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Tombs of terror guide

our old friend Bob from Dalaran Heist — that lets you modify your deck. But if you lose at any time, you will start (almost) from scratch. This is a rather painful do-over that relies on multiple RNG, but gives you a chance to build a new - perhaps better - deck with a new hero, new hero powers, new treasures and new cards for your next attempt. One of the new features of Tombs of Terror is The Lords of the Plague, who are big bosses, with 300 health. Although you may be able to defeat them in one go, it will probably take many attempts. Fortunately, when you take their health away, it's for good, which gives you a better chance of winning every time you reach the Scourge Lord. But you still need to reach the Scourge Lord, which usually requires more than a few defeats. You will have to cough up some cash (or some gold) to access the Tombs of Terror. The first chapter is free, but the rest costs \$6.99 or \$700 each - or you can buy the entire adventure for \$14.99. How do I win Tombs of Terror? Every run through the Tombs is unique, so there is no specific guide to follow. The bosses you encounter, the cards you can add, the treasures you earn, and how to modify your deck are random. Each of them has three hero power options, four deck options, and six hero-specific treasures—you'll start with one of them, but unlock more while you're playing. Instead of talking about fixed strategies, we'll focus on each hero, with their hero powers, starting treasures, and the best pick-up items along the way. And then, of course, we'll talk about defeating the Scourge Lords themselves. Reno Jackson Reno is a Mage/Rogue and is the first hero you unlock. The problem with Reno, I believe, is that there is not enough Mage and there is enough Rogue to feel strong. For example, you won't find a single fireball or Projectiles in his buckets of cards that can make him rather weak as a caster. You can complete his list of rogue spells, such as Backstab and Blade Flurry, but his gameplay still seems rather silly, and his decks never have enough spells to feel like a mage. However, once all his powers have been unlocked, Reno can deal a lot of damage. Reno Hero Powers: Amateur Mage (2) deals 1 damage to each target or 2 combo damage. It's like the Mage's default power output, but with a Rogue twist - although only getting one extra damage from the combo is a pretty weak addition. It's a totally good power, but no big deal. Relic (0), your next spell in this turn takes damage from +2 spells. At face value, this is the incredible power of the hero. At no point can you snag an extra 2 damage every turn! However, in the case of a (sort of) magician, there is no choice of Reno spells, which makes it a weaker option. However, it works perfectly with Inspire cards, which you can trigger at no mana cost. Our pick, Arcane Craftiness (2), fires two projectiles that deal one damage each. If they kill the minions, it throws again. This is a surprisingly powerful option that can help clear the board and deal some damage to an enemy hero. (This is especially good in the first chapter, where you can run into many low-health Murlocs.) It offers a great early play rate in any match where damage can kill at least one crowd, causing it to roll again. Abilities that increase damage from a hero's power can make it even more powerful: For example, a Fallen Hero will increase the damage of each bolt by 1, meaning Reno will fire two projectiles with 2 damage. Our favorite reno treasure, Gatling Wand (5), deals 3 random damage to all enemies for each spell you cast in this game. This is the last treasure you unlock and is absolutely devastating when you pull it out. When a game is played late in the game, it often board clear and does heavy damage to the opponent. When building your story, watch out for cards that turn your hero's power. Although these powers are stronger than the default, they often do not improve Reno's power. You probably want to skip Raid The Sky Temple and Frost Lich Jaina. Sir Finley Finley is a Paladin/Shaman who can be unlocked by purchasing chapter 2 adventures. You can build it as a zoo-style paladin with lots of minion lovers or a sorcery-heavy shaman with plenty of healing (and powerful combinations with Swamp Queen Hagatha, Grumble and Shudderwock). He is a versatile hero, with several versatile hero powers: New Recruits (2) summon the explorer 2/1 Amalgam, which counts as any kind of minion. It can help you build a wide board, but it can also use powered by certain types of minions. Note, however, that the use of this power is not counted as a minion recall, so it will not result in multiple elemental cards that make additional additional if you have recalled the elementary last turn. Another problem with this power is that many Paladin cards work with Silver Hand Recruits – not these guys. Bubble Bubble (1, Overload 1), discover a paladin or shaman from Battlegry. This can be very carefully included in the Battlegry and Overload decks, although I think Finley has more cards to support Battlegry/Shudderwock. It's a solid power for some kind of deck, but if you don't end up with cards to support it, it can be pretty weak our pick: Power Up! (2), give a minion of the Divine Shield and Windfura. This is a real power for virtually any type of deck. The Divine Shield adds a solid layer of defense, while Windfury offers a solid attack layer. Protect valuable minions with the Divine Shield, clear the enemy's board with the divine Shield/Windfury combo, or add synergy to cards like Bolvar, which gains attack power every time the Divine Shield is lost. Our favorite finley treasure: Maxwell, Mighty Steed (3), Beast 3/5 with Rush and Reborn, who has a +2 minion attack for himself on the battlefield. Maxwell can become very powerful very quickly, and with Reborn is guaranteed to take out at least two minions. If you can keep Maxwell alive with the Divine Shield (i.e. power up!) it can be a force to be reckoned with. Maxwell is also only the second treasure you unlock, so you can get it early enough. Elise Starseeker Elise is a druid/priest and her playing style honestly feels a little slow. It can be built as a Druid token that summons many little minions, but there are not many reinforcements across the board to really make the most of this type of deck – though it's brutal when you can take it off. Focusing on his priest's side, he has a lot of defense (especially healing), but not a lot of attack. After many games, I am in favour of building Elise as a tracksuit for polishing minions (token or otherwise) with card bonuses from the Priest and Druid. This heavy spell deck can also pair nicely with cards that have an impact when you cast spells. So let's test the powers of Elise Heroos: Elise Power (2). Choose one: +2 attack with this queue or get 2 armor. This well-rounded power can help in attack or defense, making it very flexible. It can work in any kind of deck, which is frankly perfect for the random nature of the adventure. You can gain this power and build your deck the way you want, while other hero powers require certain types of decks to shine. Our selection: Eldereker (Passive). After throwing 2 spells in a turn, add moonfire to your hand. This power can be rather self-sufficient, because when you launch the Moonfire generation chain, your zero-man Moonfires will help you generate more Moonfires. This is the power of a hero who scales perfectly with the power of spells... although elise card buckets do not Offer a lot of them, catch power cards or spell treasures that you can. It is also Noticing, if you cast four spells in a row, you'll get another Moonfire, so try to cast spells in multiples of two. Druidic Teaching (2), Restore 2 health, then draw a card if the target is fully healthy. This defensive power of the healer feels slow moving. Although you have many cards that gain strength when you heal, it takes time to get them on board and give away the heals you need to fund them. You can't always afford to lose so much momentum early in the game. And our favorite treasure elise: Addarah (3), a 3/6 minion with a battle cry that sucks all enemy minions into your deck. This is a great clear board in any fight, and if you can get any way to restore it to your hand, the card is even more powerful. Brann Bronzebeard Brann is a Hybrid Hunter/Warrior, and the blend seems to work a little more than with other heroes. While other class combinations are a little mish-mash, there are some fantastic moss synergies between the two classes. Moss/Bomb Warrior/Hunter can be scary, assuming you can get buckets of cards to support it. Both classes also have a large selection of Rush minions on Rush's deck. All-in-all, I think it's hard to go wrong deckbuilding for Brann. His heroic powers are perhaps the least impressive of the game, though without a clear standout: Spread Shot (2) deals one damage to the target and one damage to the enemy hero. This is not much different from the hunter's standard hero power, but it gives you the flexibility to aim – and if you want, you can point your opponent at two damage. Well-equipped (2), equips a random weapon and sets its durability to one. Sometimes you'll get a weapon with great action or a great Deathrattle – and sometimes you don't. I haven't had much luck with him, and I'm not a fan because of his unreliability. Dino Tracking (passive), allows you to discover which card you draw in each turn. This can help you land the perfect card in each turn, giving you the perfect pace. Think of it as preventing bad luck. But many of Brann's treasures are truly great, which probably shouldn't come as a surprise to someone who has chased the titans' secrets - and thus invaded many tombs - for so long. But this one is my favorite: Flo Slatebrand (2), a 4/4 minion from Battlegry and Deathrattle that adds random Treasure to your hand. Treasures are usually quite overpowered, and getting two of them for two mana is fantastic. Keep in mind that if you catch a Hearthstone treasure, I recommend using it during this match, as you'll get an extra trip to the tavern for free. The best passive treasures to power your deck The passive treasures you take – you'll get new ones after the first and fifth wins – have a big impact on your play style. I'm not going to name them all, these are the ones I think are the most powerful. Alchemist's every time you play an odd cost card, this reduces the cost of all the cards in your hand. This can add serious pace because your first game is (hopefully) always going to be a 1-card cost, immediately cutting the cost of everything else in hand. Darklight Torch, when you play a card at an equal cost, the hero's power resets and costs 0. This makes the most of the hero's power and evaporates well with Inspire cards. If you have a strong hero power, it allows you to double up on it. Captured flag, gives all its minions +1/+1. It's a treasure that has existed since the first Hearthstone Dungeon Run and is still a powerful addition to almost any type of deck - but it's especially good for zoos and chip-style countertops. Vip membership is passive, which I initially missed, but can be really incredibly powerful. It just improves your Tavern meetings – it doesn't do anything for the fight. But the upgraded tavern offers plenty of additional deck customization options, including a few options you won't see without it. Every time you enter the Tavern, you will have twice cards, two minions and twice coins that are already quite powerful. But vip cards-only are the best of the lot, easily giving you the power of additional passive treasure. Plus VIP membership is the only way to get one of Bob's Bombastic Decks that make one shot of Plague Lord virtually guaranteed. The best treasures to pick up when raiding the tombs You have a choice of two active treasures as you progress through the tomb – probably the things you loot along the way. After the third and seventh victories, you'll receive a new treasure, and the right treasures can really change the game. These are always great types. Map Uldum (0), uncover the card and get a mana crystal for each boss you defeat in this run. This is an extremely powerful ramp if you can get it in your hand early enough. Gnometerator (2), deals 10 damage to the target and 10 damage to the Scourge Lord as you fight him. Ten damage is good enough in itself, but the Gnosterator also deals 10 Scourge Lord damage every time you deal it on the run, which can make it much easier to wipe out the ugly Plague Lords. Hearthstone (0), escape to the Tavern and remove it from your deck. You draw this at the beginning of the game, and it's basically a get-out-of-jail-free card (which also happens to give you an extra shot at modifying your deck). Stick to it until you know you won't survive the next round, then play it to live to fight another day. If you stay at Hearthstone until you fight the bosses, you'll stay in the tavern, modify your story, and return to the second shot without having to go back to the beginning. The Blade of the Burning Sun (4), a 4/2 weapon with a battle cry that gives all minions +2 attack deck and Deathrattle, which returns to your hand. While this is a slow build – you have four spins before you can play, and you can only buff minions every three turns – if you can survive long enough, the continuous stacking of this +2 buff creates insanely powerful minions Chapter 1: Vesh, Plague Lord murlocs First chapter of the lows against Vesh, which is literally a few Murlocs in mama wrappings. So. Re-read this sentence as you like - it will not change. Throughout the duration, you will have to deal with the Murloc Scourge, which causes random murlocs in random numbers that are randomly summoned for you or your opponent. This can be beneficial for zoos and buff-style decks, but frankly it's not anything you can rely on to power the deck. Most Murlocs are weak and you can go the whole match without drawing. Just think of it as a nice asset when you can get it... and annoyance when the opponent gets it instead. Vesh starts with 300 Health and is a three-phase battle: Phase 1 (300 to 200 Health): Vesh is indestructible and can only be damaged by killing murlocs, which works pretty well, given that its entire deck is Murloc-based, and random Murloxes are often summoned on both sides of the board. It doesn't matter if it's the Murlocs or The Murlocs of Vesh who die: Vesh deals damage in both cases. Phase 2 (199 to 100 Health): Vesh receives a new cost-free hero power that allows him to transform murloc into a 0/4 Scaly Golem with taunt and Deathrattle, which gives all Murlocs - including yours - +1/+1. Do your best to keep the board clean or you won't survive this phase as long as the Vesh Murlocs become more powerful. But any damage you can get out during this phase is good, because it means you'll spend less time there next time. Phase 3: (99 to 0 Health): Vesh gets a new hero power: Mur-nado, which tasses each minion on the board on his deck. It costs 15 mana to use, but the cost is reduced by 1 every time Murlok dies. This clear plate can sometimes work in your favor, as Vesh seems to give it away as soon as possible, regardless of the state of the board – but that doesn't stop you from pushing vesh to fatigue and wearing it down. Chapter 2: K'zrath, Plague Lord of Madness Here's your adventure of crossing the deserts of Uldum, fighting the scourge of madness. At the end of each turn, the right minion on each player's side will attack a random enemy. This means that you will want to carefully select the place of minions. Because minions will take damage if they attack another minion, sometimes you'll want to keep them safe by keeping them to the right of the board. But when your opponent's board is empty, you definitely want to make your biggest bruises on the right side of the board tight Enemy. K'zrath starts with 300 Health and, like Vesh, is a three-phase battle: Phase 1 (300-200 Health): Health): Power is systematic betrayal (1), which causes all minions to rotate to the left. This can cause your minions to jump to K'zrath's side, and when they do, they'll get +1/+1 — but you'll get the same benefit, because minions who jump to your side of the board will also get +1/+1. As with the scourge you've had to deal with throughout the chapter, it's worth considering carefully the placement of minions, and in this case try to keep the most powerful minions away from the right side of the board, where they will soon be under K'zrath's control. Phase 2 (199 – 100 Health): K'zrath's hero power is now Evoke Panic (0), which forces the minion with the lowest health to attack one of his neighbors. Although not passive, K'zrath uses it at the beginning of each turn, making it quite an effective clear board. In this phase, make every effort to ensure that K'zrath has the lowest health minions – even if that means holding minions in his hand – so he cleans his own board instead of yours. Phase 3 (99 – 0 Health): Again, K'zrath gains a new hero power: passive murmurs of mortality. In this phase, each time you kill an enemy, K'zrath will set one of his minions to one health, making it easier to fire the board in the next turn. AOE's strong healing can help keep your minions alive here, but for the most part you want it to zerg and just expect your minions to fall like flies. Please note that K'zrath's deck is full of C'thun cards. If you were lucky not to have played when the C'thun decks were in charge, I'll explain why it's bad: every C'thun card plays buffy C'thun in K'zrath's deck. When c'thun is played, it deals damage equal to its random attack on all enemies. A severely polished C'thun is essentially a death sentence, and all you can do is hope that C'thun won't hit the board - or at least do as much damage before doing so. Chapter 3: Xatma, Plague Lord of Death Finally, you have reached the actual tomb! It's no surprise that you're surrounded by tombs: in each match, both sides will have the Eternal Tomb on the board. Inside is a random minion that will be released after the number of your minions dies at the minion cost level. There is no specific strategy here, as both sides of the board receive completely random benefits. Sometimes it helps, and sometimes it doesn't. Zoo decks or tokens can get these minions on the board faster, and decks that can amplify minions (or give them rebirths) can make these random additions more powerful — but they basically play in this chapter as usual. When you defeat the required seven bosses, you'll reach Xatmy. Again, this Scourge Lord is a three-phase battle, and it's difficult: Phase 1 (300 – 200 Health): Xatmy's initial hero power is that launches a friendly minion Deathrattle, and because his waist is full of powerful Deathrattles it can be really painful. The only good news is that he can only do this once per turn because Deathrattles buff his side of the board very quickly. Just do as much damage as possible and ignore the entire defense, as there is no defense that overwhelms these powerful Deathrattles. I managed to do just 4 damage to him at this stage, trying to play defensively, so don't make my mistake! Phase 2 (199 – 100 Health): His hero's power becomes the Embrace of Death (passive), the first minion for any player who persuades in a turn is reborn. It's a real headache because the first minion you kill immediately comes back on the board - and it can be really devastating with the number of Deathrattle cards Xatma has. Phase 3 (99 – 0 Health): His hero's power becomes the Look of Death (1), deals one damage to all minions, and if he dies, he receives an Untimely Demise card that deals 3 damage to all enemies. This is pretty good for you if you have a Deathrattle deck or Reborn deck (or both), but otherwise it tends to keep your board and limit options. This is especially difficult on chip tops and zoo. It's a tough fight, but the key is board control. If you can keep his minions off the board - or stop them from sticking to the board - you can keep the edge. I managed to defeat Xatha in one fell swoosh, using Reno's deck with the power of the Hero of Arcane Craftiness and many ways to strengthen her. Darklight's Torch Treasure allowed me to transform the hero's power every time I played a card at an equal cost, and in combination with Inspire cards like Master Mukly, it turned out to be devastating. Chapter 4: Icarax, Plague Lord of Wrath You have finally reached the Halls of the Uprising, where Icarax reigns supreme. Turning here can be both good for you and bad for you: when someone minion gets damage, they gain +1 attack. This can be great with angry minions because it strengthens them faster, but it powers your enemies faster. Ideally, don't hit enemy minions unless you can destroy them. Phase 1 (300 – 200 Health): Icarax begins with a hero's commanding cry that prevents his minions from reducing less than 1 health in this turn. Don't let this Scourge Lord get an advantage over you as soon as you take down his minions - otherwise his minions will quickly narrow down your hero. Phase 2 (199 – 100 Health): Icarax's Hero Power now allows you to destroy damaged minions for an additional fee— for each damaged minion on the board, it costs one more mana. The best way to manage it is to keep the board full of broken minions – something that shouldn't be too hard if you keep phase 1. Warriors also have a lot of self-harm and rage, making Brann a good choice for Phase. Phase 3 (99 – 0 Health): And the ultimate power of Icarax's hero is Hand of Defiance (0), which turns the minion's attack and health. The damage he can do varies greatly depending on the fight so far, but if Icarax tends to use defensive power to give his minions more health. This can help you because you don't hit so hard, but they are also much harder to ate... and their health and attack can change at any time. I've had a lot of luck with poison and rush cards, but not every deck will have these bene fits. Chapter 5: Tekahn, Plague Lord of Flame The conclusion of this adventure seems pretty unaffuted, as Chapter 5 throws you straight into boss fights. All four of our heroes join forces to defeat the ultimate boss: you can choose any hero to start with, and switch to any (still alive) hero when the one you play in has died. You can choose the hero power you want to use when you select a hero, and you'll receive all the hero-specific treasures you've unlocked so far. But besides, the contents of the deck seem quite random, which makes the battle feel rather pell-mell. You don't get any passive or general treasures, which is part of what makes other adventure fights so interesting. But here, in the inner sanctuary, we find Tekahna, which is a little put down by adventurers attacked while Rafaam swans. Tekahn occasionally summons Sanctum Golems, who have 6/6 who can't attack. So that's fine, isn't it? No, of course it's not right. Phase 1 (300 – 200 Health): Tekahna's initial hero power saturates one of his golems with the power of fire – meaning they explode, dealing 3 damage to all minions when they die – and summon another golem. The amount of AOE damage tekahn throws can make it difficult to gain ground in this fight. I usually go straight to the face with as much damage as possible to get out of the phase, but to be honest the next phase is not much better. Phase 2 (199 – 100 Health): Fire Golems (mostly) have disappeared, but Now Tekahn can direct one minion per turn with the Curse of flame – meaning that if he survives the round, all characters deal five damage. It really just makes things worse: either you're killing one of your minions every step of the way or you're dealing big AOE damage around the board. Try to stick to every board advantage you can. Phase 3 (99 – 0 Health): In the last third of the battle, each spell costs health as well as mana, so watch out for what you put on the board. The only plus is that Tekahn is in exactly the same situation as you are, so you really have to stick around until he kills himself with his constant casting. And what about Heroic? Heroic mode is like normal mode... only more difficult. Much harder. All of the above tips still apply, but expect to go through a lot more RNG to find the perfect deck so you can do So good luck with that. That.

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