

Paper Draft Night · Pick-Two

Paper Draft Night: four players, three Play Boosters each. Take two cards before each pass; pass left, then right, then left. Add ordinary basic lands to build at least 40 cards.

Arena uses its own event setup and timer; do not assume the paper pod size or pack return. These common examples show jobs, not a ranked pick order.

Check both picks

Can I cast both picks?

Which job is missing?

What support is already drafted?

Will this improve my early turns?

17Lands public Pick-Two · 2026-08-11-2026-08-29 · 106,284 games; observed pairs by game win rate.

Goblin-town

Black-Red · BR

59.8% game win rate · 23,680 games

Use early pressure and removal; choose whether the later game belongs to your Army or expensive value.

Signposts: Bolg of the North

Dual land: Goblin-town

Useful commons

Gollum, Silent Slinker - Enablers

Crude Bent Blade - Answers

Goblin-town - Mana & fixing

Pick next: Check whether the pair adds two jobs or only more size to one Army. An independent creature plus removal can improve the pressure deck more than two additional amass spells; Noisemaker changes that calculation only with support.

White-Black

WB

59.3% game win rate · 1,045 games

An opportunistic curve-and-value deck. Recent coverage supports flexibility, not a dedicated WB engine.

Useful commons

Dwarven Provisioner - Early plays

Crude Bent Blade - Answers

Hobbit Hole - Mana & fixing

Pick next: Match a recovery card with a useful eligible creature only when both fit the deck. An opening body or an answer may matter more than a second slow value piece beside it.

Mirkwood

Black-Green · BG

58.0% game win rate · 15,363 games

Choose aggression with four-power support or defense with deathtouch and removal. Bear and Wolf packages can overlap.

Signposts: The Chief Warg

Dual land: Mirkwood

Useful commons

Attercop - Early plays

Gollum, Silent Slinker - Enablers

Crude Bent Blade - Answers

Pick next: When attack rewards are drafted, useful four-power support plus interaction can repair more than two additional rewards. If the enablers never arrive, keep the independently useful bodies and reconsider the defensive branch.

Iron Hills

Red-White · RW

57.0% game win rate · 12,594 games

Keep creatures and gear in balance; a white rare leaves the second color open until support arrives.

Signposts: Thorin Oakenshield

Dual land: Iron Hills

Useful commons

Dwarven Provisioner - Early plays

Pinecone Strike - Answers

Iron Hills - Mana & fixing

Pick next: A useful carrier plus Equipment or a body plus a team reward can work when both fit the curve. Check casting and equip costs before treating the two-card package as an immediate attack.

Blue-Black

UB

56.6% game win rate · 2,221 games

Blue supplies a draw engine; black supplies early bodies and interaction. Keep a working board alongside the cards.

Useful commons

Elvenking's Harper - Early plays

Crude Bent Blade - Answers

Hobbit Hole - Mana & fixing

Pick next: Pair a useful opening creature or answer with the missing draw-engine component. Blade plus another slow replay effect is not automatically better than the blocker needed to survive until either becomes useful.

Blue-Red

UR

55.2% game win rate · 576 games

Enter when a functional curve and good cards arrive together. No recent guide establishes a mandatory UR engine.

Useful commons

Elvenking's Harper - Early plays
Plunder the Trollshaws - Enablers
Pinecone Strike - Answers

Pick next: Pair useful interaction with the early creature or draw support the current deck needs. Two noncreature spells may help Noisemaker, but only if your existing battlefield can survive the spell-heavy turn.

Lake-town

White-Blue · WU

55.1% game win rate · 12,927 games

Balance early creatures, extra draws and a way to finish. Recruit connects the plans.

Signposts: Bard the Bowman

Dual land: Lake-town

Useful commons

Dwarven Provisioner - Early plays
Plunder the Trollshaws - Enablers
Magnificent End - Answers

Pick next: When the draw reward is already drafted, an early creature plus an affordable draw effect may repair more of the deck than two further rewards. Recruit bodies can help both the draw-growth and wider-board plans.

Green-White

GW

54.4% game win rate · 307 games

An opportunistic curve-and-value deck. Choose it when the actual pool supplies enough early plays, interaction and a coherent finish.

Useful commons

Dwarven Provisioner - Early plays
Magnificent End - Answers
Hobbit Hole - Mana & fixing

Pick next: Evaluate both cards for the jobs this actual deck is missing. A body plus an answer or recoverable creature may be a coherent pair; two team boosts do not create the creatures they need.

Elvenking's Halls

Blue-Green · UG

52.9% game win rate · 4,269 games

Choose the support that is actually arriving; landfall and Elf ramp require different resources.

Signposts: Silvan Reveler

Dual land: Elvenking's Halls

Useful commons

Elvenking's Harper - Early plays
Plunder the Trollshaws - Enablers
Quarrel - Answers

Pick next: When a landfall reward is secured, pair a useful land-entry card with the blocker or interaction the deck lacks. Two rewards do not put extra lands into play or protect the turn spent setting them up.

Red-Green

RG

51.9% game win rate · 513 games

Follow the available curve, removal and card advantage. Expensive green creatures alone do not establish this lane.

Useful commons

Attercop - Early plays
Pinecone Strike - Answers
Hobbit Hole - Mana & fixing

Pick next: An early body or answer beside the threat can complete more of the deck than a second expensive reward. Count the four-power enablers and mana sources already drafted before treating two related-looking cards as a working package.

Finish the deck you drafted

Repeated useful cards are clues, not proof that colors are open. Hybrid cards may serve several pairs. Do not assign a guaranteed return pick to a card.

Aim for a coherent 40-card deck, often with two main colors and 17 lands. Leave cards out when they weaken the mana or compete for an already crowded job. Your draft is the pool; your deck is the portion that works together.