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Elise guide hearthstone

From Hearthstone Wiki The subject of this article is part of Battlegrounds mode. For other performances by Elise Starseeker (specify). Elise Starseeker is a hero who can be selected by a player in Battlegrounds mode. For more information, see Battlegrounds. Hero Power[edit | edit source] Cards created[edit | edit source] Notes[edit | edit source] Elisen Hero Power creates a recruitment map that finds a minion at the level you upgraded to. Strategy[edit | edit source] Elinen's recruitment maps give her access to new mints from every level much easier than most heroes - especially levels 5 and 6 - and at a discount to boot. Since these minions are relatively scarce and sparse, it is easier to get a certain one through his recruitment maps than by refreshing. Ideally, you should try to build a synergistic board of your found henchmen and recruit future henchmen based on them. Gallery[edit | edit source] Patch changes[edit | edit source] Elise Starseeker is a play hero in the Horror Burial Heart Adventure. Hero Powers Elise Starseeker has access to special treasures, one of which can be selected per run in the graves of Terror. One of the biggest differences between the graves of Terror and Dalaran Heist is that the latter, despite unique characters, followed a regular class spread – we had one character for each class, nine in total. The graves of terror are different in a way where we have only four heroes, but each of them has two categories. This is important because it changes the way you draft your pack and play matches strongly. You have a lot of synergies that you wouldn't normally think about, one category can fill another's weaknesses or strengthen its strengths, etc. In this guide, we are talking about a third character opened in Chapter 3 (Tomb of Khartout) – Elise Starseeker. We'll give you an overview of Hero and show you all the heroics, signature treasures and starting decks you can. Check out our other guides! Hero Overview Elise Starseeker is part of the League of Explorers. He is the original character of Hearthstone and has previously been photographed with three cards (which is a record among explorers, as others have only been on two cards so far) - Elise Starseeker, Elise The Trailblazer and Elise The Enlightened. As for the Horror Graves adventure, Elise is a combination of druid and priest courses. Unlike the class combinations of the first two characters (Reno and Finley), here makes much more sense in terms of lore. Mechanically, it's also a great combination. There is a lot of overlap between the two categories in terms of synergies. Most importantly, both are healing lessons. Although Druid has gained more armor synergies in the last year, the class has returned to the path of improvement in the Year of the Dragon. It even got solid healing synergies – Lifeweaver, Crystal Stag or They didn't work that well. Very. But they are much more powerful in the graves of terror, because Priest is a healing expert. The priest can also turn healing into damage, making some druid healing spells even more intense (e.g. Crystal Power and Healing Touch can handle 5 and 8 damages). Similarly, both categories have solid buff cards – Priest mosly focuses on health activities, while Druid has some AoE enthusiasts, but they also have a bunch of Standard +X/+ X spells. Another similarity is that both categories have strong card bet features that might be handy for longer matches (such as plague against Lord), so you won't get overrated and find your important cards quickly. Although they always approached topics from different perspectives, both Druid and Priest have solid synergies with big mints, and that can be seen in some of terror's graves. Druid was always about quickly lifting mana and dropping big bodies on the board – it had access to many strong, expensive minion routes and ways to get them out earlier. Although Priest didn't get into high mana so quickly, they often had some ways to fool big mints earlier (Barnes, Shadow Essence) or en masse (Zerek Cloning Gallery) and then continue to revive them with a big mana discount on cards like Eternal Servitude or Lesser Diamond Spellstone. If you combine the Druid ramp and solid big minions and the features of priest's hens cheating and resurrection with some treasures, you can create a cover that can start pumping large minions early that come back. In terms of secondary thematics, both categories have strong taunts (and Druid also has some mock synergies), both synergized well with Spell Damage, and even both can go to C'Thun synergies. Because yes, Old God has one bucket dedicated to himself or his synergy cards, although I wouldn't really recommend choosing it because it's quite difficult to make a dedicated C'Thun cover. Otherwise, Elise can also go to the decks, which mostly prefer one category to another. Even if you don't get direct synergies from the other side, other class cards can still improve it by filling in some gaps and undoing weaknesses. These themes include Deathrattles, Choose One cards (although there is no untapped potential to choose from), Dragons, Toys or Silence. Hero Powers And here's how to unlock each of them: Signature Treasures And here's how you can unlock each of them: of course, these conditions must be met when you play Elise Starseeker – playing other heroes by unlocking their own signature treasures. Also, if you win all four Plague Lords with a hero, Jr. Navigator upgrades to Sr. Navigator: Starter Decks Each Hero has access to three different, pre-made starter decks. Although they may differ slightly from the power level, the main difference between them are the synergies that they form the basis of your future strategy, so to get the best package, you should build on them and select cards to complement it. It's also. Also. That some Starter Deck + Hero Power combinations are made to complement each other, but it's up to you whether you choose one or try more. Then there's always the fourth option – a random cover. Keep in place that the deck isn't completely random – when you choose it, you get 10 cards that should have a decent curve and some synergies, but you have no way of knowing what they are before choosing it. Healing Help – Starter Deck Swarms – Defeat 8 Bosses Insight – Defeat 16 Bosses Random Deck – Defeat 24 Bosses 10 random Druid / Priest / Neutral cards with a relatively low curve and some loose synergies. Hearthstone Battlegrounds – Explain how to play Elise Starseeker. What you should be looking for and what your mindset should be when you play him at a high level. Elise Starseeker strategy and tips. Bebe's Socials: Twitch Twitter Hearthstone Tombs of Terror Hero Guide — Elise Starseeker, Druid Priest Published 24.09.2019 Djey Elise Starseeker is one of the four double-class heroes of Hearthstone's brand new solo space — Tombs of Terror. Exclusive items, heroics, cover lists - everything you need to know with Elise is in this dedicated article! Elise is one of four playable heroes in Tombs of Terror, Hearthstone's brand new solo mode. He embodies both druids and priests and can thus play both his cards. You open Elinen by opening the third chapter of the adventure: The Tomb of Carthut. Hero Powers You can choose one hero power out of three – choosing a specific angle of play: Exclusive cards Note: Jr. Navigator turns into Sr. Navigator after completing all four wings. Available cover lists Hearthstone brand new solo space is now available! Choose a multi-class hero, go on a trip with the rest of the Explorers Association and save the world from the E.V.I.L.L! league! Join us at Discord! Follow Us On Twitter Like Us On Facebook Madness at the Darkmoon Faire Cards List & Guide Last updated 24.9.2019 22:33 by Kat 6 comments This guide is designed to help you with your adventures through Tombs of Terror. It goes into detail on treasure and bucket choices when it comes to playing Elise Starseeker, Druid/Priest Hero, so you can make optimal choices about creating a cover through the chapters of terror graves. 1. Overview Hero Elise Starseeker represents the Druid and Priest classes in the Tons of Terror adventure. When you first pick a hero, you'll start with Starseeker's Tools Signature Treasure, Elise's Might Hero Power, in addition to the 10-card starter deck. When you start using Elise Starseeker in The Graves of Horror, you'll start unlocking new Hero powers, signature treasures, and starter decks for your upcoming runs. 2. Signature treasures Once you have selected Your Hero, you will first be asked to select one of the 6 signature treasures to add to your deck Starseeker's Tools is a signature treasure that needs to be used the first time with Elise Starseeker, and that's the average choice. The effect of the card is very reasonable, but relies heavily on synergies with cards like Archmage Vargoth to get full potential from the card. Elisen Machete has opened after winning 5 bosses with Elise Starseeker in Tombs of Terror and is the average choice. The card acts as a fixed disk management tool during several twists and turns. However, the cards of papi and Druid that Elise can access offer very little synergy with weapons, greatly limiting the potential of the card. Addarah is unlocked after dealing with 50 damages to the Plague Lords with Elise Starseeker in the Graves of Terror and is a good choice. The card is an effective way to handle boards and is particularly strong against sticky plates produced by plague lords at the end of the run. Jr. Navigator has opened after winning 1 with plague lord Elise Starseeker in the Graves of Horror and is the average choice. It's a great way to deliver value, but it relies heavily on you to have access to a lot of buff cards in your van and require spell synergies like Radiant Elemental to really succeed. Once the first 4 chapters are complete, this treasure will be upgraded to Sr. Navigator and become a good choice as a result of its excess health, making it much more likely to stick to multiple turns and make it easier to pull the Divine Spirit combo. Academic research has been opened after winning 2 plague lords with Elise Starseeker in the graves of Terror and is a good choice. Cards are strengthened at every turn in the same way as Scheme cards. Since the card always starts in your hand, the card effectively gives you an extra Source of Mana that can be used to quickly ramp mid-game or provide mana for powerful combos in the late game. The renewal staff have been opened after winning 3 plague lords with Elise Starseeker in the Graves of Horror and is an excellent choice. Since the card always targets the highest costs, the card certainly has good results, even on decks that contain very few expensive mints. 3. Hero Powers Each hero has 3 available hero powers that can be selected at the start of the run. Elise's Might Hero Power is the basic power of Elise Starseeker's hero power and must be used on your first run. It's Bad Hero Power, which provides light board control. Starseeker Hero Power opens with a total of 100 armor with Elise Starseeker in your graves of terror. It is an average heroic force that can be used effectively on spell decks that use henchs such as Malygos. Druidic Teaching Hero Power opens after Healing 50 Health in your terror graves. It's a good hero power that offers a mixture of healing and card draws throughout the run. 4. Once you have selected Hero Power, you can choose one of the 4 10 card starter decks, you can only choose from one package, but open up more in your upcoming runs when you beat the bosses under the name Elise Starseeker. 4.1. Healing Help Healing Help deck, which uses healing synergies to create strong early games. It is an average choice of package and consists of the following 10 card: 4.2. Swarms Swarms is a token cover that uses a mixture of mints and spells to flood the board. It is a good starting deck and consists of the following 10 cards: 4.3. Insight Insight is Elise Starseeker's third starting pack and can be opened after beating 16 bosses with Elise Starseeker. The cover is stunted around Discovery, Buffing and Resurrecting and is a good starter choice. The deck consists of the following 10 cards: 4.4. The possibility of a random 10-card pack can be opened after winning 24 bosses with Elise Starseeker. The cards selected are completely random and are a mixture of Druid, Priest and Neutral cards that offer little or no synergy. The starting deck is a bad choice and should only be chosen if you want a challenge. 5. Treasures After winning the terror of the first, third, fifth and seventh bosses in the graves, you can choose one of the 3 random powerful Treasure card that you can add to your deck. After the first and fifth bosses, the treasures offer passive effects and the treasures offered after the third and seventh bosses are a powerful playable card that you can add to your pack. The tables below list all possible available treasures and passive effects and give them a general rating on how good they are when playing Elise Starseeker. The comments explain in more detail how and why treasures are good in addition to some card buckets with which they have good synergies. 5.1. Treasure cards 5.2. Passive treasures 6. Card buckets Once you've defeated every boss, you'll be offered 3 different card buckets that you can add to your pack. Each bucket contains 3 cards that fit a specific theme and help shape your compress in different ways. The table below lists all of Elise Starseeker's potential card trades and gives an overall rating of how good each card trade is on average. The comments section provides additional information about each container and when to select it. 7. Change log 24.9.2019: Guide added. Show more Show less Do you need help? Check out our general discussion forum! 6 comments

