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Hearthstone battlegrounds guide elementals

Our elementary guide and composition guide goes through everything you need to know about the Elementals tribe in Hearthstone Battlegrounds! This guide will teach you when and use Elementals in warband in Battlegrounds! Introduction to Elementals Elementals are the latest addition to Hearthstone Battlegrounds, as all minions in the tribe were added to the game in patches 18.4 at the end of September. The basic mechanics of Elementals are the stat-buffs that happen when you play Elementals on the board: there are servants who buff themselves, servants who buff other minions on the board, and even a minion - Nomi, Kitchen Nightmare - that provides permanent buffs for all future items in Bob's Tavern. Buying Elementals, playing them, selling them, and buying more, even bigger Elementals, is the basic game loop of this tribe. Elementals can grow to be strangely high and their main state earn is pure statistics. You can simply overwhelm your opponent with gigantic minions who crush any opposite force to goo. Except for venomous servants. The main weakness of Elementals is poison because they are strictly a state-based tribe. It is no coincidence that Deadly Spore was launched at the same time as Elementals to help counteract their size with some carefully injected poison. If you can avoid the poison, you're ready to go. The table of content and elemental elements related to Minions in Hearthstone Battlegrounds Tier 1 Refreshing Anomaly is an interesting utility minion. While its 1/3 state line is not great, it's not terrible either, and it's a useful choice when you want an additional refresh. For example, if you have six gold left and no great minions to choose from, buying a refreshing anomaly and refreshing the tavern can give you two servants on the board. Alternatively, buying Refreshing Anomaly on a turn before upgrading your Tavern can give you a free refresh after the upgrade to immediately put it to good use. Refreshing Anomaly is not a minion you are enthusiastic about buying, but it has niche uses that are good to keep in mind. Stellemental is one of the best level one servants. You really want a token on turn one to get a good start to your game, and Sellemental gives you two servants, just not at the same time. It's right behind Murloc Tidehunter in performance and can be even better than Alleycat. Because the basic strategies of the latest age are focused on the game and the sale of Elementals, Sellinalg also has a great tribal synergy throughout the game. The selfless hero is not an elemental, but she is worth mentioning in collaboration with the tribe. One of the main weaknesses of Elementals are poisonous servants, and the selfless hero's ability to give your other shield minions can be useful with some elementary compositions. Tier 2 Party Elemental is a useful minion of elementary buff at the beginning of the game. Its low state line means you rarely want to pick it up without other Elementals to go with it, but if you are offered more Elementals, you can a key part of your composition at the beginning and middle of the game. Melted rock is an increasingly early silent minion. It relies on other Elementals to be useful, so it is not something you would choose alone at the beginning of the game, but if you have a chance to combine with other Elementals, especially Elemental part, it can provide a strong defensive minion. Tier 3 Arcane Assistant is an elementary minion buff. It's only useful if you already have multiple Elementals, in which case you can really help the board. As an advantage, it is also an elemental in itself - unlike Crystalweaver for demons, for example - so it also helps with all the other synergies that require you to play Elementals on the board. Cracked cyclone is one of the most powerful elements. Since Elementals are usually buffed while in taverna, Cracking Cyclone you buy early won't be the one that stays with you all the way, but it's a strong minion already at the beginning of the year and even better when it's buffed up by the end of the game. Stasis Elemental is usually a great elemental to buy, even if it will sell away again soon. When you play Stasis Elemental, a random elemental is added to Bob's Tavern and freezes. You can use this to either buy another Elemental immediately or hold on to an Elemental for turn without freezing the entire tavern. Note that you want to play Stasis Elemental late if you want to keep the elemental it generates in the Tavern because a refresh removes the added item. If for some reason you do not want to keep the generated item around - and taking space from the Taverna - you can freeze and thaw the Tavern to remove its freezing effect. Level 4 Whirlwind Tempest transforms all Windfury minions into Mega-Windfury minions while remaining on board. This can strengthen the crackling cyclone, although it must be buffed up a lot to survive all these attacks, and it also has uses in compositions other than pure elementary. For example, turning AI'AKir's Windfury effect into Mega-Windfury can be devastating with the right minion. Wildfire Elemental is one of your winning conditions at the end of the game. A large Elemental Wildfire can kill two minions in one shot and is often seen in the elementary compositions of the late game as the second or third attacker. Majordomo Executes offers your left-most Elemental one buff each turn, depending on how many Elementals you've played. However, as Executas is not an elemental himself and as buff is quite minor, Executas is usually not worth buying. The real key minions are on level five, and executas is more of a distraction. Tier 5 Nomi, Kitchen Nightmare is the heart of most elementary compositions. It's the minion you to commit to Elementals. Once you have Nomi, you want to buy every Elemental you can buy, because every time you play an Elemental, all Elementals in Bob's Tavern – the ones you haven't bought yet, current and future – get a +1/+1 buff. Then continue to buy and sell Elementals to buy buy and higher elementary. Buy Elementals that you want to keep on board because turn as late as possible to give them more buffs. Lil' Rag is another key piece for building a powerful elemental warband. With Lil' Rag on the board, each Elemental you play gives a random minion a buff based on the level of the Elemental Tavern. Lil' Rag goes great with Nomi, and together they can quickly build ridiculous panels. Lil' Rag can also be used alone, in which case you want to prioritize top-level elementals to get meaningful buffs. A Lil' Rag solo can also support menagerie compositions because it can buff minions other than Elementals as well. The Tempest Tavern is two Elementals for the price of one. It doesn't do anything special on the board, so it's usually just a passing visitor, but it gives you more items to play for other elementary synergies. Tier 6 Gentle Djinni is an aberrant freak when it comes to Elementals. It has a Deathrattle effect that invokes a random elemental, which is usually not so great because Elementals are built in the Tavern, not in battle, and generally lack useful skills. However, it also adds a copy of that elemental to your hand. This can give you fuel to keep Nomi and Lil' Rag going, so Gentle Djinni has its uses, even if it's not a particularly common view on elementary boards. Lieutenant Garr can get absolutely ridiculous health totals in an elementary war gang. Each time you play an Elemental, Garr gains health based on the number of items you have. As your core strategy is to buy and sell a lot of Elementals, Garr can only grow and grow and grow. Amalgamadon is an elemental too! It is also an element that can have Mocking, Divine Shield, and Poisonous. yes, Amalgamadon's pretty good. Heroes With the Best Elementals Synergies Any Hero can succeed with any tribe, and many of the most powerful Heroes can use almost all tribes with a high success rate. However, some heroes have a greater affinity for certain tribes, and Elementals are no exception. Chenvaala is the hero of elementary synergy. The more items you go for Elementals at the beginning of the game, but even in these cases, you are still ready to pivot to something else unless you get the right level-five minions. The first elementary games are focused on Sellemental, Party Elemental, and Molten Rock, which can get respectable stats from their buff effects. An early game example for an elementary player: Turn 1: Selling mental Turn 2: Upgrade Tavern Turn 3: Sell Selling, Buy Elemental Party and Molten Rock, play Elemental Party, Molten Rock, and water drops you got from selling Sellemental. When and use Elementals in the middle of the game the real commitment to Elementals comes when you get the first level five minion: Nomi, Kitchen Nightmare is the centerpiece of most elementary compositions, and it takes time to buff up elementals in Bob's Tavern, so you usually need an early Nomi to succeed with the tribe. If you are offered an early Nomi, generally pivot to Elementals, even if you currently have none on the board because all the current board will be replaced with larger and larger elementals in the following turns anyway. With Nomi, you'll buy every Elemental you see and start polishing the tribe. Alternatively, Lil' Rag may be a reason to pivot to Elementals. Lil' Rag is a little more complicated though and resembles Brann Bronzebeard in the way it can also help to buff a menagerie board and not just a pure Elementals board. With Lil' Rag, you want to buy top-level elementals and the war band can include servants from other tribes as well. The elemental plate in the middle of the game usually consists of the largest elements that often change. Cracking Cyclone and Wildfire Elemental are the crack troops that head into battle first, but the rest of the board may include various low-tier elementary stake that just happened to be the latest and have the most statistics. Examples of elemental boards mid game: Nomi Party, Cracking Cyclone, Sellinalg, Arcane Assistant, Party Elemental, Party Elemental, Nomi, Molten Rock (note that with Elementals, you often use fresh low-level items, buffed-up in at least one place you sell on each lap) Wildfire, Wildfire Elemental, Wildfire Elemental, Party Elemental, Lil' Rag, Nomi, Arcane Assistant, Molten Rock When and How to use in the Late Game Elementals scales well in the late game. A huge Cracking Cyclone can be playing it its own way, especially if you manage to create a gold one. Lieutenant Garr can form an immovable object that shakes only if your opponent finds venomous servants. venomous. may have huge statistics, in addition to Divine Shield and Taunt. However, it usually does not pivot to Elementals in the late game. Getting elementals buffs state running takes time, and you don't have enough of it if you start late. On the last turns, you may want to sell Nomi and Lil' Rag to get more statistics on the board, depending on which servants have received buffs. Examples of elementary boards at the end of the game: Amalgamadons go brr: Amalgamadon, Amalgamadon, Wildfire Elemental, Wildfire Elemental, Lil' Rag, Lil' Rag, Lieutenant Garr Stats: Cracking Cyclone, Lieutenant Garr, Party Elemental, Amalgamadon, Amalgadon, Party Elemental, Molten Rock

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