


Defeating lich king hearthstone

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Last Updated Aug 29, 2017 11:48 AM ET The introduction of the Lich King is the ultimate boss of the Knights of the Frozen Throne adventure. Once he has been defeated once with each class, you will be rewarded with the skin of Prince Arthas for your hero Paladin. 2. Health, Hero Power, Maps, etc. 3. Gameplay 3.1. Special Conditions At the beginning of the game, the Lich King tries to loosen your deck with an opponent-specific spell. They are: 3.2. Progression Of the King-Lech begins with Hero Power The Scourge, which lasts the first six turns of the game. The Lich King always throws Frostmournie at turn 7. Note that this is no ordinary Frostmournie, as seen on Knight's Death Cards. Frosty Mornurn of the Lich King summons six Captured Souls, and King Leach and Frostmorn are immune until all Souls are killed. The Lich King will also not play any more henchmen until then. Frostmournie disappears when the last soul dies, and any henchmen who were removed when he played return. After the death of the last trapped Soul, the Lich King receives the Power of Hero of the Ruthless Winter. This Hero Power starts by doing 1 damage, and increases by 1 damage to every turn it uses. This power cannot be stopped with Mindbreaker. 4. Guides for each class can be found on the links below. 5. Changelog 29 Aug. 2017. An additional priest deck has been added. August 28, 2017: Additional decks for Druid, Hunter, Paladin and Rogue are added. August 26, 2017: Druid and Warlock's decks are added. August 25, 2017: Rogue and Hunter decks are added. August 25, 2017: The Declist for The Boss added. August 25, 2017: Lich King Guide is released. Show all the entries - show only the first 2 entries Need help? Check out our General Discussion Forum! 110 comments The moment has come - your duel with the Lych King. In previous weeks, players have battled their way through the Lower Citadel and Upper Achievements to finally reach the menace who sits atop the frozen Throne.As an extra reward, any player who defeats the Lich King with each of the nine classes earns an exclusive portrait of Prince Arthas Paladin's hero. Prince Arthas is an alternative Paladin portrait hero, and the only way to get him through is running a glove with each class. Defeating the Lich King with each class will not be easy. He's cheating. To even the odds, we sketched the strategy of the Lich King and declists for each class proved successful. What's more, each list contains only standard legal cards - you don't need an extensive collection to create these lists. Prince Arthas will be released soon. The Lich League King's strategy starts each game with 30 armor in addition to his health pool. Turn one, he casts one mana spell unique to each class that challenges the deck and tends to put the game right away in his favor. Favor. The spell effect is laid out below. King-Lich plays mostly freeze effects and a couple of Choice Death Knight cards to try to win the game. The main one is Anti-Magic Shell. In the middle and later stages of the game, the Lich King will try to develop several henchmen on the board and then use the Anti-Magic Shell buff. It's hard to deal with these henchmen after they've been polished, so the best practice in all these matchups is to clear the board as best you can when you can. In turn seven, the Lich King always throws a weapon, Frostmournie. Frostmorn replaces the Lich King's board with six Soul Traps, three manami 2/6 minion. As long as the trap of the Soul remains on his side of the field, both the Lich King and Frostmorn are immune. Once Frostmorn is destroyed, the original state of the Lich King's board will be returned. Since the Lich King reliably throws Frostmournie on turn seven, there is a reliable way to deal with it. Play Doomsayer on your turn seven and Frostmournie and his trapped shower will disappear into the turning space. Just make sure you're cleaning the board in advance so nothing comes back towards the king-lich field once the case is done. Having lost Frostmorn, the Power of the Lich King's Hero changes to the Relentless Winter. A ruthless winter damages you in increasing increments one at a time with each turn. Although not much at the beginning, Hero Power becomes overwhelming pretty quickly. Make sure you have a strong, fast enough way to finish the game after fighting Frostmournie.PriestSpell effect: You can't emotion. Obviously, the Lych King doesn't like your tone. Screengrab via HSDeckTracker () This fun spell effect is the only one of nine that doesn't directly affect your deck. Any capable deck priest should do the trick in this fight, but we have assembled Silence Priest to suit the theme. Silence friendly Ancient Watcher or Humongous Razorleaf and then turn it into a huge threat with Divine Spirit and Inner Fire.The Lich King doesn't offer much to remove the spot, so don't be afraid to be aggressive in applying resources to your henchmen and board. The deck is capable of beating it before turning Frostmournie or soon thereafter. DruidSpell effect: destroy all henchmen in hand and deck that cost three or less. Screengrab via HSDeckTracker () You can't win until Frostmournie, but fortunately the Druid class has powerful ways to jump over the top. You can use this spell effect to your advantage to dilute the deck directly to your winning condition. Ignore the low cost henchmen on this list, they will disappear soon. Instead, focus on the remaining spells. Jade Idol, Spreading Plague, Earthen Scales, Gadgetzan Auctioneer and Malfurion the Pestilent. In fact, your remaining deck an abbreviated version of Jade Druid. Accelerate mana, protect yourself and your Gadgetzan Auctioneer with the spread of the plague, and start cycling Jade Idol Idol Once you regain control of the boards after Frostmournie, your Jade Golems should be strong enough to put the game away. If you need a little more time, Malfurion Pestilent and Earthen Libra give you extra armor to keep you from succumbing to the relentless effect of Winter ShamanSpell. All your henchmen in hand and deck 1/1s. Screengrab through HSDeckTracker () You'll want to try to go under Frostmournie's turn with this Shaman list, a pretty standard take on the aggressive Evolve Shaman. Build a wide, aggressive board with your low cost henchmen and then let them push through a large amount of damage. Blizzard is the card you want to follow in this match. If you play on a curve, Blizzard destroys most of your board, leaving little pressure to deal with the Frost King Lich. Fight this board clearly, making sure you develop your advice from the Blizzard range to turn six. You don't play Doomsayer on that list. Beat Frostmournie by handing over the trapped souls and then dealing with the henchmen left. Again, having a developed board condition makes this easier, so feel free to spell yours. RogueSpell Effect: Destroy all spells in hand and deck. Screengrab through HSDeckTracker () Loss of access to all Rogue spells certainly hurts its tempo, but you should be able to play a strong value game with this combination of Deathrattle and Jade Rogue to suppress Lich King.The goal is to maintain the advantage of the map by constantly generating pressure through Deathrattle henchmen simultaneously growing your Jade Golem. Razorpetal Lasher gets access to cheap spells that easily allow your combo effects on Plague Scientist and Vilespine Slayer, and keep control of the boards. Doomsayer is trapped in the soul and then bring everything back with N'zoth, corrupt and put the game away. PaladinSpell effect: When your minions die, they are resurrected on the side of the Lich King board. There are several ways to do this with Paladin. You can choose a jet route where you play predominantly board clears, weapons, and healing spells, and then look at Uther from Ebon Blade as your winning state. In addition, you can play an active game and turn a cheap minion into a significant, hard-to-kill threat. Screengrab via HSDeckTracker () We chose a pre-emptive route to make you a little less dependent on your pitch draw and perhaps more importantly, because any excuse to hear the theme song of Galvador is good. Your goal is to complete the latest Kaleidosaur quest by polishing a soldier or ideally Primalfin Champion in a formidable threat. Completing the quest gives you Galvador, a five mana minion that adapts five times to the threat of both the elusive and powerful. Originally polished minion or henchmen must carry most of the game. On this list, Galvador will basically serve as the last nail in the if the polished minion dies, don't worry. The Lich King receives only the original body of the minion - his polished stats and abilities are not included. Once again, we lowered Doomsayer. Look for equality and consecration or equality and wild pyromanic to deal with Frostmournie and Trapped Souls.WarlockSpell effect: You take two damages for each duplicate card in your deck. Screengrab via HSDeckTracker () This spell effect forces Warlock into singleton, the archetype of Highlander. You will play the control game using multiple board deck clears and spot removal options to keep the game under control until you can reach Bloodreaver Gul'dan or your giants. You will play a few demons along the way and, provided you sequence and trade effectively, must regain significant board pressure after landing Bloodreaver Gul'dan. If Gul'dan fails, any of your Giants must provide enough pressure to finish the game late. Kazakus uses your list and offers another winning condition with a powerful generation of spells. Remember that the goal is to survive until you can turn the corner and safely throw one of these big threats. Sunfury Protector or Faceless Shambler on Twilight Drake or one of your giants keeps henchmen and Frostmournie from attacking you directly. Use your board cleans and stain removal as needed, and don't be afraid to use your entire life as a resource for Hero Power and hold the card in your hand. You should be able to finish the game before the relentless winter gets out of control. HunterSpell effect: You take two damages for each minion in your deck. Screengrab via HSDeckTracker ()Because you can't rely on Hunter's linear aggression to do so, you have to play slower in control of the game. Use Hunter's secrets, spells and weapons to live to Deathtalker Rexxar. Deathstalker Rexxar and your new Power hero is your win condition-building custom zombests. The Lich King plays several freezing effects that can disrupt your ability to attack with Eaglehorn Bow. While some offenders can be dealt with with other spells, the worst offender is Water Elemental. Deadly shot on this list is almost entirely for killing Water Elemental at the beginning of the game and releasing your Eaglehorn Onion for another purpose. While you are taking the damage for having henchmen in your deck, the pair are sure to succeed. Hunter is missing out on board clears, so Doomsayer is a must-have to deal with Leach King Frostmournie's turn. In addition, Hunter tends to take a lot of damage through control in the early stages of the game, so Alexstraza needs to get a life and make sure you don't immediately lay down a ruthless winter Frostmournie.WarriorSpell Effect: The Lich King gets 100 armor. This is a big damage that you have to deal with. Even Pirate Warrior will have a hard time with this. Screengrab via HSDeckTracker () This list uses a dead man's hand combo to create an infinite number of Arcane giants and The Lich King. The goal is to draw almost the entire deck until you are left with a hand of two copies of Dead Man's Hand, two Arcane Giants, a Gunsmith, a Sunfury Defender, and Battle of the Furious. Throw one dead hand to send a copy of that hand to your deck. Then play each of the henchmen, making sure you give Arcane giants Taunt with Sunfury Protector just for good measure. After that, use The Pletilord Garrosh Hero Power to inflict one damage on all your henchmen. Finally, throw the Battle of Fury. Battle Rage should draw you five cards and these cards should look pretty familiar - they are a copy of the combo you sent at the beginning of your queue. Your step draw on the next turn should complete the combo copy and then you can repeat the exercise. Rise and repeat as needed while the Lich King asks for mercy. The rest of the list consists of maps to help survive and draw to combos. Use your Doomsayers and fights to keep the heavy board states and Frostmournie at bay. Use your weapons and other removal sites on other, smaller threats. Make sure you've played Scourgelord Garrosh before you start combo-you need his hero Power in order to work. And most importantly, draw these cards. MageSpell effect: Your health is set for one. Screengrab via HSDeckTracker ()Basically, you need to resist this spell. You can do this by playing Kabal Lackey's Counterspell on Turn One. The Lich King will play right into it and you will stay in full health. From there, the game becomes a typical Freeze Mage game. However, since the Lich King has an enlarged armor pool, Alexstraza plus burn spells may not be enough to get the job done. You may have to rely on Archmage Antonidas to create enough fireballs to finish the game. Save the Mirror image got from Ghasly Conjuror to create your first fireball and protect Antonidas. If Antonidas survives the turnaround, you should be in very good shape. If you don't have Kabal Lucky and Counterspell in your opener, the game gets much harder, but it's not unalish. Kabal Lucky's ice barrier or ice block can buy you a few turns. Frostbolt deals with any first threat played by the Lich King. The archaeologist draws you into more protective secrets and provides a way to trade at the beginning of the pressure board. While the Lackey and Counterspell combo is perfect, it's not a necessity. Congratulations! Prince Arthas is yours. Now turn up on your favorite Paladin deck and start showing off your achievement for everyone on the stairs. You deserve it. This is. hearthstone reward for defeating lich king

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