

The Furnace Below

The Great Goblin

THE COMPANY



ROLE

Attrition pressure

BRACKET

3

CLOSE

T7-8

LOAD

Medium

01 PILOT 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 PILOT FIT

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

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

03 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. Full company first; at four players, keep every deck ready for the next game.

04 REMEMBER

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.

05 MULLIGAN

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



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NAVIGATE THE FIVE-PLAYER TABLE

THE COMPANY



06 INTERACTION

- Sweep with a plan
Key cards: Blasphemous Act, Black Sun's Zenith.
- Break artifacts and graves
Key cards: Goblin Trashmaster, Rakdos Charm.
- Remove the hinge
Key cards: Feed the Swarm, Lethal Scheme.

07 VISIBLE CLOSES

- Counters become reach
Key cards: The Great Goblin, Knucklebone Witch.
- Deaths become the last points
Key cards: Sling-Gang Lieutenant, Pashalik Mons.
- The tunnel empties at once
Key cards: Muxus, Goblin Grandee, Broadside Bombardiers.

08 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.

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.

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.

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.