

SETUP:

Shuffle the Hoard Deck. Put a marker on The Shire to track the group's progress.

DURING THE GAME:

At the beginning of each player's upkeep, that player chooses one effect from the current location on the map. Then if every player has started a turn at the current location, move the marker to the next location.

Once the group reaches The Lonely Mountain, they stay at this location until the end of the game.



THE SHIRE

AN UNEXPECTED PARTY

- Create a Food token.
- Create a 1/1 red Dwarf creature token.



THE TROLLSHAWS

CAVE OF PLUNDER

- Create a Treasure token.
- Create a colorless Equipment artifact token named Sword with "Equipped creature gets +1/+1" and equip 1.



RIVENDELL

CONSULT THE ELVES

- Target creature gets +2/+2 and gains vigilance until end of turn.
- Scry 1.



THE MISTY MOUNTAINS

ABOVE OR BELOW

- Create two 1/1 red Goblin creature tokens.
- Target creature can't be blocked this turn.



MIRKWOOD

SPIDERS AND SPIES

- Put two +1/+1 counters, a reach counter, and a deathtouch counter on target creature.
- Draw a card.



THE LONELY MOUNTAIN

STEAL FROM SMAUG

At the beginning of your upkeep, draw the top card of the Hoard Deck. Then roll a six-sided die.



You lose 4 life.



Each opponent loses 2 life.



Create Smaug, a legendary 4/4 red Dragon creature token with flying and haste.



THE
HOBBIT™

COMMANDER PARTY