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| <div><div><div>Brinebarrow Intruder</div><div>U</div></div><div>Creature -- Human Rogue</div><div>Flash<br/>When this creature enters, target creature an opponent controls gets -2/-0 until end of turn.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Brinebarrow Intruder</div><div>U</div></div><div>Creature -- Human Rogue</div><div>Flash<br/>When this creature enters, target creature an opponent controls gets -2/-0 until end of turn.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Brinebarrow Intruder</div><div>U</div></div><div>Creature -- Human Rogue</div><div>Flash<br/>When this creature enters, target creature an opponent controls gets -2/-0 until end of turn.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Brinebarrow Intruder</div><div>U</div></div><div>Creature -- Human Rogue</div><div>Flash<br/>When this creature enters, target creature an opponent controls gets -2/-0 until end of turn.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Counterspell</div><div>UU</div></div><div>Instant</div><div>Counter target spell.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                        | <div><div><div>Counterspell</div><div>UU</div></div><div>Instant</div><div>Counter target spell.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                        | <div><div><div>Counterspell</div><div>UU</div></div><div>Instant</div><div>Counter target spell.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                        | <div><div><div>Counterspell</div><div>UU</div></div><div>Instant</div><div>Counter target spell.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                        |

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| <div><div><div>Essence Flux</div><div>Instant</div><div>Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div>U</div></div> | <div><div><div>Essence Flux</div><div>Instant</div><div>Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div>U</div></div> | <div><div><div>Faerie Miscreant</div><div>Creature -- Faerie Rogue</div><div>Flying<br/>When this creature enters, if you control another creature named Faerie Miscreant, draw a card.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div>U</div></div>                                                             | <div><div><div>Faerie Miscreant</div><div>Creature -- Faerie Rogue</div><div>Flying<br/>When this creature enters, if you control another creature named Faerie Miscreant, draw a card.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div>U</div></div>                                                             |
| <div><div><div>Faerie Miscreant</div><div>Creature -- Faerie Rogue</div><div>Flying<br/>When this creature enters, if you control another creature named Faerie Miscreant, draw a card.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div>U</div></div>       | <div><div><div>Faerie Miscreant</div><div>Creature -- Faerie Rogue</div><div>Flying<br/>When this creature enters, if you control another creature named Faerie Miscreant, draw a card.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div>U</div></div>       | <div><div><div>Faerie Seer</div><div>Creature -- Faerie Wizard</div><div>Flying<br/>When this creature enters, scry 2.<br/>(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div>U</div></div> | <div><div><div>Faerie Seer</div><div>Creature -- Faerie Wizard</div><div>Flying<br/>When this creature enters, scry 2.<br/>(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div>U</div></div> |

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| <div><div>Faerie Seer</div><div>Ⓢ</div></div> <div>Creature -- Faerie Wizard</div> <div>Flying<br/>When this creature enters, scry 2.<br/>(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Faerie Seer</div><div>Ⓢ</div></div> <div>Creature -- Faerie Wizard</div> <div>Flying<br/>When this creature enters, scry 2.<br/>(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Island</div></div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Island</div></div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Island</div></div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                 | <div><div>Island</div></div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                 | <div><div>Island</div></div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Island</div></div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                               | <div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                               | <div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                               | <div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                               |
| <div>Moon-Circuit Hacker1U</div> <div>Enchantment Creature -- Human Ninja</div> <div>Ninjutsu {U} ({U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br/>Whenever this creature deals combat damage to a player, you may draw a card. If you do, discard a card unless this creature entered this turn.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Moon-Circuit Hacker1U</div> <div>Enchantment Creature -- Human Ninja</div> <div>Ninjutsu {U} ({U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br/>Whenever this creature deals combat damage to a player, you may draw a card. If you do, discard a card unless this creature entered this turn.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Moon-Circuit Hacker1U</div> <div>Enchantment Creature -- Human Ninja</div> <div>Ninjutsu {U} ({U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br/>Whenever this creature deals combat damage to a player, you may draw a card. If you do, discard a card unless this creature entered this turn.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Moon-Circuit Hacker1U</div> <div>Enchantment Creature -- Human Ninja</div> <div>Ninjutsu {U} ({U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br/>Whenever this creature deals combat damage to a player, you may draw a card. If you do, discard a card unless this creature entered this turn.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Ninja of the Deep Hours (3)(U)</div><div>Creature -- Human Ninja</div><div>Ninjutsu {1}{U} ({1}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, you may draw a card.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ninja of the Deep Hours (3)(U)</div><div>Creature -- Human Ninja</div><div>Ninjutsu {1}{U} ({1}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, you may draw a card.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ninja of the Deep Hours (3)(U)</div><div>Creature -- Human Ninja</div><div>Ninjutsu {1}{U} ({1}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, you may draw a card.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ninja of the Deep Hours (3)(U)</div><div>Creature -- Human Ninja</div><div>Ninjutsu {1}{U} ({1}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, you may draw a card.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Of One Mind (2)(U)</div><div>Sorcery</div><div>This spell costs {2} less to cast if you control a Human creature and a non-Human creature. Draw two cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                | <div><div>Of One Mind (2)(U)</div><div>Sorcery</div><div>This spell costs {2} less to cast if you control a Human creature and a non-Human creature. Draw two cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                | <div><div>Of One Mind (2)(U)</div><div>Sorcery</div><div>This spell costs {2} less to cast if you control a Human creature and a non-Human creature. Draw two cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                | <div><div>Of One Mind (2)(U)</div><div>Sorcery</div><div>This spell costs {2} less to cast if you control a Human creature and a non-Human creature. Draw two cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                |

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| <div><div>Snap</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Return target creature to its owner's hand. Untap up to two lands.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                   | <div><div>Snap</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Return target creature to its owner's hand. Untap up to two lands.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                   | <div><div>Snap</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Return target creature to its owner's hand. Untap up to two lands.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Snap</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Return target creature to its owner's hand. Untap up to two lands.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Snaremaster Sprite</div><div><div>U</div></div></div> <div><div>Creature -- Faerie Wizard</div><div>Flying<br/>When this creature enters, you may pay {2}. When you do, tap target creature an opponent controls and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.)</div></div> <div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Snaremaster Sprite</div><div><div>U</div></div></div> <div><div>Creature -- Faerie Wizard</div><div>Flying<br/>When this creature enters, you may pay {2}. When you do, tap target creature an opponent controls and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.)</div></div> <div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Spell Pierce</div><div><div>U</div></div></div> <div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>       | <div><div>Spell Pierce</div><div><div>U</div></div></div> <div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>       |

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| <div><div>Spellstutter Sprite</div><div><div>1</div><div>U</div></div></div> <div>Creature -- Faerie Wizard</div> <div>Flash<br/>Flying<br/>When this creature enters, counter target spell with mana value X or less, where X is the number of Faeries you control.</div> <div><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Spellstutter Sprite</div><div><div>1</div><div>U</div></div></div> <div>Creature -- Faerie Wizard</div> <div>Flash<br/>Flying<br/>When this creature enters, counter target spell with mana value X or less, where X is the number of Faeries you control.</div> <div><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Spellstutter Sprite</div><div><div>1</div><div>U</div></div></div> <div>Creature -- Faerie Wizard</div> <div>Flash<br/>Flying<br/>When this creature enters, counter target spell with mana value X or less, where X is the number of Faeries you control.</div> <div><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Spellstutter Sprite</div><div><div>1</div><div>U</div></div></div> <div>Creature -- Faerie Wizard</div> <div>Flash<br/>Flying<br/>When this creature enters, counter target spell with mana value X or less, where X is the number of Faeries you control.</div> <div><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Annu l</div><div><div>U</div></div></div> <div>Instant</div> <div>Counter target artifact or enchantment spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                               | <div><div>Annu l</div><div><div>U</div></div></div> <div>Instant</div> <div>Counter target artifact or enchantment spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                               | <div><div>Annu l</div><div><div>U</div></div></div> <div>Instant</div> <div>Counter target artifact or enchantment spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                               | <div><div>Annu l</div><div><div>U</div></div></div> <div>Instant</div> <div>Counter target artifact or enchantment spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                               |

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| <b>Bind the Monster</b> <span>U</span><br><hr/> Enchantment -- Aura<br><hr/> Enchant creature<br>When this Aura enters, tap enchanted creature. It deals damage to you equal to its power.<br>Enchanted creature doesn't untap during its controller's untap step.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Bind the Monster</b> <span>U</span><br><hr/> Enchantment -- Aura<br><hr/> Enchant creature<br>When this Aura enters, tap enchanted creature. It deals damage to you equal to its power.<br>Enchanted creature doesn't untap during its controller's untap step.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Bind the Monster</b> <span>U</span><br><hr/> Enchantment -- Aura<br><hr/> Enchant creature<br>When this Aura enters, tap enchanted creature. It deals damage to you equal to its power.<br>Enchanted creature doesn't untap during its controller's untap step.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Blue Elemental Blast</b> <span>U</span><br><hr/> Instant<br><hr/> Choose one --<br>* Counter target red spell.<br>* Destroy target red permanent.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                      |
| <b>Blue Elemental Blast</b> <span>U</span><br><hr/> Instant<br><hr/> Choose one --<br>* Counter target red spell.<br>* Destroy target red permanent.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                               | <b>Blue Elemental Blast</b> <span>U</span><br><hr/> Instant<br><hr/> Choose one --<br>* Counter target red spell.<br>* Destroy target red permanent.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                               | <b>Blue Elemental Blast</b> <span>U</span><br><hr/> Instant<br><hr/> Choose one --<br>* Counter target red spell.<br>* Destroy target red permanent.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                               | <b>Cogwork Wrestler</b> <span>U</span><br><hr/> Artifact Creature -- Gnome<br><hr/> Flash<br>When this creature enters, target creature an opponent controls gets -2/-0 until end of turn.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div> <div>Cogwork Wrestler</div> <div>Artifact Creature -- Gnome</div> <div>Flash<br/>When this creature enters, target creature an opponent controls gets -2/-0 until end of turn.</div> <div>[sideboard]</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Hydroblast</div> <div>Instant</div> <div>Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Steel Sabotage</div> <div>Instant</div> <div>Choose one --<br/>* Counter target artifact spell.<br/>* Return target artifact to its owner's hand.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |  |
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Playtest cards - 3vildr4k3 - Pauper (Pauper League)

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