

The Furnace Below

The Great Goblin

THE COMPANY



ROLE

Attrition pressure

BRACKET

3

CLOSE

T7-8

LOAD

Medium

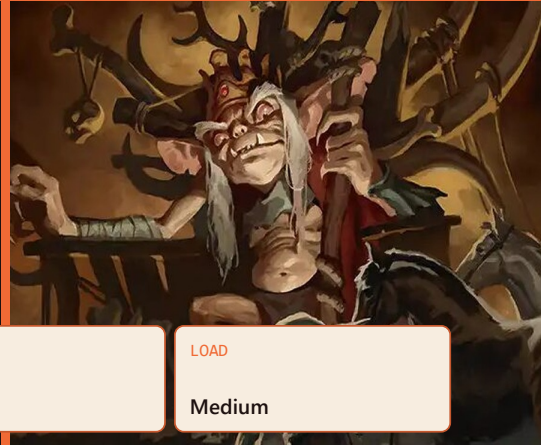


TABLE PROMISE. Comfortable middle-Bracket-3 Goblin attrition with zero Game Changers and no deterministic combo; counters become damage, deaths become cards, and the deck closes from turn seven onward.

FIVE-PLAYER HOME. Designed for the full five-deck table; at four players, keep every deck ready for the next game.

01 THE ROUTE

- 01 Seed the tunnels
Start with mana, a cheap Goblin, and either a maker or card engine.
- 02 Name the fuel
Choose whether this board is growing counters, making tokens, or harvesting deaths.
- 03 Keep an exit
A sacrifice outlet turns removal and sweepers into value.
- 04 Spend the mountain
Convert the accumulated mob into damage, cards, or one overwhelming attack.

02 OPENING HAND

KEEP

- Two to four lands with both colors or a clear route to them.
- One cheap creature plus mana, a maker, or a card-flow engine.
- A hand that can function before the five- and six-mana Goblins arrive.

SEND BACK. A hand full of lords, recovery spells, and no early body.

03 COMMANDER REMINDER

The Great Goblin

Whenever you put one or more counters on a Goblin, Orc, or Army you control, The Great Goblin deals 2 damage to target opponent.

Whenever another Goblin, Orc, or Army you control dies, exile the top card of your library. You may play it until the end of your next turn.

PILOT FIT. Choose this when you enjoy making every death count and sequencing a board wipe as a resource.

LEAVES OPEN. Graveyard exile and typal bounce can deny both the death value and the rebuild.

04 INTERACTION

Sweep with a plan. Blasphemous Act
Break artifacts and graves. Goblin Trashmaster
Remove the hinge. Feed the Swarm
Rebuild once, not forever. Victimize

05 VISIBLE CLOSES

Counters become reach. The Great Goblin
Deaths become the last points. Sling-Gang Lieutenant
The tunnel empties at once. Muxus, Goblin Grandee

06 YOUR FOUR OPPONENTS

Beorn the Fierce

SLIGHT EDGE • DRAIN THE DEN

WATCH. Caller of the Claw and Wrap in Vigor mean one sweeper no longer ends the Bear story.
ANSWER. Use reach to ignore Bear size, save Feed the Swarm for a key enchantment, and sequence the wipe around recovery.

Thranduil, the Elvenking

SLIGHTLY BEHIND • POLICE THE GRAVE

WATCH. Crippling Fear and Raise the Palisade can clear the mob without feeding ordinary death value.
ANSWER. Deploy Bojuka Bog, Boggart Trawler, or Rakdos Charm after the toolbox forms but before Thranduil activates it.

Thorin, King of Durin's Folk

EVEN • ATTACK THE HOARD

WATCH. Layered protection can preserve Thorin and a Treasure-backed burst through ordinary interaction.
ANSWER. Trashmaster and Rakdos Charm pressure artifacts; remove Thorin before the combat or artifact-damage conversion.

Bilbo, Thief in the Night

EVEN • FORCE THE COUNTER

WATCH. Bilbo can bounce the attack, counter recovery, and reuse the exact answer from the graveyard.
ANSWER. Pressure Bilbo's graveyard with Rakdos Charm and stagger threats so one stack answer cannot cover the whole turn.

