

## Dungeon run hearthstone guide druid



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The new Dungeon Run Hearthstone mode can be intimidating for those who have no experience with arena or rogue-like games. The truth is, many of the enemies you face are unfair and broken so you just have to be more unfair and more broken. Fortunately, there is no shortage of unfair and broken cards to choose from, and each class has one unfair strategy in particular that will almost guarantee you victory. Here are the strategies that we think give you the best chance of making it through the dungeon.

**Warrior** The key to success with a warrior is simple; if you see a bucket of weapons, take a bucket of weapons. The warrior has a ton of ways to buff weapons, and since the weapons essentially do charge damage, they are good at either controlling the board or hitting the enemy in the face. Vorpal Dagger is a particularly good treasure to take as you can buff it and hit your opponent's face four times in a row to close the match. When not taking cards around the weapon, try to take large cards, cards with sneer, or cards with charge. Any good deck warrior will play aggressively, killing the enemy much faster than they can kill you. If you can, pick up either a bag of toppings or a Wonderous Wand to give you some card draw, or haste boots, a coin bag, or a greedy Pickaxe to speed up the mana. Shaman If you play a class with access to jade cards, your strategy should always be to choose jade if you see jade. There are no card restrictions in Dungeon Run, so you can make your jade golems as big as you want. Jade calling cards get even better with a combat totem that doubles your battlecries, and thus doubles your jade. The captured flag also synergys well with jade decks, essentially starting you one ahead on the jade counter. When not choosing jade, try to choose from destruction or battlecrier buckets. The shaman has some of the best battlecries in the game and if you can double them you will be even better. Destruction is where you find all your board napkins and direct damage that can be polished by Rob from the Magi if you come across him. As always bag toppings, haste boots, Wonderous Wand, and a bag of coins are just fantastic treasures all around. Rogue again if you see jade choose jade. However, Rogue's main jade card, the jade swarm, is triggered on a deathbed rather than in a combat world, so the Dead Totem is as good as The Battle Totem in this case. Similarly, Rogue has an entire bucket card that is based on the effects of deathrattle, so if you can't choose jade, picking out the Death Dealer pool is just as good. If you can't choose from any pools you're looking for are assassin, which has direct damage and removal effects, greed that gets you coins and cards, and exhaustion that is based on strategy, but you never want to build a rogue mill. This bucket has cards like Coldlight Oracle, which is just an old good draw card, and Shadowstep, which can allow you to use jade battlecries more than once. Bag toppings and haste boots are not as powerful in Rogue, however Wonderous Wand is still a great choice. Rogue also loves candles, as they don't have many powerful board napkins, and Wax Rager, since Rogue loves to play with Deathrattles from the beginning. Paladin Paladin's greatest friend is the Yustikara Ring. Being able to summon two 1/1 minions for one mana every turn is stupidly broken, and will allow you to rush down any boss. Even if you can't get a Justicar ring, picking out a bucket of Silver Hand will give all your silver hand recruits lovers, and should always be a priority. Captured flag is also a great treasure as it turns your 1/1 minions that you call out your hero power in 2/2, which is much better. When you're not polishing silver-handed recruits, you want to focus on choosing from the Pool of Justice, as that's what gives Paladin his removal tools. The sacred weapon pool comes with a bunch of weapons, and while I wouldn't focus on this pool, taking it once or twice can make decks that focus on non-weapons strategies better, since guns are mostly removing. Bag toppings, captured flag, Wonderous Wand, and a bag of coins are once again good here, and Paladin can also make decent use of the Portable Forge if they never get the chance to pick up some Sacred Weapons Cards. Paladins can also make good use of candles or decay sticks because they don't have very many good board wipes otherwise. Finally, Dr. Boombox's Boombox is a fantastic card for weenie strategy, since it essentially fills your board with the best weenies in the game. Buff them several times and watch the bombs fly. Hunter Hunter is one of the most flexible classes in Dungeon Run. So far it seems that the best weenie strategy, great value strategy, and deathrattle strategy. You have to take away from wee beasts, big beasts, and Deathrattle pools respectively. You should also try to take the weapon pool once or twice to get some removal. What treasures you take will once again be determined by your strategy. Card draw and mana acceleration treasures are good in any strategy, but weenie strategy wants things like captured flag or Rogue Cenarius, great value strategy wants Haste Boots, Scepter Invocation, Horn Cenarius, and additional picks from the legendary pool, and the death strategy wants totem the dead to double on every death effect. All in all, I found that the big beasts have the highest winning speed, but with only a few treasures that are good Druid If you see jade choose jade and druid king jade! Honestly, choosing Jade Idol alone can win the game for you. Just a couple of couples With some cards draw and you get almost infinite value. If you don't feel like going to jade, you can choose from a stomp pool with accelerating mana or scepter appeal, or a Stampede pool with a captured flag. Honestly, you could just spread your choices among all three of these pools and you'll still have an absolutely amazing deck. Can't choose from these pools? The Taunt Pool has incredible maps like the spread of the plague, and if any pool has the Ultimate Infestation in it, pick it up right away. You can also do well by choosing from man's growth pool, which has even more mana acceleration tools. That's almost half of Druid's pools. It's almost impossible not to win a dungeon run with Druid. And what treasures should you choose? Basically any treasure that has already been mentioned. Bag toppings, haste boots, portable forge, wonderful wand, bag of coins, Battle Totem, Captured Flag, Horn of Cenaria, Crystal Gem, Small Backpacks, Scepter Invocation, and more all provide tremendous value to the Druids. You can even choose a desire if you want to go slower, or a Candle/Wand decay if you feel like you need a good board wipe. Almost every choice is beneficial for Druid. Just choose how you want to beat your opponent to death and go for it. The sorcerer's sorcerer is complicated. The best strategy I've seen so far is the Giants' strategy. Several Warlock pools have giants, including the Blood Pool and the Huge Hand Pool. Taking these giants along with a scepter call can allow you to drop 8/8s on turn one or two. Pair it with a draw card, or a mimicry mask, and you'll constantly have a board full of 8/8s ready to rush your opponent down. You can also choose from the Dire Demons pool with this strategy as it was a lot of high mana high value cards that will also be reduced by scepter appeal. Your other strategy is to actually play the normal sorcerer deck. The selection from the Roy and Little Legion pool allows you to play the zuloc and a selection of Pools Destruction, Sacrifice and Taunt allows you to play Control and Handlock. The sorcerer loves the wand of destruction, as his management strategy loves boardwipes. He also loves the Justicar ring, as it allows them to draw cards for one mana each step, which is a strong game. Wish and Potion Vitality is also a fantastic photo as the Sorcerer has a ton of cards that juice his health, and doubling your health or fully restoring his calling board full of legendary henchmen are both good ways to make up for that shortcoming. Magician is by far the hardest class to complete a dungeon to work with, since most of its pools are bad. Its best pools are the pool which includes powerful direct damage and spells of AOE, and the Magical Friends pool, which is one of the only decent Maga pools. Every other pool is mediocre at best. Only pick them if there is must have a card like Frost Leach Jaina, or Ragnaros Firelord. Believe it or not, one of Mag's best friends is the Cloak of Invisibility. This allows your henchmen to stay safe, allowing you to get their benefits turn after turning. Sticking a sorcerer's apprentice on the field the whole game, or letting Ragnaros fire off eight fireballs of damage turns after turning a great way to take down even the biggest bosses. Bag coins are also a great choice with Archmage Antonidas as it generates you a hand full of fireballs that can then be thrown into the enemy's face. The magician doesn't need as much card to draw as other classes because they can pick it up in their pools. They absolutely love Rob of the Magi as it does all their spells to do an obscene amount of damage. Taking AOE treasures like a breakup wand or CANDLE is also a good pick. Picking up some damage spells and then Amber Ragnaros can finish matches immediately. If you can't choose any of them, consider Mysterious Tome as its early game rate increase will help you create a board that can stick. Unlike most classes, The Magician uses Hadgar's Scrying Orb well, since their deck will primarily spell. If you can make your deck mostly henchmen, do so. There are a few bosses at Dungeon Run who do terrible things for you if you cast spells. The deck that functions primarily from magic risks losing Gutmook, or other cheap bosses, a few battles in. Most of the cards that work with the magician work here. Rob magi turns the humble board of the priest into dangerous. Scrying Orb reduces the cost of spells of priestesses who are all well. The cloak of invisibility will allow cards like Lyra or priest to feast stick on the battlefield forever. Then of course there are old reliable treasures like Wonderous Wand, haste boots, bag toppings, etc. Priests best pool - their pool bag of tricks. Here you will find all the removals. From large AOE's like Mental Scream to single goal spells like Entomb, this is where you will get your utility cards. After that, you have a lot of different strategies that you can go for. You can choose from the last rites of the pool if you get the Totem of the Dead, or the Dragon Priest Pool if you get the Battle of Totem. You can also choose from the Elemental pool for some powerful henchmen like Lyra and Ragnaros, and if you get at least one Lyra then consider choosing from the Combo Custer pool. As much as you might want to ignore the Unique Pool. Yes, it has a Renault and a Cossack, but it's hard to get through dungeon run, doubling the cards at some point. Have you guys had a chance to beat Dungeon Run yet? If so, what class did you use? Let us know in the comments. Comments. Comments. hearthstone dungeon run druid guide

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