

DECK-BUILDING GUIDE

CONSISTENCY · RATIOS · ARCHETYPES

A synthesis of deck-construction sources built around one idea: *consistency is a math problem*. Copy counts, ink ratios, mulligan rules, and a worked archetype that keep a 60-card deck doing its job turn after turn.

15–19

THE ONE NUMBER TO REMEMBER

Non-inkable cards to keep, so you can ink every single turn.

1 THE CONSISTENCY MATH

VARIANCE CONTROL

NON-INKABLE THRESHOLDS

Every deck lives or dies on hitting an ink drop each turn. Use two targets: **90%** certainty is the competitive standard for your opening; **98%** is for when a miss is an *instant loss* (you stall with no ink to play). That means holding non-inkables to **15–19 cards** — leaving 41–45 inkable sources.

CONSISTENCY GOAL	CURVE TOP	MAX NON-INKABLES (NO MULLIGAN)	MAX NON-INKABLES (W/ MULLIGAN)
98% certainty	7 ink by Turn 7	16	18
98% certainty	6 ink by Turn 6	17	21
90% certainty	7 ink by Turn 7	20+	24+

The more your plan depends on hitting every ink drop, the fewer non-inkables you can afford. A reasonable mulligan buys 2–4 extra non-inkable slots.

2 COPY COUNTS

HOW MANY OF EACH CARD

4 · 3 · 2 · 1 LOGIC

4×

MUST SEE BY T1

Essential engine pieces or early staples. Accept dead multiples to guarantee the play.

e.g. Simba – Protective Cub

3×

INKABLE MID-THREATS

High draw odds; being inkable defuses the risk of clogging your early hand.

e.g. Aladdin – Heroic Outlaw

2×

NON-INKABLE EFFECTS

Wanted once per game. Multiples are high-variance and force off-curve turns.

e.g. Rafiki – Mysterious Sage

1×

TOOLBOX / SEARCH

Single silver-bullet targets in decks with recursion or filtering to find them.

search & recursion shells

The cost of four: running 4 copies maximizes your Turn 1 hit, but pushes the chance of drawing multiple dead copies to **23%** after 14 looks — the tax for consistency on non-inkable staples.

These counts assume standard Constructed. In singleton formats such as Format Coconut, where most cards are limited to one copy, this section does not apply — consistency there comes from redundant effects rather than repeated copies.

3 1-DROPS & SEARCH DENSITY

HITTING YOUR TARGETS

GUARANTEEING A TURN 1 PLAY

To open with a 1-drop at **90%** certainty, run a critical mass:

MULLIGAN STYLE	COPIES NEEDED
Hyper-aggressive	8
Moderate	10

SEARCH TARGETS (TOP-4 LOOK)

Required density depends on the searcher's *fail state*:

Ariel — 70%	Min 15	. A miss is survivable — she still gives a body.
Be Our Guest — 95%	Min 31	. A miss is a dead draw: no board, no resources.

COMBO RELIABILITY (HYPER-AGGRESSIVE MULLIGAN)

LINE	PLAN	SUCCESS
Lilo → Simba	Turn 1 Lilo into Turn 2 Simba aggro curve	42.5%
Tinker Bell → Grab Your Sword	"Giant Fairy" shift into a Turn 4 board wipe	32.1%

Even hyper-optimized two-card lines land under half the time. Build to function without the combo; treat it as upside.

4 RATIOS & THE RATIO PARADOX

STRUCTURE

FUNCTIONAL DECK RATIO

From a 60-card minimum and a strict two-ink limit:

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

THREE-STEP BUILD

- 1 • Ink base** Identify 20–24 reliable ink producers.
- 2 • Core characters** Integrate 24–28 characters, favoring 2–4 cost.
- 3 • Support** Fill the last 8–12 slots with utility items and removal.

The Ratio Paradox: the 22–24 character guideline collides with the math — **Be Our Guest needs 31 characters** at 95%. If you run it, exceed the beginner count; if you can't, cut the card.

BEFORE YOU BUILD FOR AN EVENT

These ratios assume a legal shell. Sanctioned **Core Constructed** play means 60+ cards, no more than two ink types, and at most four copies of any one full card name (name *and* version) — plus **only cards from currently rotated-in sets**. Rotation is the one that catches people: a list that was legal last season can be entirely illegal now. Infinity Constructed ignores rotation but keeps its own ban list.

Check legality first, optimize second. Current rotation, bans, and deck-list requirements are in the companion Competitive Play guide.

WHAT EACH INK BRINGS

INK	PRIMARY STRENGTHS
Amber	Card draw and board control
Amethyst	Disruption and removal effects
Emerald	Character enhancement and ramping power
Ruby	Aggressive strategies and direct damage
Sapphire	Resource manipulation and utility
Steel	Defensive options and protective abilities

5 THE MULLIGAN MATRIX

OPENING DECISIONS

Curve priority	Turns 1–3 come first: secure a play for each. If more than half your hand costs 3+, mulligan aggressively.
Repeat removal	Game 1 (blind), mulligan repeated cards. Game 2 vs. Aggro, override it — keep a removal-heavy opener.
Uninkables	Keep a non-inkable only if it's an essential Turn 1–3 play; otherwise ship it to avoid resource stalls.
Tech cards	Hold matchup tech (Benja vs. Items, Evasives vs. low-interaction boards) only once the archetype is confirmed.

THE 2-4-6 RULE

A precise resource-to-threat transition: ramp early, land an oversized threat on curve, then lock the board.

TURN 2

Ramp

ACCELERATE INK

Tipo · Sail the Azurite Sea

TURN 4

Threat

HIGH-IMPACT PLAY

Goliath (6/5)

TURN 6

Lock

BOARD CONTROL

Hades · Vincenzo

EARLY — ACCELERATE & SELECT

Develop Your Brain	Turn 1 filtering to find ramp.
Captain Hook	Challenger +2 deterrent vs. Aggro.
Tipo / Azurite Sea	Primary ramp engines.
Kida (3/3, Ward)	Untargetable body + draw vision.
Cinderella	Turn 3 "ramp + draw" cycle.

MID — STABILIZE & PRESSURE

Goliath (6/5)	Opponents discard to two cards.
Namaari	Draw/discard engine that scales.
Tinker Bell	Wide-board cleanup damage.
Pluto	Steel challenges → 2 lore; kills items.
He Hurl'd His Thunderbolt	4-damage removal song.

LATE — CLOSE THE ENGINE

Hades	Puts threats into the opponent's inkwell.
Vincenzo (8 will)	3 lore; 3 damage on each character they play.
Arthur (+2)	Mirror tool — forces challenges on ready characters.
Headless Horseman	Damage from discarded actions.
Beyond the Horizon	Draw engine + hand disruption.

MATCHUP TACTICS

vs Aggro	Delay ramp; prioritize Hook & Tinker Bell.
vs Amethyst/Steel	Goliath + Headless Horseman; Inkrunner onto evasives (Elsa, Genie).
Mirror	Prioritize Arthur; keep threat density high vs. Hades.
vs Ruby/Amethyst	Lean on Namaari & Vincenzo; Inkrunner past blockers.

★ PRE-FLIGHT CHECKLIST

- ☒ **Variance:** 15–19 non-inkables for 98% Turn-7 ink reliability.
- ☒ **Search density:** 31+ Characters for Be Our Guest; 15+ Songs for Ariel.
- ☒ **Curve:** a Turn 1, 2, and 3 play secured through the mulligan.
- ☒ **Pivot:** ID the opposing archetype by Turn 2 — interact vs. Aggro, ramp vs. Control.
- ☒ **Density:** the 2-4-6 rule so threats outpace removal.
- ☒ **Copy audit:** 4× Turn-1 essentials; cap high-cost non-inkables at 2.

Deck-building principles synthesized from a compiled Disney Lorcana source report; card names are illustrative examples. Live tier/meta data was not part of the source set, so this guide covers construction, not a current rankings list.