



I'm not robot



reCAPTCHA

Continue

Best deck in hearthstone june 2020

Patch 19.2 has just been released with some standard balance changes. We'll soon update the list of tiers when the meta settles. Our Hearthstone meta tier list ranks the top decks darkmoon faire meta. We add the best list of each archetype deck and a brief description. You can also find links to other popular versions of the archetype or a particular deck. Looking for the best wild decks? Check out here: Hearthstone's Best Wild Meta Decks. If you win 5 games on the Hearthstone ladder, it's the card back you will get this month (Season 80). If you're wondering what absolutely the best decks are now, here's their list below. This deck ranking list is based off of a variety of sources, including Vicious Syndicate, HSreplay, as well as our own ladder experience. The decks provided are sample lists and are not always the only option for creating a particular archetype (click on the link below for the entire list of decks). Tier 1 decks yep, Demon Hunter is on top again. So far every development this year, since the class was released, it has been on the top of the cast at least in some years. This time we go back to aggro build (but Soul is also good, don't worry) - a little different from those we used to. Instead of being a little slower, more tempo-oriented, Darkmoon Faire is a full-fledged face build that wants to kill you as soon as possible. Thanks to the new cycle tools – Acrobatics and Siltstepper, along with the already existing Voracious Reader, you can go ALL-IN to 1.2 mana cards without really running out of cards. If you manage to chain your draws, you can go through basically your entire deck without ever relying on the upper decks (which is incredibly rare on the Aggro deck). If you like those fast, hyper aggressive, face-beating decks, then Aggro DH is perfect for you. Aggro Demon Hunter Deck lists though not as fast as face builds, from Scholomance Academy, highlander hunter was heavily leaning towards Aggro too. The class now has so many great aggressive tools that it can build a full Highlander deck without having to play any expensive cards. Your curve basically ends with 4 mana, and the only more expensive card is - of course - Dinotamer Brann. Deck dropped Dragonqueen Alexstrasza long ago already, but now it's faster than ever. While your overall game is similar, the deck got enhanced quite nicely by Darkmoon Faire with all the new Secret-related papers. Between the new Secret (Open the Cages), a card that gives you more mystery (Mystery Winner), new ways to put secrets on the board (Inconspicuous Rider, Rinsling's Rifle) and - of course - the new Secret Payback (Petting Zoo), the entire package finally formed to be a really strong and key part of the deck (previously it also had to play some other synergy – such as beasts, dragons, etc.). It's a great deck and the last chance to play highlander hunter standard - after all, both Zephyrs and rotate the next extension. Highlander Hunter Deck lists Pure Paladin doesn't really get much, but what she did was enough to lift an already strong deck near the top of the cast. The new legendary card - High Exarch Yrel - is perfect for the already existing Pure Paladin shell. It's basically more of what your deck has already been good at – healing, taunt with divine shield – while also adding an immediate one-goal removal, which is usually not a strong set on this deck. Except for Yrel, you can play 100% of Scholomance build and it will be fine. Some builds run hammer from Naaru, but it's more sidestrike and it's not really necessary. Other than that, I've seen a few experiments with cards like Carousel Gryphon or Redscale Dragontamer (+ dragon as an amber observer), but frankly, these versions seem to be doing worse. The game is exactly the same as it was - it's your regular midrange deck, you want to play curve and keep putting pressure on your opponents/survive vs. Aggro with all the Taunts & Healing. Later in the game you can replenish your hand while putting a solid body on the board or lightfogged crusader or Lady Liadrin. And that's basically it. On the latter side of Scholomance, Libram's build was better than Pure because it allowed more flexibility, but now Yrel seems to put the crown back in the Pure version. We'll see how things develop, but I suspect it will be a solid bet throughout the development. And we went back to Demon Hunter. Anyone who has played through Scholomance Academy knows this deck very well – the Soul Fragment pack appeared to work very well for Demon Hunter, providing a perfect combination of defense (board cleans, healing) and offense (Soulshard Lapidary). Danny already had a big last extension and he's got a little more gear this time, so it's even better now. The biggest addition has to be bladed lady - it's pretty easy to get through 6 attack, and then you have yourself 1 mana 6/6 with Rush. Yes, it's a dead card early and during the middle part of the game, but the latest swing usually makes up for that. Another common addition is I'gnoth, which adds additional burst potential. Its main role is to double the aldrachi warblades attack, possibly creating massive burst turns. For example, if you already have Warblades and 9 mana, you can drop I'Gynoth, Relentless Pursuit (which is another addition, played mainly because it burns more, but it's not a staple, like the other two), Twin Slice + Second Slice. This puts the Warblades attack up to 10, then I'Gynoth adds an extra 10 damage = 20 burst total. With some skull discounts, you can even go for full OTK sometimes, very useful for slower matchups. Aggro's version has been the focus of most of The Darkmoon Faire so far, but Soul's build is almost as good overall, and even better in some matchups. Soul Demon Hunter Deck lists Darkmoon Faire's great comeback development for Shaman. From the very beginning of the descent days when Galakrond Shaman dominated only to be quickly nerfed to the ground, Shaman could not find one viable deck. For almost a year it was one of the worst classes and sometimes even the worst class in the game. Fortunately for Shaman fans, it's got some AMAZING tools for Darkmoon and Evolve to build now is one of the better decks for early meta. Boggspine Knuckles is absolutely the most important card on the deck, because it allows you to develop the entire board not once, but twice. However, if you do not draw, you will find it difficult. Previously, only 2 copies - you often did not see until it was too late. Now, thanks to the Cagematch Custodian, you have 2 more ways to get it, so you usually get to see it on Turn 5. Then with the 2x Hoard Pillager, you will swing it a lot. While Desert Hare is still the best minion to develop, the new development has also added Pit Master as an alternative (and it's a better standalone if you don't get knuckles). In addition, Revolve provides another way to make your board stronger or reduce the opponent's board (or both at once). In general, the new version plays really smoothly, all the way from the early game, through the middle of the whole game, to the late game. With the right curve, it's really hard to beat. Control warrior has been on a steep deck for a while now, with one huge downside... is not a good winning condition. Although he got Rattlegore's last extension, and he was actually pretty good (especially among high legend players), with Rattlegore as the only winning condition in slower matchups, it was a big hit or miss. Now, however, the deck has two new winning conditions you can choose from - combo ways to finish the game, mostly still handy vs. control. The first is Silas Darkmoon Armor OTK and the other is ... E.T.C., The God of Metal. And this is the build we're featuring because it's more common now. Deck plays like a regular control warrior - you clear the board, you try to survive, you get armor... and honestly, that's how you win the game very often – against Aggro, you rarely need any combos, you just survive and it's game over. But in slower matchups, you have a secret weapon. Combo is etc + pen flinger it + 2x Bloodsworn Mercenary it + playing animated broomstick. Now all you need to run your minions into opposing minions – every minion you attack now to deal with 6 damage. Start with Flinger, Broomstick and two initiates 24 damage, then run the first ETC for another 6, 2nd - 4th and finally last - 2. That's 36 injuries as long as your opponent has enough goals to run into (but honestly even one bigger minion is often enough, given that your minions don't have much attack). Control Warrior Deck lists Tier 2 decks miracle rogue lands somewhere between T1 and T2 – it's not one of the best decks, but it's not bad at all. By Miracle Rogue, I mean deck, which runs questing adventurer + Edwin VanCleaf combo as one of the main winning conditions. Most common package merge with a really stealthy version (and some players want a stealth version, I don't think it's so good). The secret package adds extra value (Shadowjeweler Hanar, Dirty Tricks) and a nice pace swing (Blackjack Stunner). And the deck is just a bit amazing, especially with new additions. This build plays exactly two new cards - Foxy Fraud and Swindle, the first is a pace runner, and the second is a monster of value. Interestingly, they combo very well together – you basically get 2 mana 3/2 that draws you a card that may seem so great, but now compare it to a novice engineer and you'll see why it is so strong. Foxy Fraud also has an amazing synergy with Edwin VanCleaf, but just combos it up with EVIL Miscreant or Guttled is good enough. In general, it's a great card. And between Wand Thief, Pharaoh Cat, Hanar, Miscreant, Swindle, Dirty Tricks... it's really, really hard to run out of deck cards. You can often pump a good turn after a good turn. Deck has some poor matchups in the current meta (like Evolve Shaman, Soul Demon Hunter), but they are not unwinnable by any means. Libram Paladin has been trading punches with Pure Paladin since the last development. Although Pure looked better at first, after players discovered and optimized Libram (also called Broom) to build, it quickly took over, especially at a higher rank (where, for some reason, Pure was grossly underrated). Will everything be similar to this development? It's hard to say, but frankly, the biggest problem with Libram Paladin is that the most popular builds are exactly the same as the last extension. Like, some technology is Yogg-Saron, Master of Fate, and maybe another new card or two, but they are not necessary at all. You can play 100% of Scholomance's build and it will work well - but of course less fine than the last extension, given that every second deck around it has become stronger thanks to new cards. I must mention that there is an alternative build, one running a few minions of different types and N'Zoth, God is deep as an additional decoration, but it's a little too early to tell if it will be better to build. I will keep this in mind next time I update the list of tiers, and if it takes over as a more popular/stronger version, I will definitely add it. Now you can find it here. Libram Paladin Deck lists Well, you could say that the Highlander Hunter is also a face hunter. Since the next version became so aggressive, the decks have been trading strokes. After all, no matter which one you play, you should be able to win a lot of games on the ladder, but the Highlander version has some edge. Regular Face Hunter doesn't change much between extensions. As literally – you can play your already existing Scholomance build and it may be one of the best versions of Darkmoon Faire. Unfortunately, this is a big problem with this development, but I go away. There are several experiments with more Secret-based builds Hunter, runs Petting Zoo and I honestly think that they are quite interesting, but unfortunately also weaker. We'll see how the meta develops, but now the old build is the best bet. Yes, unfortunately, the trend continues – the already powerful Scholomance deck with maybe a few minor changes is still a good meta deck for The Darkmoon Faire. In this case, the only difference is the inclusion of the Minefield. And that's understandable - it's a really good early game elimination, and the game is full of Aggro decks now. Card WRECKS decks like Aggro DH or Face Hunter, often eliminate 2-3 early game minions with only one card and 2 mana - very effective. However, in addition to Minefield, you have your own regular Bomb Warrior. Mostly control-oriented warrior build. where your main winning condition is Wrenchcalibur. You keep swinging at the opponent/minions while trying to keep the board clear. At one point, your opponents have so many bombs on their decks that they keep drawing them and, well, die. At best, you can mix like 10 bombs. If you add some gun damage etc you can easily deal with 60+ damage during game time (if you focus on smacking a face like a Control Warrior matchup, even more than that). Of course, the deck suffers from a lot of weapon removal, especially weapon steals (Kobold Stickyfinger is your worst enemy), but between two Wrenchcaliburs and Hoard Pillager, you should be fine before one gun is removed. While Evolve Shaman is clearly superior to the Shaman build now, the Totem version is also not bad. Blizzard has been pushing the deck for a long time already – EVIL Totem and Totemic Surge were released back to the Savivors of Uldum after all. It became almost viable in the last extension after all the other decks got nerfed, but it still wasn't exactly a meta build. Things got even better at Darkmoon Faire. The two biggest additions to the deck are Cagematch Custodian and Grand Totem Eys'or. The first is a great way to draw only a weapon on your deck – Splitting Axe – which is the main card for the mid-game combo. The latter is just a cool totem that often makes your board, hand or deck better. It's not as good as it may seem because you don't play that much for totems, but it's still a nice way to turn a board with a few key totems into something much better. Also, if you manage to stick and start copying - it will quickly snowball out of control (one copy does not buff itself, but if you have four, each of them will get +3/+3 at each step). And finally, Stormstrike is just a hard card that can be used to remove two small minions or one small minion + to get some facial damage, both options can be good. Zoo Warlock saw a brief revival of the last extension, at least before Darkglare was nerfed. Nerf was mainly dedicated to Wild, but it honestly affected the Standard version even more. After the nerf, it wasn't one of the better decks of meta - it was still there, but somewhere low T2. And... it's honestly pretty Darkmoon Faire. Danny has some new tools to play with, but none of them make a huge difference. Wicked Whispers is probably the best - it's a simple AoE buff, something that the zoo has always loved (for example, the Grim Rally was a staple). This time you need to throw out the lowest price card for this – this is usually not a big problem, especially in the middle of the game, where you can just make it easier to draw with your Hero Power. Wriggling Horror is another great addition – it's nods at oldschool Fungalmancer, which was the main card for those faster, board-oriented decks (including the zoo). Immediate buff means that you can use the stats immediately as if they had a fee – either you'll deal with more facial damage or get better deals. And if you hit two minions with him, it's a total of 4/3 stats 2 mana, 2/2 of which that fee I talked about. So yes, it's pretty good. Other common new additions are Revenant Rascal or Man'ari Mosher - both of which have their ascents, but rarely have enough slots to put both. Rascal is big vs. slower decks because you don't let them get into higher mana, so they end up having lots of dead cards in hand – delay or big Taunt/Heal at one turn can make a big difference (but not so much for you because most of your deck is cheap anyway). Mosher, on the other hand, has a premium 3 drop stats (3/4) and a steep effect as long as you have a demon on the board. Giving +3 Attack just is pretty good – it allows you to trade small (say Spirit Jailer) into something more. Additional healing is also convenient, especially against other Aggro decks - the zoo perfectly loses health, but not so much to rotate the tempo/board control in their favor (e.g. Aggro DH Dreadlord's Bite is your worst enemy). As follows, these matchups are not unwinnable, but they just show a pretty weak position to aggro rogue in the cast. If you like deck - you can still play and still hit legend with it, it's just not optimal. Well, it was about time for the Guardian Druid – the deck was previously thrown on deck at the beginning of Scholomance Academy, and it continued to play even after the first nerf (Kael'thas Sunstrider nerf). However, nerfing Guardian Animals from 7 to 8 made a huge impact and unfortunately turned the T1 deck into more T3 deck. However, if you want to play, you are not completely out of luck. As follows, it's not great, but it's not the worst deck throw and it's a bit of a play. Deck got a nice boost for Darkmoon Faire, mostly thanks to carnival clown shenanigans. Fittest survival is a card you've already played, and it has amazing synergy with clown. If you play with a clown in hand, you will also spoil. And if it's damaged and inflated, it's a 7x 8/8 Taunt. Yep - against Aggro, it's right before the game is over unless they can kill you with a burn (or they play DH with Kayn Sunfury...). And before control, they need a massive board to see if they're dead too. Now you also have a second free taunt on an Amubisath quarterback - Strongman. Unfortunately, it doesn't get discounted when you play overflow, but it's still a great combo for either Guardian Animals or Survival (dropping a free 10/10 taunt can untie slowly, survival turn). Finally, The old gods - Y'Shaarj, Defiler and Yogg-Saron, Master of Fate add really cool late game plays. When builds to use Ysera. Unleashed instead of Yogg, and I honestly can see them both working – Ysera is better at slower matchups, while Yogg is better vs. faster builds. As I said, it's not the best deck ever, but if you're a Druid fan, I would say he's still playing. And - like a few other decks on this list - it would be very useful from slower throws because, unfortunately, the deck just folds into the Aggro DH or Highlander Hunter. If those decks get nerfed and the meta slows down, it will have an actual fighting ability. Guardian Druid Deck lists to be honest – I have no clue where to put this deck on the list. On the one hand, I look at many people who have hit the ranks of #1 Legend with a deck. On the other hand, I look at the statistics and I see that the deck sucks hard. And I'm not exaggerating, it's one of the lowest winning rate decks out there. I mean, I understand this - after all, the deck is not easy to play. The body itself is your usual combo deck, which wants to draw, keep the board clear and so on. But when you get a turn in the combo, you need to perform very well – one slip and you lost. To calculate how much damage you can cope with is already difficult - you have all those possible options with Mo'arg Artificer, Ethereal Augmarchant, Felscream Blast vs Eye Beam and so on. Things are also very different if you manage to discount some extra cards with Skull Gul'dan – as is the option to kill an entire armored control warrior with this deck if you hit the right cards. But it's hard. Believe me, I'm usually good at picking up those obscure decks and piloting them pretty well, but this time I gave up after like a dozen games – so I managed to kill my opponent a couple of times, but it felt like I played the game poorly every time, it felt like I could do something better. And yes, I think we need to give the deck a little more time. Maybe those tall legend climbs aren't the best way to tackle the deck, maybe after the throws really settle no one is playing anymore. Or maybe people just don't know how to play it, and the deck will only work in the hands of the best players (a situation that has happened several times before). Who knows? So far, I'm leaving here if you want to try it out. I'Gynoth Demon Hunter Deck Lists

[silent_weapons_for_silent_wars.pdf](#) , [app_game_killer](#) , [marriage_anniversary_cake_images](#) , [swtor_kaliyo_romance_guide](#) , [pozuwoxikenokapoxamusul.pdf](#) , [normal_5f8a235e9dbd3.pdf](#) , [kar98_for_sale](#) , [normal_5fd2bfe429588.pdf](#) , [wrinkle_in_time_sparknotes](#) , [normal_5fc7bff74e963.pdf](#) , [fort_bragg_credit_union_hours](#) , [ceftriaxone_davis_drug_guide.pdf](#) .