

DECK-BUILDING CHEAT SHEET

60-card minimum · two ink colors · max 4 of any one full card name (name + version) · Core Constructed also requires cards from currently rotated-in sets.

15–
19

NON-INKABLES
so you can ink every
turn

NUMBERS

NON-INKABLE THRESHOLDS

GOAL	CURVE	NO MULL	W/ MULL
98%	7 by T7	16	18
98%	6 by T6	17	21
90%	7 by T7	20+	24+

90% = competitive opener; 98% = when a missed ink drop loses the game.

COPY COUNTS

- 4×** Must-see-by-T1 staples — accept dead multiples (23% clog).
- 3×** Inkable mid-threats — high odds, low early clog.
- 2×** Non-inkable effects you want once per game.

1× Toolbox / single search targets.

DECK RATIO

TYPE	COUNT
Characters	22–24
Actions	12–15
Items	4–6
Locations	2–3

Build order: 20–24 ink sources → 24–28 characters (favor 2–4 cost) → 8–12 support.

SEARCH & 1-DROPS

- T1 @ 90%** 8 copies (aggressive mull) · 10 (moderate).
- Ariel · 70%** 15+ Songs — safe, still a body on a miss.
- Be Our Guest · 95%** 31+ Characters — dead draw on a miss.

MULLIGAN RULES

Secure a Turn 1, 2, and 3 play above all else.

Over half the hand costs 3+ → mulligan hard.

Ship non-inkables unless they're an essential T1–3 play.

Keep matchup tech only once the archetype is confirmed.

2-4-6 THREAT CURVE

- T2** Ramp — accelerate your ink.
- T4** Threat — land an oversized play on curve.
- T6** Lock — a board-controlling finisher.

Keep threat density high so big plays outpace removal.

WHAT EACH INK BRINGS

AMBER

Card draw & board control

AMETHYST

Disruption & removal

EMERALD

Enhancement & ramp

RUBY

Aggression & direct damage

SAPPHIRE

Resources & utility

STEEL

Defense & protection

PRE-FLIGHT CHECKLIST

- ☐ 15–19 non-inkables (98% T7 ink).
- ☐ Turn 1–2–3 plays secured in the mulligan.
- ☐ 2–4–6 so threats outpace removal.
- ☐ 31+ characters for Be Our Guest; 15+ songs for Ariel.
- ☐ ID the opposing archetype by Turn 2.
- ☐ 4× T1 essentials; 2× high-cost non-inkables.