Fireball {X}{R}



Sorcery

Fireball deals X damage divided evenly, rounded down, among any number of target creatures and/or players.

Fireball costs {1} more to cast for each target beyond the first.

Illus. Mark Tedin

™ & © 1993-2011 Wizards of the Coast LLC 115/260

Fireball {X}{R}

Sorcery

Fireball deals X damage divided evenly, rounded down, among any number of target creatures and/or players.

Fireball costs {1} more to cast for each target beyond the first.

Illus. Mark Tedin

™ & © 1993-2011 Wizards of the Coast LLC 115/260

Fireball {X}{R}

Sorcery

Fireball deals X damage divided evenly, rounded down, among any number of target creatures and/or players.

Fireball costs {1} more to cast for each target beyond the first.

Illus. Mark Tedin

™ & © 1993-2011 Wizards of the Coast LLC 115/260

Fireball {X}{R}

Sorcery

Fireball deals X damage divided evenly, rounded down, among any number of target creatures and/or players.

Fireball costs {1} more to cast for each target beyond the first.

Illus. Mark Tedin

™ & © 1993-2011 Wizards of the Coast LLC 115/260

Fireball {X}{R}

Sorcery

Fireball deals X damage divided evenly, rounded down, among any number of target creatures and/or players.

Fireball costs {1} more to cast for each target beyond the first.

Illus. Mark Tedin

™ & © 1993-2011 Wizards of the Coast LLC 115/260

Fireball {X}{R}

Sorcery

Fireball deals X damage divided evenly, rounded down, among any number of target creatures and/or players.

Fireball costs {1} more to cast for each target beyond the first.

Illus. Mark Tedin

™ & © 1993-2011 Wizards of the Coast LLC 115/260

Fireball {X}{R}

Sorcery

Fireball deals X damage divided evenly, rounded down, among any number of target creatures and/or players.

Fireball costs {1} more to cast for each target beyond the first.

Illus. Mark Tedin

™ & © 1993-2011 Wizards of the Coast LLC 115/260

Fireball {X}{R}

Sorcery

Fireball deals X damage divided evenly, rounded down, among any number of target creatures and/or players.

Fireball costs {1} more to cast for each target beyond the first.

Illus. Mark Tedin

™ & © 1993-2011 Wizards of the Coast LLC 115/260

Fireball {X}{R}

Sorcery

Fireball deals X damage divided evenly, rounded down, among any number of target creatures and/or players.

Fireball costs {1} more to cast for each target beyond the first.

Illus. Mark Tedin

™ & © 1993-2011 Wizards of the Coast LLC 115/260

Fireball {X}{R}

Sorcery

Fireball deals X damage divided evenly, rounded down, among any number of target creatures and/or players.

Fireball costs {1} more to cast for each target beyond the first.

Illus. Mark Tedin

™ & © 1993-2011 Wizards of the Coast LLC 115/260