Knife and Death 2BB



Sorcery

Just a second *(As long as this spell is on the stack, players can't move permanents.)*

One at a time, throw ten cards you own from outside the game onto the playing area from a distance of at least three feet *(about one meter)*. For each of those cards, Knife and Death deals 1 damage to each creature or planeswalker you don't control that card is touching. You gain life equal to the damage dealt this way.

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