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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