<br/>{S}{S}{S}: This land becomes a 4/3 creature with vigilance and all creature types until end of turn.<br/>It's still a land. ({S} can be paid with one mana from a snow source.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                   |

## Snow Land

{T}: Add {C}.  
{S}{S}{S}: This land becomes a 4/3 creature with vigilance and all creature types until end of turn.  
It's still a land. ({S} can be paid with one mana from a snow source.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snow Land

{T}: Add {C}.  
{S}{S}{S}: This land becomes a 4/3 creature with vigilance and all creature types until end of turn.  
It's still a land. ({S} can be paid with one mana from a snow source.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Human Knight

First strike, haste  
Whenever this creature attacks,  
another target attacking Knight you  
control gets +1/+0 until end of  
turn.  
Equip abilities you activate that  
target this creature cost {3} less  
to activate.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Goblin Warrior

As long as this creature is equipped, it has haste. When this creature dies, it deals damage equal to its power to any target.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Goblin Warrior

As long as this creature is equipped, it has haste. When this creature dies, it deals damage equal to its power to any target.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Fireblade Charger</b> <span>(R)</span><br><hr/> Creature -- Goblin Warrior<br><hr/> <p>As long as this creature is equipped, it has haste.<br/>When this creature dies, it deals damage equal to its power to any target.</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Fireblade Charger</b> <span>(R)</span><br><hr/> Creature -- Goblin Warrior<br><hr/> <p>As long as this creature is equipped, it has haste.<br/>When this creature dies, it deals damage equal to its power to any target.</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Frost Bite</b> <span>(R)</span><br><hr/> Snow Instant<br><hr/> <p>Frost Bite deals 2 damage to target creature or planeswalker. If you control three or more snow permanents, it deals 3 damage instead.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                            | <b>Frost Bite</b> <span>(R)</span><br><hr/> Snow Instant<br><hr/> <p>Frost Bite deals 2 damage to target creature or planeswalker. If you control three or more snow permanents, it deals 3 damage instead.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                               |
| <b>Frost Bite</b> <span>(R)</span><br><hr/> Snow Instant<br><hr/> <p>Frost Bite deals 2 damage to target creature or planeswalker. If you control three or more snow permanents, it deals 3 damage instead.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                 | <b>Frost Bite</b> <span>(R)</span><br><hr/> Snow Instant<br><hr/> <p>Frost Bite deals 2 damage to target creature or planeswalker. If you control three or more snow permanents, it deals 3 damage instead.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                 | <b>Phoenix of Ash</b> <span>(1)(R)(R)</span><br><hr/> Creature -- Phoenix<br><hr/> <p>Flying, haste<br/>{2}{R}: This creature gets +2/+0 until end of turn.<br/>Escape--{2}{R}{R}, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)<br/>This creature escapes with a +1/+1 counter on it.</p> <div>2/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Rimrock Knight</b> <span>(1)(R)</span><br><hr/> Creature -- Dwarf Knight<br><hr/> <p>This creature can't block.</p> <div>3/1</div> <p>----- ADVENTURE -----</p> <hr/> <b>Boulder Rush</b> <span>(R)</span><br><hr/> Instant -- Adventure<br><hr/> <p>Target creature gets +2/+0 until end of turn. (Then exile this card. You may cast the creature later from exile.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

Playtest cards - Mcleskey - Standard (Standard Challenge)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;  
horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div>Rimrock Knight1R</div> <div>Creature -- Dwarf Knight</div> <div>This creature can't block.</div> <div>3/1</div> <div>-----ADVENTURE-----</div> <div>Boulder RushR</div> <div>Instant -- Adventure</div> <div>Target creature gets +2/+0 until end of turn. (Then exile this card. You may cast the creature later from exile.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                       | <div> <div>Rimrock Knight1R</div> <div>Creature -- Dwarf Knight</div> <div>This creature can't block.</div> <div>3/1</div> <div>-----ADVENTURE-----</div> <div>Boulder RushR</div> <div>Instant -- Adventure</div> <div>Target creature gets +2/+0 until end of turn. (Then exile this card. You may cast the creature later from exile.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                       | <div> <div>Robber of the Rich1R</div> <div>Creature -- Human Archer Rogue</div> <div>Reach, haste<br/>Whenever this creature attacks, if defending player has more cards in hand than you, exile the top card of their library. During any turn you attacked with a Rogue, you may cast that card and you may spend mana as though it were mana of any color to cast that spell.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Robber of the Rich1R</div> <div>Creature -- Human Archer Rogue</div> <div>Reach, haste<br/>Whenever this creature attacks, if defending player has more cards in hand than you, exile the top card of their library. During any turn you attacked with a Rogue, you may cast that card and you may spend mana as though it were mana of any color to cast that spell.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
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| <div>Snow-Covered Mountain</div> <div>Basic Snow Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                             | <div>Torbran, Thane of Red Fell 1RRR</div> <div>Legendary Creature -- Dwarf Noble</div> <div>If a red source you control would deal damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead.</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                | <div>Torbran, Thane of Red Fell 1RRR</div> <div>Legendary Creature -- Dwarf Noble</div> <div>If a red source you control would deal damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead.</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                               | <div>Torbran, Thane of Red Fell 1RRR</div> <div>Legendary Creature -- Dwarf Noble</div> <div>If a red source you control would deal damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead.</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                               |
| <div>Ox of Agonas 3RR</div> <div>Creature -- Ox</div> <div>When this creature enters, discard your hand, then draw three cards. Escape--{R}{R}, Exile eight other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with a +1/+1 counter on it.</div> <div>[sideboard]</div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Ox of Agonas 3RR</div> <div>Creature -- Ox</div> <div>When this creature enters, discard your hand, then draw three cards. Escape--{R}{R}, Exile eight other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with a +1/+1 counter on it.</div> <div>[sideboard]</div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Phoenix of Ash 1RR</div> <div>Creature -- Phoenix</div> <div>Flying, haste<br/>{2}{R}: This creature gets +2/+0 until end of turn.<br/>Escape--{2}{R}{R}, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with a +1/+1 counter on it.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Phoenix of Ash 1RR</div> <div>Creature -- Phoenix</div> <div>Flying, haste<br/>{2}{R}: This creature gets +2/+0 until end of turn.<br/>Escape--{2}{R}{R}, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with a +1/+1 counter on it.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

Playtest cards - Mcleskey - Standard (Standard Challenge)

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sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Redcap Melee</div><div>(R)</div></div><div>Instant</div><div>Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                      | <div><div><div>Redcap Melee</div><div>(R)</div></div><div>Instant</div><div>Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                      | <div><div><div>Roiling Vortex</div><div>(1)(R)</div></div><div>Enchantment</div><div>At the beginning of each player's upkeep, this enchantment deals 1 damage to them. Whenever a player casts a spell, if no mana was spent to cast that spell, this enchantment deals 5 damage to that player. {R}: Your opponents can't gain life this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Roiling Vortex</div><div>(1)(R)</div></div><div>Enchantment</div><div>At the beginning of each player's upkeep, this enchantment deals 1 damage to them. Whenever a player casts a spell, if no mana was spent to cast that spell, this enchantment deals 5 damage to that player. {R}: Your opponents can't gain life this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Scorching Dragonfire</div><div>(1)(R)</div></div><div>Instant</div><div>Scorching Dragonfire deals 3 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Scorching Dragonfire</div><div>(1)(R)</div></div><div>Instant</div><div>Scorching Dragonfire deals 3 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Shredded Sails</div><div>(1)(R)</div></div><div>Instant</div><div>Choose one --<br/>* Destroy target artifact.<br/>* Shredded Sails deals 4 damage to target creature with flying. Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                             | <div><div><div>Soul Sear</div><div>(2)(R)</div></div><div>Instant</div><div>Soul Sear deals 5 damage to target creature or planeswalker. That permanent loses indestructible until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  |

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| <div> <div>Soul Sear</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div>Soul Sear deals 5 damage to target creature or planeswalker. That permanent loses indestructible until end of turn.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>The Akroan War</div> <div> <div>3</div> <div>R</div> </div> </div> <div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- Gain control of target creature for as long as this Saga remains on the battlefield.<br/>II -- Until your next turn, creatures your opponents control attack each combat if able.<br/>III -- Each tapped creature deals damage to itself equal to its power.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>The Akroan War</div> <div> <div>3</div> <div>R</div> </div> </div> <div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- Gain control of target creature for as long as this Saga remains on the battlefield.<br/>II -- Until your next turn, creatures your opponents control attack each combat if able.<br/>III -- Each tapped creature deals damage to itself equal to its power.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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Playtest cards - Mcleskey - Standard (Standard Challenge)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 10/10 - 3 cards - 2.5 x 3.5 in each