The Hobbit (HOB) Prerelease Reference Guide

Sealed Deck Building Companion
August 2026 – For use at the event

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1. Quick Deckbuilding Process

1. **Open & Sort**
   Open all 6 Play Boosters + promo.
   Make piles: White / Blue / Black / Red / Green + Multicolor / Artifacts / Colorless.

2. **Identify Power**
   Pull out every bomb (strong rare/mythic) and every piece of removal.
   Note which colors have the most high-quality cards.

3. **Choose Two Colors**
   Prefer one of the five supported archetypes (see below).
   Pick the pair with the best combination of depth + synergy + bombs/removal.
   Only splash a third color if the bomb is worth it *and* you have fixing.

4. **Build the 40**

   - **17 lands**
   - **23 spells**
     Target curve:
     - 1-mana: 1–2
     - 2-mana: 7–8
     - 3-mana: 5–6
     - 4-mana: 3–4
     - 5-mana: 2–3
     - 6+: 0–1

5. **Final Checks**

   - 14–17 creatures is ideal.
   - Play almost every decent removal spell.
   - Adventure cards: decide which half you're mainly using and place them on the curve accordingly.
   - Sideboard = everything left over.

Remember: Two solid colors almost always beats a greedy three-color pile.

2. The Five Archetypes

Colors	Theme	What to do	Key Signposts
WU	Humans / Recruit	Draw second card, make Soldier tokens, go wide	Bard the Bowman, Patient Instructor
BR	Goblins / Amass	Grow Goblin Army, sacrifice for value	Bolg of the North
BG	Wolves / Ferocious	Get a power-4+ creature, collect payoffs	The Chief Warg, Desolation Prowler
RW	Dwarves / Storied	3+ artifacts/legendaries/Sagas → enduring story	Thorin Oakenshield, Bifur, Melodic Rider
GU	Elves / Landfall	Play lands, trigger value, make Elf tokens	Thranduil, Sindarin Liege, Silvan Reveler

3. Cards to Prioritize

Bombs & High-Priority Rares/Mythics

- Smaug the Magnificent
- Beorn the Fierce
- Fíli the Pathfinder
- Thorin, Mountain-king
- Gandalf, Goblins' Bane
- An Unexpected Party
- The Arkenstone
- Great Gilded Boat
- Bard's Company / Chief Warg's Company / Thranduil's Company
- Thranduil, Sindarin Liege
- Settle the Wreckage

Strong Removal

- Celebrate the Mountain-king
- Magnificent End
- Pinecone Strike
- Bilbo's Deadly Slice
- Stone by Sunlight

- Enchanted River's Grasp
- Uneasy Partings

High-Value Commons & Uncommons

- **White:** Dwarven Shortsword, Magnificent End, Velvetwing Butterflies
- **Blue:** Bilbo Baggins, Burglar // Take a Glance, Bilbo, Luckwearer
- **Black:** Bilbo's Deadly Slice, Desolation Prowler, Rage into the Valley
- **Red:** Pinecone Strike, Dori, Bearer of Friends
- **Green:** Wood Elves, Boughside Wanderers, Quarrel
- **Hybrid:** Mirkwood Nurturer (GU – excellent), other hybrid commons/uncommons

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4. Cards to Avoid (Dirt / Usually Unplayable)

These cards are frequently rated as "Always Bad," F-tier, or extremely low priority in Limited. Put them in the sideboard pile immediately unless your pool is desperately thin.

Clear Dirt (Almost Never Maindeck):

- Gleaming Splendor
- Fateful Discovery
- Bilbo's Gambit
- Wizard's Staff
- Supper for Spiders
- Getaway Barrel
- Last Light of Durin's Day
- Part in Friendship
- Glamdring, Foe-hammer
- Through the Forest Gate

Usually Cut / Very Low Priority:

- Mirkwood Meditator
- Most unsupported low-impact bears or narrow build-arounds
- Cards that only function in extremely specific (and rare) board states

Tip: In sealed, most of the real dirt sits at rare/mythic. Just leave them in the sideboard and move on. Only reconsider if your two best colors are extremely short on playables.

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5. Key Synergies & Combos to Look For

Green-Blue (Elves / Landfall)

- **Mirkwood Nurturer + landfall cards** (especially Thranduil, Sindarin Liege or Wood Elves) Bounce a land → replay it → extra landfall triggers + Nurturer grows.
- Thranduil, Sindarin Liege + other Elves (anthem + token generation).
- Wood Elves + any landfall payoff.

Red-White (Dwarves / Storied)

- Legendary Dwarves + Equipment → turn on Storied quickly.
- Equipment + Thorin, Mountain-king (repeatable removal).
- An Unexpected Party + tokens (name “Dwarf” or “Human”).

Black-Red (Goblins / Amass)

- Amass effects + sacrifice outlets (Stir Up Trouble, Snowslope Hunter, etc.).
- Cheap Goblin fodder + death triggers while the Army grows.

Black-Green (Wolves / Ferocious)

- Any creature that reaches power 4+ + ferocious payoffs.
- Desolation Prowler, Ordinary Bear, pumps, and equipment that push creatures over the threshold.

White-Blue (Humans / Recruit)

- Recruit effects + second-draw payoffs (Bard the Bowman and friends).
- Tokens + anthems / combat tricks.

General Notes

- Recruit and landfall play nicely together (Recruit encourages discarding spells, leaving more lands).
- Adventure cards give flexible “two cards in one.”
- Hybrid cards often act as glue for their color pairs.

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6. Quick Reminders at the Table

- Start with the two colors that have the most playable cards + best bombs/removal.
- Curve is more important than raw power.

- Removal is premium — don’t cut it lightly.
- If you’re in GU and open Mirkwood Nurturer + landfall pieces, lean hard into it.
- Storied is easier to turn on than it looks once you start collecting equipment and legendary dwarves.
- Sideboard between games using the rest of your pool.

Good luck at the event. May your packs be full of Smaug and your curve be smooth.