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Resurrect otk priest guide

Last updated 11 months, 2 weeks ago MarkMcKz Registered User 4 Copy Hearthstone Code Copy Link Copy BBCode View Deckbuilder the purpose of this deck is to use double Fate Weaver so you can play velen, grave rune, embalming, shadowy figure, breath of the infinite and holy smite all on the same turn! Make sure you don't have a dragon when you play endlessly! You want him to open Velens! You create 6 Velens, thereby causing 128 damage to a Sacred smite! Good luck! Join us at Discord! Follow Us on Twitter in Facebook Madness in Darkmoon Faire Cards List & Guide Desktop View Join Us at Discord! Follow us on Twitter List of Darkmoon Faire Cards in Facebook Madness & Guide Our Resurrect Priest deck list guide passes these popular Priest built ins-and-outs for uldum expansion Saviors! This guide will teach you how to mulligan, pilot and spare cards for this archetype! The entrance to Resurrect Priest has been around the block for some time so far, with the foundations of the archetype extending to Blackrock Mountain. It took a while for a Priest deck dedicated to the petite resurrection to emerge, and this was a very different beast compared to this itery in the Apocalypse in the Grave event. There was the infamous Barnes, in fact only four meanings, providing many antics to this day by cheating on his great slaves on early returns. At the time, the archetype was often referred to as big priest, and it wasn't until project Boomsday that a truly resurrection-based version appeared, which could have killed you from behind the Prophet Velen, Malygos and a healthy dose of Mind Blasts and Holy Smites. Nowadays, playing Resurrect Priest is a much more grindy event, seemingly ovulation of ridicule after mocking after ridicule, erecting walls impenetrable until the opponent is completely exhausted, both mentally and in terms of resources available in the game. With the return of cards such as the believable Infiltrator and Khartut Defender, especially with N'Zoth, The Corruptor returning to the fold, as Furyhunter's stand-out structure shows, legend is a unique and rather old-fashioned proposition to reach #1. Resurrect Priest Deck List High Priority (Always hold) Shadow Word: Pain and Penance - The best early game lifting tools on a deck so far to do in the first few turns: limiting the opponent's damage output in the first few turns is crucial to success against aggro deck. Mass Hysteria - This will usually really serve as the point at which the opponent open the tables, clearing the board we set up early in the game before starting by leaving the mockery after the taunt. Lightbomb is both slower and less reliable against aggro, so it's not one mulligan alternative. Low Priority (Only hold if certain conditions are fulfilled) Bone Wraith - Although it is a very effective stop tool, it means that your slave will be able to trade value over the statline's aggro deck, you have to use different tools as well as to clear the rest of your opponent's board. Therefore, you can't rely on this Taunt just to move through the early game. Zilliax and Khartut Defender - If you have a stable game plan lined up for the first four or five rounds, you want to keep that around logical pursuits. However, like the bone wraith, they are not enough to stabilize their own. Forbidden Words - Although you prefer the removal options listed above in the early game against aggro, it is definitely worth keeping if nothing is better and the rest is missing. VS Slow Deck High Priority (Always hold) Forbidden Words - removal options are the most flexible, since your opponent will not be doing anything important for the first few turns if they want some answers in case a high priority target falls. Sylvanas Windrunner - Great for a high value slave match with him, Sylvanas is also a slave who would love to add to the Resurrect pool as soon as possible. Believable Infiltrator - think of it as a kind of budget Sylvanas with a similar effect on the game. Low Priority (Hold only if certain conditions are met) is the same as Firelord Ragnaros - Logic Sylvanas: if I want as much water as possible in the Resurrection pool. Mass Resurrection or Zerek's Cloning Gallery - If it's really, really slow a match, many first bombs' s. Shadow Word: Bitter and Shadow Word: Death - Ideally, you want your slaves' Deathrattle effects to take into account the great threats of your opponents, so you should only keep them if you expect early game goals that are very important to them in certain matches. Resurrect Priest Play Strategy VS Aggro Decks Resurrect Priest is basically unavoidable against every aggro deck meta, Khartut Defenders, Zilliax and Taunts with the added ability to heal greatly with hero power are able to prevent damage to their slaves by a wall. That's why it's about surviving to the finish line. You need to carefully connect your early game lifting tools to the scorecard. In the end, the accumulated board of opponents need a Mass Hysteria or other AoE to attract attention, and there you must carefully choose your goals on the way. For example, it is not worth using a Penance or Shadow Word: a vanilla 2/3 can completely alleviate the output of damage with Lesser Heal, such as questing explorer slave, using a card at no cost. However, the same cannot be said for a Wizard's Apprentice or EVIL Totem. Speaking of which, shaman pairings need to be given a special promise, because it is difficult to classify them according to the aggression itself. It's a hard nut to crack and that's one of the main things to keep the deck down While it may seem like a value-based approach, the real danger that plays against Quest-based structures is their ability to do you a huge amount of damage from their hands, so you can prioritize resurrecting Khartut Defenders against them as much as possible. However, playing against a pure token/Evolve-oriented aggressive structure, relying almost only on petite damage to pull you down, and therefore, counter-intuitively, although at first it seems, the Persuasion Infiltrator stack becomes someone you want. This dynamic is also important in other aggro matchups: they want to pay close attention to their main source of damage and prioritize petite development accordingly. In fact, manipulating resurrection rates is one of the most important aspects of this deck, regardless of opposition. VS Control Güvertew. Relax. Take a deep breath. Have a cup of coffee or something. You have all the time in the world. It's going to be a long day. This means that you will have at least some chance to manipulate your Resurrection pool. N'Zoth, you'd rather play The Corruptor. This support runs in absolutely no card draw and if Firelord emters no access to work outside Ragnaros, you will often have your opponent having to take on the beatdown role. These are fairly old school matches of limited value: you don't want to give as little as possible to push a board openly, and you want to be as greedy as possible before processing a card like the Death Epidemic. There's little point in pushing for damage in these matches (unless your opponent can drown you out as value, like a Control Warrior player, a truly miserable experience made quite rarely by Shaman busses on the ladder): since you play so many large and influential slaves, you only need a board to stick at any point to solidify your advantage. Calculate with four major turns: Mass Resurrection, N'Zoth, The Corruptor and (to a lesser extent) two copies of Catrina Muerte. Otherwise, you can force out a response and play out the threats one by one to always focus on gaining value. Since these games will usually go all the way to fatigue - especially mirror matches! - Please do not forget about a cup of coffee mentioned above. Although resurrect Priest Card substi materials featured furyhunter's #1 Legend deck, we also had some early success in expanding with a slightly different structure that had a greater emphasis on interacting with their slaves on board. Since it is a slightly cheaper alternative (not only as part of Doom in the grave event as a Legendary, which should belong to you by having Zilliax as a Myth), we decided to list it exactly below: although the Resurrect pool is slightly weaker and takes longer to get on the board against aggro due to the lack of Bone Wraiths. The version featured structure incapable allows you to make some pretty powerful games against matchups both faster and slower. Using Vivid Nightmare and/or Embalming Ritual on Zilliax is a great way to immediately influence an aggressive opponent's board of directors while some health recovery, Wretched Reclaimer works very well with The Persuasive Infiltrator and Sylvanas Windrunner against slow opposition. If you are missing some of the more expensive cards than the Furyhunter version, this is a test Legend-convenient alternative and you can mix and match two based on the cards available in the collection. Collection.