

Final Fantasy or The Hobbit: Your First Three Magic Sessions

Choose a complete home duel for two or a hosted five-color lesson. Then let three actual games decide the next purchase.

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Choose the doorway

YOUR TABLE	BEGIN WITH	WHAT IT CREATES	DO NOT MISTAKE IT FOR
Two people at home	Final Fantasy Starter Kit	Two fixed 60-card decks and one contained duel	A Standard deck or random booster pool
Hosted store or Academy	Hobbit Welcome Decks	Five guided, monocolored teaching decks	A normal retail starter box
Four curious players	Hobbit Draft Night	One self-contained Limited event	Four constructed decks
One player exploring	Hobbit Bundle	A nine-pack sampler, lands, die, and storage	A playable deck
One multiplayer seat	Commander precon	A complete 100-card Commander deck	A two-player lesson

The three-session bridge

1. Session one: narrate the turn
Play open-handed for four turns, name phases, and allow take-backs.
2. Session two: swap the decks
Close hands, trade sides, and pause once before combat or a complicated resolution.
3. Session three: choose the decisions
Sample colors or formats and record what felt satisfying, not only which deck won.

Pack only the active table

- ☐ Opaque sleeves — One matching set per active deck plus identical spares.
- ☐ Fitted deck boxes — Carry the decks being played, not the whole collection.
- ☐ Readable tokens and counters — Use only the pieces the current decks actually create.
- ☐ A reset photo — Photograph both starting decks before changing a card.
- ☐ A format check — Choose Commander, Standard, Limited, or casual kitchen-table play before buying the next box.

Sources. Wizards of the Coast Final Fantasy product page and Starter Kit decklists; Wizards of the Coast The Hobbit product page and card gallery; current Magic rules and format records.

Accuracy. Every figure on this sheet was read from the sources above on 2026-09-09. Prices and availability change; rules do not. Where this sheet and the rulebook disagree, the rulebook is right.

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