Fireball X



Sorcery

As an additional cost to play Fireball, pay 1 for each target beyond the first.

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

The spell fell upon the crowd like a dragon, ancient and full of death.

Dave Dorman

™ & © 1993-2008 Wizards of the Coast, Inc. 50/62

Fireball X

Sorcery

As an additional cost to play Fireball, pay 1 for each target beyond the first.

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

The spell fell upon the crowd like a dragon, ancient and full of death.

Dave Dorman

™ & © 1993-2008 Wizards of the Coast, Inc. 50/62

Fireball X

Sorcery

As an additional cost to play Fireball, pay 1 for each target beyond the first.

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

The spell fell upon the crowd like a dragon, ancient and full of death.

Dave Dorman

™ & © 1993-2008 Wizards of the Coast, Inc. 50/62

Fireball X

Sorcery

As an additional cost to play Fireball, pay 1 for each target beyond the first.

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

The spell fell upon the crowd like a dragon, ancient and full of death.

Dave Dorman

™ & © 1993-2008 Wizards of the Coast, Inc. 50/62

Fireball X

Sorcery

As an additional cost to play Fireball, pay 1 for each target beyond the first.

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

The spell fell upon the crowd like a dragon, ancient and full of death.

Dave Dorman

™ & © 1993-2008 Wizards of the Coast, Inc. 50/62

Fireball X

Sorcery

As an additional cost to play Fireball, pay 1 for each target beyond the first.

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

The spell fell upon the crowd like a dragon, ancient and full of death.

Dave Dorman

™ & © 1993-2008 Wizards of the Coast, Inc. 50/62

Fireball X

Sorcery

As an additional cost to play Fireball, pay 1 for each target beyond the first.

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

The spell fell upon the crowd like a dragon, ancient and full of death.

Dave Dorman

™ & © 1993-2008 Wizards of the Coast, Inc. 50/62

Fireball X

Sorcery

As an additional cost to play Fireball, pay 1 for each target beyond the first.

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

The spell fell upon the crowd like a dragon, ancient and full of death.

Dave Dorman

™ & © 1993-2008 Wizards of the Coast, Inc. 50/62

Fireball X

Sorcery

As an additional cost to play Fireball, pay 1 for each target beyond the first.

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

The spell fell upon the crowd like a dragon, ancient and full of death.

Dave Dorman

™ & © 1993-2008 Wizards of the Coast, Inc. 50/62