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Counting Your Opponents in *Fifth Dawn*

Magic Arcana
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Not all games of **Magic** are one-on-one duels, and R&D creates cards with that in mind. Several *Fifth Dawn* cards get better in multiplayer, increasing in power the more opponents you have.

- The more artifacts your opponents have, the more **Viridian Lorebearers** can pump your creatures. And the more chances you could **Acquire** something good from an opponent's deck. And the more times your **Battered Golem** will untap.
- Skullcage** cages the skulls of any number of opponents, dealing out damage as appropriate without any additional work from you.
- Moriok Rigger** triggers whenever artifacts hit the graveyard -- the more the merrier.
- Like **Soul Warden**, **Auriok Champion** will trigger whenever anyone plays a creature -- meaning it will trigger a lot. **Blasting Station** will be similarly powered up.
- Magnetic Theft** has powerful possibilities for meddling with the combat between two other players.
- Door to Nothingness** is slightly reduced in power in multiplayer, since making target player lose doesn't necessarily make you immediately win. But the ability to "show the **Door**" to any player as an instant creates a very powerful bargaining tool....
- Last but certainly not least, **Mana Geyser** may only bring a few red mana to your pool in a duel. But with two or more opponents, turning 3 into 10 or potentially *much* more is frighteningly easy.



There are plenty more opportunities for multiplayer to look forward to in *Fifth Dawn*. Bring on the opponents!



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