Everflowing Chalice {0}



Artifact

Multikicker {2} *(You may pay an additional {2} any number of times as you cast this spell.)*

Everflowing Chalice enters the battlefield with a charge counter on it for each time it was kicked.

{T}: Add {1} to your mana pool for each charge counter on Everflowing Chalice.

212/249 U
MM2 • EN ▶ Steve Argyle

™ & © 2015 Wizards of the Coast