
Knife and Death
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.