
Yet Another Night in Vegas
Enchantment
R
At the beginning of your upkeep, choose one that hasn't been chosen —
• See the sights — Surveil 3.
• Cause trouble — Target creature gets +1/+0 and gains menace until end of turn.
• Get lost — Each player exiles a creature they control until this enchantment leaves the battlefield.
• "I'm fine! Let's go again!" — All modes reset and can be chosen again. You lose 5 life.
• Go to bed — Sacrifice this enchantment.
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