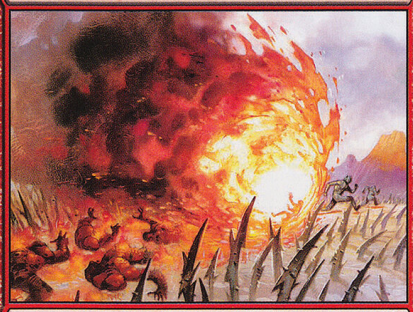
Fireball {X}{R}



Sorcery

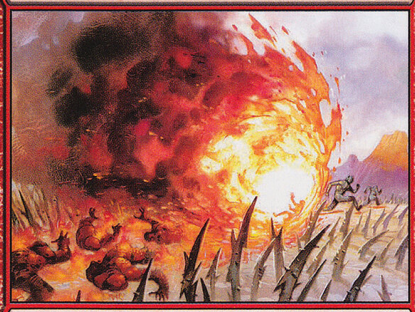
Fireball deals X damage divided evenly, rounded down, among any number of target creatures and/or players.

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

Dave Dorman

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Fireball {X}{R}



Sorcery

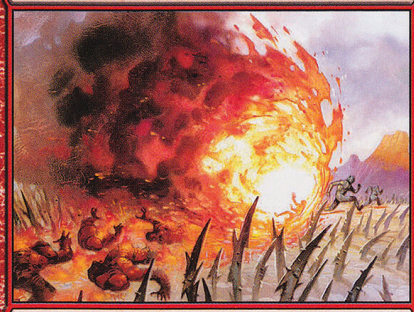
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Fireball {X}{R}



Sorcery

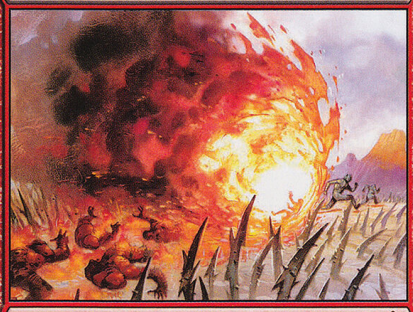
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Fireball {X}{R}



Sorcery

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