


Slay the spire defect ascension guide

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Slay the Spire is an indie rogue-like deck building game that has you climbing the tower and battling enemies that become subsequently harder the further you do it. The caveat is that for each in turn the battle card is won, you get rewards in the form of the best cards, potions (once use items), and gold. Gold can be used in the store for relics (permanent buffs), potions and cards. It's an incredibly simple game, very addictive, and excruciatingly difficult. Every time you beat the game you can restart it with higher difficulty, or Ascension, in any case up to 20 levels. Each new climb gives you something else to emphasize on how to start your run up the tower damaged or cursed to make the bosses and enemies tougher. Getting to and completing Ascension 20 is not an easy feat, but I'm here to hope to help along the way. For each class of which there are four, I'll provide some tips, tricks and great cards to look out for! Class 1: IroncladThe Ironclad is Slay Spire's edict of character soldier, whose initial relic is healing six punch points after each successful battle. He is the most direct forward strategically and the easiest class to play to learn the game. Usually in Slay the Spire you want to minimize the amount of damage you take as much as possible, and with Ironclad it's pretty easy to do early on. Instead of denying all incoming damage, you can leave room to take up to six points of hit because you will heal that amount when the enemy encounter is over - so keep that in mind! The easiest Ironclad deck is to focus on maps that increase power, such as inflame, Spot Weakness, Demon Form and Limit Break (which allows you to double your current power). Pairing these cards with Heavy Blade, an attack struck by force five times can lead to massive hits, sometimes ending the boss's fight in one or two attacks! Class 2: The devil of Silent The Silent is that it gets an extra draw card, which can be very useful to make sure you have options during the fight. It has the lowest starting health though so you can invest in some defense early on. Some of the decks I've had the most success with include stacking poison-damaging deadly poison, a poisoned knife, and a catalyst, doubling the enemy's poison. This is a similar build on the Ironclad deck described above. Another good deck for Silent includes stacking Shivs (Blade Dance, Cloak and Dagger) that are weak but free to play cards. If you get a relic of Shuriken, which is a constant update that gives you 1 strength for every three attacks you make in turn, it can make Shivs deceptively powerful. 3: Defect Defect is probably the hardest class to learn in Slay Spire. He has balls that follow him around and deliver passive benefits such as damage, defense, or even more energy to play play Cards. A big part of his strategy is dealing with how to manage these balls. It is recommended that you focus the deck on one particular orb type. For example, only go for cards that stack Frost balls or only go for cards that stack Lightning balls. These cards will stack on top of each other, as opposed to having a bunch of different types of balls that don't work well together. My favorite deck of it includes Ball Lightning, Static Discharge, and Storm. These maps will lead to an AOE nightmare for large groups of enemies. Class 4: WatcherThe Watcher is another strategic type of character. Her focus is on getting in and out of different shapes at the right time. After entering and then leaving it calm in shape, you get more energy to play cards. When in the form of anger, it causes double damage, but also causes double damage to enemies. Knowing when to enter and leave anger is the key to winning difficult battles. Her final form is Divinity, which has her case triple damage to enemies without flaws! For higher Ascension I recommend going the Divinity route; stacking the mantra with Prostrate cards (No. 2 mantras) and Devotion (No. 2 mantra at the beginning of the turn). Once you hit ten mantras you enter Divinity for this turn only and then your mantra counter goes back to zero. This is your opportunity to do huge damage before you build your mantra again. Hopefully at least some of these deck-building tips will help you climb all the way to Ascension 20 in Slay Spire in no time! Sometimes we use affiliate links in our media. All links support the site and help keep the power on the desk and servers running. We will keep an updated list of affiliates for each article. Modest store, GameNerdz.com, Amazon. If you like what we do, shop through our link and help support the site. For the latest in games and entertainment, don't forget how to go back to games on Facebook and follow us on Twitter. You can also support us through Patreon, allowing us to create the best content for our audience. When I'm not traveling and writing, I play video games and write. I love the exciting, open world of RPG games, love to pretend I'm good at Fortnite, and want to share my gaming world with you! by screwyious on Reddit Who/What's the Guide for: This is a guide to winning most often in Slay Spire. Most of my advice is that you play on Ascension 20, but you can still use it to improve your game at lower levels. What works on the A20 will also work while you're climbing there (but the opposite isn't true). This is a guide to the basics that will help you get better if you're not consistently winning on lower ascension, or if you're struggling to pull even wins on the A20. Mostly, I want to emphasize that this is a guide to winning as many of your runs as possible. Some people like to play the game a certain way, build certain kinds of decks, use use seeds, go on to achieve. It's absolutely true. This guide is not for you (A20 probably isn't either). This is a guide for people who want to win more often on the highest difficulty available. General Principles: Your deck should solve your immediate problems - short-term snow coma forces in long-term strength. Think about the encounters you are likely to encounter/want to encounter and how well you are in dealing with them. In Act 1 especially, there is a balance between taking cards that are strong at once (front-loaded damage, basically) and cards that will be well later when your deck matures a bit. Normally, you should be heavily skewed towards the short term because being strong in the current act gives you the benefits of that snowball in a stronger character throughout the run. For example: Let's say we're in Act 1 and we've just added Footwork. Next, we are offered either Dodge and Roll, or poisoned knife. Which one is the best choice? Don't Dodge and Roll Synergy with Footwork we just added? This may end up, but we have to look at the map. Will we fight the elite soon? Our deck plus a poisoned kick can hold against Lagavulin or Gremlin Nob, while our deck plus Dodge and Roll will probably die for those. So if we take a poisoned knife, we learn the relic, more gold and the best reward cards (because we have to take on the elite). These are the assets we can invest in getting even stronger snowballs through the rest of the run. Even if Dodge and Roll is the best card for us later, taking it now could leave us weaker in the long run without allowing us to get enough out of Act 1. This is an example of how micro-solutions can have ripple effects throughout the run, but there is something I want to emphasize. I'm not saying that Poisoned Stab is a better card than Dodge and Roll, or that the synergy between Dodge and Roll and Footwork doesn't matter. The reason for poisoned Stab is the choice is that we are in Act 1 and our deck has to kill Gremlin Nob and Lagavulin to get the best awards. If you think you can kill them without poisoned Stab, or if we don't fight Act 1 elite for some reason (usually impractical), Dodge and Roll might be a better choice. Also, to be clear, elites are the main reason to believe in the side of being strong as quickly as possible, but they are not the only ones. In addition to fighting the elites, having more frontloaded damage and a block will help you do better in most hallway fights, which keeps you on a higher HP so you can do things like Smith and spend HP on events for awards. Elite great: But fighting them can get me killed! Not fighting them also gets you killed, it just happens later. The floors between you and your next boss should not be seen as Need to become stronger to cope with the boss and stronger yet to handle the next act. The floors in between are the possibilities the game gives you to do this, and to that end your HP is the resource that you spend to become stronger. You can value the elite reward in about 2.5-3 times the reward you get from another floor (you get a relic, three times the chance of a rare/unusual card, and about twice the gold of a normal fight). In other words, you only have a certain number of floors between you and the next boss, and the elite where the highest rewards are concentrated on the floor. It follows that setting up the deck to handle them and way through as much as you can (without dying) maximizes your ability to become stronger. Yes, you will take more harm this way, and may have to rest more. But an elite fight probably only forces one to rest if that, and the rewards tend to be much more effective than one update can be, so it's worth it. Scaling and front load: You'll hear these terms a lot when people talk about StS, and for good reason. This is how you measure the capabilities of your deck. I'm not one on the harp in terminology, but these terms can get a little dark when left in the abstract, leading to confusion. When we think about whether we have enough scaling or frontal load and what it means for us, it helps to remember why these terms are even used. Some fights in St. Petersburg ask you to inflict 25 damage as quickly as possible, others ask you to inflict 100 damage as quickly as possible, and some you are dealing a few hundred as quickly as possible. All these situations require different tools. The maps, which are the fastest when dealing with 25 damages, may not be nearly as effective when running 200. The same is true for blocking/mitigation. The fight can try to inflict 40 damage on you over 3 turns, or 60 for 5 turns, or 300 over 10 turns, and when your goal is to block/soften as much as possible, the tools you use to handle each of these situations can look very different from each other. It comes with scaling and frontal load concepts. Essentially, we look at how different fights favor different types of cards in terms of damage and blocking effectively in terms of energy costs (and turns) and effectively at maintaining HP. That's in mind: Frontal load is all you do that affects this turn. A strike is a front-loaded damage. Bludgeon is a frontal damage boot. Impenetrable and non-modernized Neutrals are the front load of mitigation. Scaling is everything you do that affects future turns. Powers scaled. The deadly poison causes 5 front-line damage, but the poison ticks down, scaling future turns. Inflame is scaling the damage because it makes all of our future attacks hit harder. Upgraded to neutralize, disarm and malaise scaling mitigation as they mitigate soften at this turn, and at future turns. Your definition may be different, and that's fine. An important part of scaling and frontal load is thinking about it as your ability to tackle/block damage effectively. Decks with good front load tend to be good against hallway fights and Act 1 elite, since these fights are shorter, while decks with good scaling tend to be better against bosses, as they are effective for longer fights (elites in Act 2 and 3 mixed bag). The main reason I want to define in this way is to help you recognize viable scaling sources that you may be missing right now. Some players narrow down their definition of scaling only to include things that will keep scaling endlessly, like Demon Shapes or Harmful Fumes, or Creative AI, and think that if they don't have something like that, they don't have zooming in, neglecting things like Shockwave, Crippling Cloud and biased cognition. There is no fight in the game that requires you to keep scaling anything endlessly, forever. Vulnerable, is scaling the damage. Metalicize is scaling blocks. At some point they may not be scaling enough damage, just as at some point biased cognition may not be scalable enough to combat the fight, but this point is quite late in perspective. And even after you reach it, having these things should take into account when you decide whether you have enough zoom. For example, if you have Vulnerable, you don't need so much strength. It's all about being able to finish fights effectively in terms of damaging and saving HP, and when you think about maps this way, it helps to divide the effects between the things that happen at that turn and the things that invest in future turns. AOE and single-target: Fights against one enemy tend to play differently than fights against two or more. You have to make sure that you are able to deal with both of them, especially in Act 2, where deadly fights tend to have multiple enemies. The most obvious answer here is that it causes complete damage to all enemies like Immolate, Electrodynamics or Mercury hourglass, but that's not the only solution. Something like Bowling Bash, Gremlin Horn or AOE mitigation like piercing Weeping or Shockwave can work too. Remember that the goal is to deal with multi-purpose fights. It doesn't matter if we get there, damaging everyone at once, or tearing them down one by one, as long as we do it effectively and without taking too much harm. I wouldn't call these things Aoe because it seems stupid, but almost every time people talk about Aoe you can assume they work. It's worth understanding why, too. In a fight like the three slavers of the elite or the three Jaw Worms, Aoe is just about chewing through their collective health faster, but Gremlin's leader, collector and Reptomancer are also calling for Aoe to be completely full Reason. When Gremlin Leader has 2-3 henchmen up, he will either buff himself or hit you very hard, but when he has 1 or 0 remaining, he will most likely spend his turn calling new ones, so a blast down the gremlins saves you HP (probably), preventing him from attacking the next turn. It's a similar idea to the collector and her (yes, it's apparently her) Torch heads, swatting down enemies to keep the boss from attacking you, so doing it, and damaging the boss reduces the damage you take in these fights. This is a similar concept with Reptomancer, except its henchmen also hit you very hard if they live on full rotation, so not being able to kill them quickly and also make progress on it a little more heavy. Note that all of these examples call for aoe front load. Scaling aoe as a harmful pair just doesn't accomplish what we want Aoe to do (although vapor is a good card for other reasons). This is also why I don't consider the damage to a random target like sword Boomerang or Thunderstrike Aoe, although it can technically hit multiple targets. Trying to use them as aoe just misses the point. Damaging the accidental goal of worse when there is more than one target is no better, and scaling aoe does nothing to prevent you from being attacked while you wait for it to do this thing. The role of map manipulation: Card manipulation is what I will call any effect that does not directly cause/scale damage or damage. We are referring to cards/potions/relics that instead allow you to control what/how many cards are in your hand, or play more energy worth of cards. Basically, the damage and mitigation that win you the game/keep you from losing, and card manipulation will help you better access the damage and mitigation when you need them. Examples include drawing cards, saving cards, adding cards to our deck from the hallway of the fights. This is perhaps the most important thing to do on the early floors, but I listed it one last time because you'll have plenty of opportunities to do it throughout the run. Just know that a bunch of question mark floors probably won't prepare you very well for your first elite, get your easy fights in while you can. Neow Bonus: It's in mind, it's time to choose a Neow bonus. At the beginning of each run, our immediate concern is the same: antepirion damage. All Act 1 elites and corridors fights are calling for this, so all that helps us in this department is a strong pick. -Max HP: Useful for everyone as an extra health resource that you can invest in fighting elites and upgrading rather than relaxing. Low impact, but useful. -Neow's Lament (Enemies in your next 3 fights have 1 HP): You probably know about the trick where you use it to snipe the elite, the way to them in the first place. Yes, stop doing that. Or at least stop doing it just because you can. Remember that you only have a certain number of floors to become stronger. Sure, a free elite fight is great, but taking a bunch of ?s and early stores

instead of fighting to get there can seriously set you back later in the run. It's not like these things give you no value, but it's not worth putting yourself on the worst track when you could instead just fight the elite normally. And of course you could take another bonus. However, this bonus can still be pretty good. At the beginning of the game, you're as weak as you'll ever be, so making your first few fights free gives you the ability to add cards to your deck without losing as much HP. I'm not saying never take a free elite with it, just that it's no good reason to take crying as a bonus or change your way. -Delete cards (s): It just doesn't help you much sooner. This bonus is definitely better than nothing, but rarely is the best choice. If you accept this, don't remove two strokes. Usually you want to remove your punches first, but being down two strokes against an early Jaws Worm or Cultist can be disastrous. -Transform Card (s): This, on the other hand, is more reasonable, albeit risky. Most cards are better than Strikes and Protects, and turning a bad card into a better card is very different from a simple one Bad. This is an option with high variance though, as some cards are worse than anything that early. Like removal, it is usually bad to get rid of two strokes in the multiple floors, so you'll probably want to choose Strike/Protection instead. -Get potions: It's a bit like crying Neou, in that the goal is to get you through early fights or help you take on the early elite. I have the same caveats as I do with Crying, it can be helpful early raise, but don't compromise your way to take advantage of this. -Upgrade card: It's never a bad option, but it's worse on Silent as the update neutralizes just doesn't do much that early (definitely update it later, it's just unobstructed at first glance). -Choose a map to get: Better than nothing but a fairly low impact. -Get a random rare card: Extremely class depends as well as one of the riskiest options to take. Rare cards offering front loaded damage such as Glass Knife, Hyperbeam, Bludgeon or Immolate make Act 1 cakewalk, but Floor 0 Barricade, Nightmare, Creative AI or Virgo Form may just be dead weight to end in perspective. I take this quite often on Ironclad, and a little less frequently on Defect or Silent. It seems good quite often on Watcher, but I'm too new for a character to say. -Choose a rare card to get: THIS, on the other hand, is almost always great, all the benefits that I listed above, with less potential to screw you. Probably the best thing you can get on Ironclad or Watcher. -Get random colorless cards (s): Don't take that. I don't have much to ever do this in St. Petersburg, but this one is one of them, too many of the colorless cards are worse than nothing. -Get a rare colorless card: While I'm writing this, the option hasn't been available for a very long time, so I'm not super sure of my assessment. It seems a little dubious to me though. There are currently 15 rare colorless cards. Two of them I'm happy to get from Neow (Hand of Greed, Bomb), two that are somewhat useful in Act 1 (Violence and Master strategy) and 11 that either have no immediate impact or are actively bad for the deck early on. Getting an early hand of greed is a huge boon, but with about a 40% chance of this being either mediocre or bad, I have to imagine there is the best bonus available. -Get random relics: It's usually worth doing, and I think it's usually worth taking a flaw to get a rare heirloom too. It's hard to say much more about it because the impact is so varied, but I'm usually happy to take this option. -Get 100 (250) Gold: See my notes on the store way above, but this is definitely one of the strongest bonuses available. -Lose your starter heirloom for Random Relic Boss: This one is risky as well as pretty class-dependent. The watchman is not so much the mind losing its starting heirloom, but Loses its twists from Dualcast, which can make your early fights pretty rough. As for the flaws, I think they are all fairly equal and fair, to be honest. Taking a curse is usually worse than other other rarely worth doing, however. You run the roadmap: Act 1: Again, the name of the game here is front load, front load, front load. The first half of Act 1 should be devoted almost entirely to increasing the amount of damage that you put out in the first three turns of each fight. Most of these fights want high one-goal damage, but we've also rewarded some of the later hallway fights for what some Ao is, so adding one or two of those early is a solid solution. Otherwise, potions such as Attack Of the Potion, Fire Potion or Explosive Potion may go some way to bridging this AoE gap temporarily. The big things to keep in mind throughout the act are how I'm going to kill Gremlin Nob and How am I going to kill Lagavulin, since these are usually the most dangerous fights you find yourself in. For the most part, the deck built to handle Nob and Lagavulin can also handle the Act 1 boss, but keep in mind that Hexaghost's large health pool and junking usually require some scaling damage and Slime pushes you a little harder to the front load and ao. Act 2: At this point, our front loaded single-target damage should be very well covered, so we shift our focus to the front loaded Ao (if we don't already have something for it) and mitigate the damage. Again, there are things you can have INSTEAD aoe that make you just as effective in these fights as Bowling Bash, Gremlin Horn, etc., but ACTUAL Aoe, like electrodynamics, Corpse Explosion or Conclusion makes a lot of harder fights more manageable. In Act 2 I also think our priorities are a way to shift a bit because of the way the taxation of hallway fights (higher health pools and the more fragile/vulnerable apply to you). In my opinion, the difference between hallway fights and elite in Act 2 is much less noticeable than it is in Act 1. Act 2 also has some super high cost question mark events, so all things are considered, I'm skewed toward the law 2 elites and issues signs instead of hallway fights. The law of the two elites is also half the reason we want Aoe. The Gremlin Leader fight is pretty much all about manipulating his AI into attacking you less by bursting his subpoena until you're ready to kill him next time. The three slavers fight threatens to put out more damage during turns 1 and 2 than most things we've seen so far, so the possibility of either exiting 50 damage (kill red slavers) or Block 40ish is a must if we're taking the act of the 2nd elite. However, that damage coming from three different sources means we do less harm as we kill them, so the best defense is a good offense. Book also quite threatening fight and kind of features like a miniature version of The Hexaghost boss. Its damage scales very quickly, quickly. Its health pool is too high for most decks to burst down with just overload, so we need to quickly scale the damage. Any effect of reducing strength is excellent against it, but in the absence of this, the goal is to kill it before you shuffle. The wounds he hands out suck draw, but they function like clocks more than anything else. Once junking starts to really matter, it's too late anyway, its damage scaling is probably too much to handle (with or without wounds). Act 2 boss, for the most part, check to make sure you have enough scaling damage. Working fast with the boss of the size of the health pool asks our deck for exit 350 ish damage for 9 turns or so. There's no tight time limit, but surviving much longer than against a collector or machine gun is extremely difficult. Bosses in Act 2 also tend to have unique mechanics that require a little more respect. Fight collectors are basically a bigger version of Gremlin Leader. It's basically about killing her Torch heads at the right time, so she doesn't attack you (and holds her turn by re-calling them instead), especially on turn six, after her debuff. I usually kill the first round of Torch heads, and leave the second alone to focus down the boss instead. If it takes you more than two rounds of torch heads to kill it, you are probably dead anyway, because most decks just can't withstand that many turns against its damage output. The champion rewards you for being able to take it from half health to 0 health quickly, so you're looking for some kind of scaling that doesn't hurt until you want it like a Demon Form/Limit Break or Dark Ball. The bronze vending machine is about how to survive HYPERBEAM, which you can do with a ghost in the bank, Appearances, Buffer, blocking a lot, weakening or just with a lot of health left. It is important to note that HYPERBEAM is a flat number (58). Unlike many threatening sources of damage in the game, it doesn't scale with things like power or there is a special mechanic. So you have a few options in how to mitigate it, and one of these options is just with HP, it's the boss you should definitely consider vacationing sooner because as long as you can survive HYPERBEAM, it's not all that threatening. As a general aside, in Act 2 (and in 3), I'm much more likely to spend resources removing my bad cards, and draft card manipulation effects like draw. As mentioned earlier, card deletion and other card manipulations about accessing your deck features are faster/more consistent, and for now, these features actually exist (I hope). Act 3: By this point, our need for damage, covered like front-loaded and scaling, so we only add more if it makes our output much faster or more consistent (such as an extra catalyst or break limit). In act three, the spotlight Harm-damaging mitigation to keep yourself healthy in longer, harder fights like Act 3 bosses and Hearts. Act 3, where things like barricades/calipers, lots of Frost balls, malaise, talk to your hand and disarm really earn them hold, but in their absence, enough front-loaded mitigation (especially intangible and piercing crying) can get the job done. The terrible battle to look out for here is usually a Reptomancer. If you've made it this far without a front-loaded Ao, understand that it will probably kill you if you meet her. Left on her own device, she inflicts about 100 damages on Turn 2, and it doesn't get much better from there. You need some way to pull out the swords effectively and also kill her. Let me be clear about this: if you don't have a front loaded ao, somehow to kill it quickly (three turn max), a smoke bomb or phenomenon, you can't fight the elites in Act 3. You're going to die. Because you can hit Reptomanser. And Reptomanser will kill you. All bosses behave a little differently in Act 3, and on the A20 you won't know one of those you're fighting until you get there. This means that you have to act as if you are fighting all three of them, respecting their mechanics as you make final adjustments on your deck. Time Eater: The existence of the Time Eater makes a lot of cards worse. The 66% chance of fighting being a eater is one of the reasons that drawing and cycling across deck is a lot and going for endless combos is not very good on the A20. Time eater is also probably the boss who requires the most mid-fight consideration as the meeting requires you to play a certain way, managing his watch, so you don't have too few cards available playing when you need them. Awakening one: I know I said credentials are usually worth playing anyway in this fight, but that's only half true. Low strike force (especially those that don't help you hurt faster) probably shouldn't be added to your deck in Act 3, and should be saved until the second half of the fight to play them, since its multi-stage scales are pretty hard with extra force. Also keep in mind that he probably has the most resilient of any Act 3 boss because of his rekindling to effectively double his health pool and its HP regen. Decks that rely on resources that get consumed/exhausted to survive and cause damage (e.g. Appearances, Piercing Crying, un-updated limit Break, Catalysyt) or persistent debuffs it will clean (Malaise, Disarm Talk to the Hand) need to be taken care of. Perhaps it is necessary to look for something more sustainable and save some of these resources for the second half of the fight. Kill the cultists first. Mainly because it's easy to do. and Deca: Honestly, there's not much to say about this fight at all, except that you probably want to kill Don first. The thing that makes fighting hard is that the numbers are high and you get to get every step. Gleph. Also, trying to finish off Don with the canal is an achievement for him. Act 4: Here it is, all your mileage was building to, and the next two battles test your build in every way imaginable. Also, you're probably buying potions from the store. The elite are about as complicated as The Law 3 Boss, and on the A18, they are harder than the heart in some ways. The scariest moment in your run will probably turn 2 against a spear and a shield when you draw your two topdecked burns and are being hit for ridiculous amounts of damage. Once you get past that, it's not that bad. Kill the spear first and change your cladding when you need to. The Debuff Shield applies (-1 Strength or -1 Focus), annoying, but it's usually too slow to do much to really compromise your damage output. Note that the debuff actually checks the ball slots to decide whether to drain the strength or 50% chance of draining the focus. Note also that the Prismatic shard gives you a one-ball slot. Do with this information that you will. I'm not looking, I promise. Heart. If you can beat the heart on the A20, you can do anything. No problem. That girl/boy you wanted to ask? They're lucky you even talk to them. The raise you wanted at work? Ask for a doppelganger or quit. Is this a thank you note you forgot to write to your grandparents after your birthday? You can say thank you to them when they come back to life to witness your glory. It's a coupon you-oh right, Heart.Essentially, almost every fight up to this point checks to make sure you can either exit the damage/block consistently every step, or scale those things so quickly that it doesn't matter. For example, a burst/Catalyst deck usually shouldn't be blocked as consistently as a more gradual damage deck, it just has to be blocked and rest enough to survive this winning turn. A defective deck with lots of Frost/Focus usually takes a few turns to get going, but is so efficient/powerful to turn 5 or so that it doesn't take the damage for the rest of the fight. If you're good enough at one, it can often compensate others. The heart is a little different. Because of the invincible damage behind the turn cover, and its own frightening exit damage, the heart requires you to consistently exit the damage/softening WHILE ALSO scaling to quickly drain it 800 hp before turning 17. In turn 16 it basically throws you dead now has a positive effect on yourself (50 Power), so just survive is not enough, you have to chew through 800 HP before that and you essentially have a damage quota to meet the turn while you get there because of Invincible. Any source On turn one is very good here to avoid being vulnerable and dies on Turn 2. Any source of force down is fantastic, as are the things that work from an attack like Thorns, Thorns, Discharge and self-forming clay. Aside from these things, there is no real trick in the fight. Essentially the only advice I can give you is to pop your potions, have a really good deck and play well. Specific tips: When deciding how much to block, consider whether or not enemy scales damage. Let's say the enemy beats you for 8 and you can strike/hit/defend or defend/defend/hit. If it's a Louse or a slave trader, a complete lock is probably better because their damage exit doesn't go up meaningfully. If it's Jawworm, cultist or elite, all of which do more damage over time, you can take a little damage now to finish the fight faster, depending on what your draw pile looks like. Potions may be the best thing to buy in stores: It seems like a waste of gold to buy something that only works once, right? Remember that being able to take on the harder fight now gives rewards that you can invest in during the run. Also, taking less harm in the fight because you have a potion means you can upgrade instead of relaxing. Short-term strength leads to long-term strength. Specifically, Fear of The Potion and Fire Potion is usually good against Act 1 elite, and strength, agility or cultivating potion can give you some extra scaling against the bosses (liquid Bronze is pretty good against the heart). Also, specific potions can win you specific fights you'd otherwise worry about. On the A20, you have a 66% chance of fighting the time eater and a 100% chance to fight your heart. The decks that rely on many card games in turn are not necessarily bad, but they get countered a bit by these bosses. This makes maps like Escape Plan, Warcry and Swift Strike a little worse overall. This also applies to taking small impact powers in Act 3 as you are likely to fight Awakening 1. More specific tips: Don't usually rest before a Hexaghost fight. It scales its first attack based on your current remaining health, so you might as well upgrade if your health is very low and you can't blast it fast. In the Gremlin Gang fight in Act 1, you should usually prioritize killing them in that order: Fat Gremlin is a much lower priority if you can't escape debauchery anyway (either because there are two of them. This also applies somewhat to the struggle of the Gremlin leader Act 2, assuming you are unable to kill all gremlins. Against Slime Boss, you might consider picking up a flame potion or an explosive potion if you are not sure of your deck's abilities. These potions are potions Effective for reducing the amount of health he shares with, In the three slave traders elite in Act 2, your first goal is almost always the red guy in the back to avoid being confused. After that, blue ahead is your usual target as the guy in the middle with the whip doesn't have much threat on your own. One of the huge exceptions to this is when you have a Runic Pyramid (or when your deck ≤15 cards). On the A18 these wounds will start to choke your hand quickly, so you probably don't want to leave it at last. However, none of them have particularly high health, so sometimes you can just burst out whoever is the two attacks for most at any given time, it depends on the damage to your deck exit. The wriggling mass struggle in Act 3 has a risk/reward dynamic. He doesn't scale his damage over time, so there's no need to rush to damage it with the last attack in his hand if he does something that you really can't tolerate (like cursing you). Once he's doing something you can handle, just cool down. Stop attacking it and block as much as you can, win the fight by inches until you can finish it. Against Awakening One, if you are able, try playing any temporary Effects of Power Down, like piercing Crying or Dark Shackles right before you kill his first health bar. If you do this, it will go to sleep with this debuff still applied. When he wakes up, he won't still have any negative forces, but he also won't have any positive force you blew away for the rest of the fight. As a Watcher vs Time Eater, if you play Vault as your 12th card (in its hour cycle), it misses a turn by effectively dropping its watch for you (it retains the same intent), intent. slay the spire defect high ascension guide

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