

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?

Color-pair order; no validated public Pick-Two pair comparison is available.

Fatehold

White-Blue · WU

Put creatures between the opponent and your face, then use flying attackers and selection-triggered bonuses to win. Surveilling should improve a board you already have, not replace developing one.

Signposts: Fatehold Chronologist; Prudent Fateseer

Dual land: Fatehold Annex

Useful commons

Fatehold Chronologist - Early plays

Semester Foreseer - Enablers

Memory Trap - Answers

Pick next: When a selection reward is already in your pool, pair an affordable selection body with the early creature or answer you still lack. Two rewards do not make the selection happen.

Theorix

Blue-Black · UB

Trade resources and develop blockers while useful cards accumulate in your graveyard. Then larger threshold creatures, reused spells, or a recurring threat can finish the game.

Signposts: Paradox Shaper; Theorix Metamage

Dual land: Theorix Annex

Useful commons

Void Extrapolator - Early plays

Theorix Metamage - Enablers

Last Gasp - Answers

Pick next: Combine a usable body or answer with the missing graveyard component. Two milling cards are not automatically a better pair than one enabler and one card that benefits from it.

Stingerquill

Black-Red · BR

Use early attackers to reduce the opponent's life, then choose between removing a blocker and sending damage at the opponent to enable another card. The burn should help a real attack plan.

Signposts: Stingerquill Voxmancer; Whiplash Wordsmith

Dual land: Stingerquill Annex

Useful commons

Skilled Battlecarver - Early plays

Screeching Soulbreaker - Enablers

Whiplash Wordsmith - Payoffs

Pick next: With a damage reward secured, look for a useful opponent-damage card plus the attacker or answer the deck lacks. Judge the two choices as part of your whole curve.

Konstrari

Red-Green · RG

Develop creatures, add mana when you can afford the turn, then cast threats that change the battlefield immediately. Extra mana needs an actual destination.

Signposts: Konstrari Improviser; Woodwork Prodigy

Dual land: Konstrari Annex

Useful commons

Konstrari Improviser - Early plays

Compel Brutality - Answers

Greenhouse Propagator - Mana & fixing

Pick next: If the expensive payoff is already drafted, an early body plus usable acceleration may repair more than two additional finishers. Confirm both selections work with your red and green sources.

Vigorbloom

Green-White · GW

Make creatures larger and keep attacking or blocking profitably. Life gain becomes an engine only when it improves creatures, draws cards, or buys the time your deck can use.

Signposts: Emergency Phytomedic; Vigorbloom Vanguard

Dual land: Vigorbloom Annex

Useful commons

Emergency Phytomedic - Early plays

Greenhouse Propagator - Enablers

Unflinching Hortimancer - Payoffs

Pick next: Match a reward with useful life-gain support only when the curve still works. An early body and removal can be the better two picks when the deck already has its engine.

Liliana's Attrition

White-Black • WB

Trade and reuse creatures so you spend fewer fresh cards than the opponent. Then win with flyers, an enlarged Edgar, or a surviving threat after their resources run low.

Signposts: Edgar, Ancient Bloodlord; Twisted Fates

Dual land: Meticulous Commons

Useful commons

Campus Crier - Early plays

Fateshaper Aspirant - Enablers

Silence the Echo - Answers

Pick next: When choosing a sacrifice or replay engine, compare taking its useful body alongside it with taking a second engine. Both picks should function while you are still defending.

Chandra's Prowess

Blue-Red • UR

Deploy a threat, then cast removal, bounce, or prepared spells that also grow it or create another attacker. Maintain enough creatures that the spells have something to support.

Signposts: Clash of Elements; Saheeli, Jewel of Avishkar

Dual land: Innovative Commons

Useful commons

Cryothory Adept - Early plays

Fatehold Chronologist - Enablers

Chandra's Emberling - Payoffs

Pick next: Pair a useful spell with the creature your current curve needs, or fill the missing half of an existing engine. Two spell rewards can leave you without the spells that trigger them.

Garruk's Bestiary

Black-Green • BG

Use creatures and removal to trade profitably, fill the graveyard in the process, and finish with a large or recurring threat. Treat graveyard setup as support for a real battlefield.

Signposts: Hapatra, the Desert Fang; Primal Witchstalker

Dual land: Formidable Commons

Useful commons

Arcane Amphisbaena - Early plays

Compel Brutality - Answers

Apex Witchstalker - Mana & fixing

Pick next: When Hapatra or a return effect is already drafted, useful setup plus early interaction can beat taking two more top-end cards. Keep the black and green sources needed to cast the finishers.

Ajani's Army

Red-White • RW

Cast creatures early, add counters or a second body, and use removal or a team bonus to keep damage flowing. Plan the final attack rather than spending every trick at the first opportunity.

Signposts: Mabel, Valley Hero; Warrior's Blades

Dual land: Dedicated Commons

Useful commons

Campus Crier - Early plays

Predictive Preparations - Enablers

No Admittance - Answers

Pick next: An early creature plus a useful counter source is a package only if both belong in the curve. When bodies are scarce, two more creatures may improve Mabel more than another payoff.

Jace's Mastery

Blue-Green • UG

Use green bodies to hold the ground while blue supplies cards and flyers. Spend Jace's loyalty on the result you need now, or preserve it when a specific supported payoff justifies the risk.

Signposts: Kiora of Salt and Sand; Mind Meanderer

Dual land: Transformative Commons

Useful commons

Arcane Amphisbaena - Early plays

Mindseeker Oculus - Enablers

Inspired Tethermage - Payoffs

Pick next: Pair a useful empower card with the defensive creature or answer that protects the plan. Two loyalty rewards do not create the time to activate them.

Reality Echoes • optional paper event rule

"Before each game begins, a player may reveal two different cards they drafted that are part of an Echoed Pair. Those cards start the game in exile. The player may cast one of those cards during the game as though it were in their hand; when they do, they may shuffle the other into their library."

Only one pair starts in exile each game. Its two cards must be different; two copies of the same legendary do not qualify.

Ask your store whether both halves must be in your deck.

This is a paper event rule, not the standard Arena Pick-Two rule.