

Build a complete Sealed deck

Start with 40 cards: about 17 lands and 23 spells. Compare complete two-color builds, not just their strongest rares.

Check six jobs: Early plays, Enablers, Payoffs, Answers, Finishers, Mana & fixing. A card may do more than one job.

Lay spells out by mana cost. Make sure you can play before turn three, answer a threat and end a stalled game.

Add a third color only with reliable fixing. Cut a strong card if you cannot cast it or support what it needs.

Official color-pair names · Choose the plan your pool supports

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

Pool check: Draft can assemble many redundant selection pieces. Sealed needs its creatures and removal to function even when the single payoff is missing or destroyed.

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

Pool check: A Sealed pool may supply good black removal without enough threshold support. That remains a legitimate UB deck; the school label does not require dedicated milling.

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

Pool check: This is especially sensitive to missing pieces in Sealed. Community prerelease discussion specifically doubts the density of the small-burn engine; no match data settles the question yet.

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

Pool check: Draft can tune the ratio of acceleration and threats. Sealed often opens one half without the other; test the complete sequence instead of counting ramp cards in isolation.

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

Pool check: Hybrid Seed Suture cards make this package portable, but Sealed cannot assume repeated copies of its best reward. A solid creature deck is the baseline; the life engine is conditional.

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

Pool check: Sealed often permits a small reuse package within a normal creature deck; it does not require a complete sacrifice archetype. Compare the mana spent on a loop to simply casting a stronger threat.

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

Cryothery Adept - Early plays

Fatehold Chronologist - Enablers

Chandra's Emberling - Payoffs

Pool check: Draft can concentrate spell payoffs. In Sealed, prioritize spells and creatures that stand alone, then decide whether the engine is large enough to shape the deck.

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

Pool check: Its independent creatures and removal may require fewer matching pieces than a dedicated combo engine, but that is a pool-building inference, not evidence BG is the strongest Sealed color pair.

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

Pool check: An aggressive Sealed build needs its early creature base and a way past blockers in the actual pool. A few strong RW cards do not create the missing opening turns.

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

Pool check: Draft may concentrate empower rewards. A Sealed pool needs actual defense and a finisher before making loyalty accumulation its identity. No tested format-speed assumption supports blindly taking the longest route.

Two-Headed Giant: build as a team

The official allocation is one Prerelease Pack plus two Play Boosters: eight boosters and the kit's single promo, shared between two decks. Confirm your organizer's allocation before the event.

Build two separate decks of at least 40 cards. Share the pool during construction; do not put the same physical card in both decks.

Your team starts at 30 life and shares turns. Each player still draws their own card, controls their own permanents and pays their own costs.

Discuss attacks and blocks together. "Each opponent" affects both opponents; "target opponent" chooses one.

Divide colors and answers so both decks function. Follow your organizer's rules about notes, swaps and the pool.