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## Undatakah druid wild

Taunt Druids aim to aggressively incline as quickly as possible to play many high-cost taunt minions in their decks. You mulligan is always directed towards this goal, with a slight deviation for the agrodex. The basic three cards you are always looking for in the opening hand are biology projects, wild growth and nutrition. You can also keep a copy of the Oken Subpoena if you have one or more of these cards. Against the odd paladin and weirder, you'll also see to keep a copy of swipes in your opening hand. You can also keep Master Oakheart in the opening hand against non-hyper-aggressive decks. This is especially powerful if you have copies of biological projects, wild growth or nutrition. At the beginning of the game, you should always play nutrition for biology projects, wild growth, oken summons, and mana crystals in curves. If these cards are not readily available, you can use rage to cycle through your deck and draw on the afore mentioned cards. With decks playing a large number of late-game threats, you should avoid getting too much out of this ramp strategy. But if your opponent is playing a particularly threatening minion like Hench Clan Thug or Vicious Fledgling, you shouldn't hesitate to use Rage, Swipe, or Little Jasper Spellstone to handle it. If your hands are particularly terrible, you can also use the branching path to draw cards to help improve your hands. However, there are a number of uses throughout the game. Against Aggro, you often use armor options to help you survive until you can secure your taunt minion board. For slow decks, it's useful to make the attacking option available, which can be used following the late game Hadrnnox as a source of burst damage to catch opponents off guard. 8 Until you reach mana, your deck won't do too much other than gain mana, draw cards, and sometimes remove minions. However, you can plan ahead for how to use uninstal. For example, if you have raw Drake in your hand, it is better to adjust the health of your opponent's minions to no more than 2. This is often achieved by using a mix of swipes, anger and shape shift. If this is not possible, you should focus on removing a single minion from your opponent's board to make it less threatening when you start playing taunt minions. When you finally reach the 8-9 mana range, playing minions in your hand should be a priority because all minion taunt effects will in most cases protect you. However, depending on the situation, there are still priorities for minions to play first. 8 Mana available, you need to play Raw Drake first due to AoE damage that can be made to the board, whereas if the board is empty, you should prioritize the Lych King's better overall stats. The exception is if your opponent plays a transformed spell like Hex or Multimorphic, first bait these spells, otherwise your Rich King won't be summoned by Hadrnnox late in the game. With 9 mana available, you must first prioritize playing Master Oak Hearts. The way the deck is built, Master Oakhart will recruit DragonHatcher and Trog Gleumarter, as well as Hadrnnox or Ironwood Golem. However, if you've already drawn a Dragon Catcher or your opponent can change Hadrnnox, you should avoid this play. In these situations, all you have to do is play DragonFacher or Sleepy Dragon. While many of the large taunt minions in your deck can win matches relatively safely, the real strength of your deck is using Hadrnnox. If your opponent succeeds in clearing the initial wave of taunt minions, using Hadrnnox with Naturalization will instantly replenish your board and is often enough to overwhelm your opponent. If your opponent manages to clear the board again, Witch's Hour can be used to summon another copy of Hadrnnox to be killed again with either a carnivorous cube or naturalization. You can continue this process until your opponent is not able to respond to the board. Hadrnnox is the only beast on deck to be resurrected by witch's time, but opponents who can interfere with this as one of hex or multimorphic put another beast on board to die. In such situations, you should try and get the maximum value from the first Hadrnnox and try to win it, as you can not guarantee yourself a second copy. In slow matchups, you will often have plenty of time to manipulate the board in a way that maximizes the value obtained from Hadrnnox. This is especially useful in games with other taunt druids where you reach fatigue damage. When trying to maximize the value of Hadrnnox in this way, you should aim to play the Lych King as soon as possible while avoiding playing ironwood golems that will clog the board where you will reach fatigue damage and not be able to maintain any armor. Card Swap You can include a second copy of Dragon Hatcher and Sleepy Dragon to improve the overall value of the Master Oak Heart combo. You can add tar creepers or rotten applebaums to increase consistency for your agrodex. You can remove a copy of the Rage or Carnivorous Cube for the proposed card. If you enjoy playing Hearthstone Deck Taunt Druids similar to quick tips and tricks, we have many other Hearthstone deck guides for you to enjoy. Similar Druid Decks: Dragon Druid Maligos Druid Togwegle Druid Changero 08 2019: Decks have been moved to the wild during dragon years. March 03, 2019: We reviewed decks for the March play season. February 07, 2019: Decks have been reviewed since the February Balance Patch. January 01, 2019: Decks are reviewed for the January play season. December 23, 2018: Decks have been reviewed since the December Balance Patch. December 04, 2018: Deck A review of Rastakan's rumble expansion. October 01, 2018: Decks were reviewed during the October play season. 01 September 2018: Decks reviewed for september play season. August 07, 2018: Guided update for boomsday project expansion. Removed 1x ferocious howl phone for 1x biology project 09 July 2018: Deck added. More and less our Undatakah Druid Deck List Guide goes through the ins-and-outs of this popular druid build from Rastakan's Rumble Extension! This guide will teach you how to mulligan, pilot and replace cards for this circle! The Undatakah Druid is a new archetype of Rastakan's Rumble, but technically very similar to the Witchwood/Boomsday deck we already know - taunt druids and big druids. It just shares a very similar winning condition with an interesting twist. We still want to kill Hadrnnox to recover all taunts, but now we have infinite victory conditions with a repeated mix of all undatecas thanks to the Death rattle of the Astral Tiger. Decks run most of the powerful druid stuff, as well as a good late game kind of infinite winning conditions. Since it's a new archetype, it's hard to say if it will eventually be a better version of the provocative druid, the deck will coexist or maybe the provocative druid will turn out to be better. But for now, the Undatakah Druid is a very powerful ladder deck, with a few pros already beating the high legend #1 (including the dog's head). High priority (keep it all the time) Rester Jasper Spellstone - Eliminating the early game, you can survive long enough to get to the agro vs. middle/late game. Growing wild - the primary lamp card, you always keep it no matter what - being ahead in mana is exactly what you want in every matchup. Summon Oken - Amazing T4 play, it has some board presence (you hope Ironwood Golem vs. Agrorol), thins the deck and gives you armor (magic stone upgrade). Keep the ferocious howl-spellstone low priority (only if certain conditions are met), so there's a way you can upgrade it. 2 The damage is good, but 3-4 health minions are not clear, so it can be very important. Swipe - about the paladin. You need it versus an absolutely weird paladin, or else they wreck you with curved level-ups! Nutrition - Always maintained as wild growth, it depends on the quality of your hands without wild growth. If it's solid, you keep it, if it's bad, you mulligan it and hope to get something better. Epidemic spread - for paladins - it is often a condition to win one card for a board full of small minions. VS Slow Deck High Priority (Keep Every Time) Wild Growth - As for Agro, it keeps your best - you want your ramp. Summon Oken - Not as necessary as agro vs., but you still prefer a board presence, and it's not bad to thin the deck. Nutrition - Unlike agro, nutrition is 100% slower and 100% maintained on the deck. Depending on how you draw on your way, you draw 3 cards or use it to ramp up high mana play. Oak Heart - It can be kept strange, given it's 9 mana cards, I know. But playing on the curve (usually 2-3 turns earlier than you have to play anyway) can absolutely win the game, putting a 3-strong body on the board. Low priority (retained only when certain conditions are met) - you know you face a slow warty deck, such as a control warty, cube warmeder, or warmeder. Undatakah Druid General Strategy vs Agro When playing against Agro on a slow deck, the main game plan is always to survive. This time it's no different. You don't even have to go for your combo or anything, you almost win one game you survive. First of all - ramping is the most important thing. Don't sweat about causing some damage early in the game, that's basically a given - you make a comeback in the middle game. Of course, if your opponent drops a high-value goal (such as a flame totem), you try to kill it as soon as possible. However, if you can usually choose to increase the minions, you will usually go to the ramp. That's because the curve is really high and you want to go to high mana as soon as possible. Your goal is to survive, because this deck plays a lot of taunts, and your Aggro matchup is at least decent. Strange paladins are in your favor, while others are close to 50/50. Fast gaming is actually very simple - you usually start with a ramp (and if not, you struggle and try to get rid of as much stuff as you can with a mix of hero power and early elimination), you can most likely play the best thing you can on the curve. Ideally, you drop a Pestilent or Amny War Bear Malfurion on T7, Wan, Moshog Enforcer or Master Oak Heart on T9 with the Lych King on T8, but nutrition is an interesting case. Most druid decks play ultimate aggression, so filling them doesn't matter because you want a ramp. However, this deck won't run, so you may struggle to draw cards just by ramping. There is no reason to ramp up if you don't have high mana cost play in your hands. So when you actually have a ramp, use it on the ramp. Don't be too greedy on the branch path. Getting 12 armor is a lot and it can save you a lot of time, buying you a spin or two turn. If you play on a curve, when you're still at high fitness, it may always be tempting to draw, but I wouldn't do it. Draw only if your hands are really bad, and if you don't have to play for T5/T6, you'll desperately want to find that. If you have decent hands, however, you should almost always go in armor. Armor is also useful for holding on to The Rester Jasper Spellstone. 6 damage to 1 mana is a great tempo play and you don't have to use naturalization to erase something. Talk about naturalization, it's an interesting case. Generally, it often gives opponents much more power in the long run than it takes from the board, but it also Tempo play. If you are faced with a threat that you can't kill now, naturalization is a good idea, because in the long run your opponent will fall further on that, because you save yourself a lot of life. And the problem is that it may not matter if you stabilize the board with provocation anyway, giving them resources. Unlike controls, you don't really need to save for Hadrnnox, even though if you're getting close to spinning and there are already a few taunts dying, it might be wise to do it. Resurrecting multiple taunts is usually the best way to fully run the game. One way to win the game is to reverse the game with a big spread epidemic. Plague alone is great for small minions/tokens like 1/1 of the Ord Paladin, but if your opponent has a bigger minion, plague + branch path is a great combo. You can put a board full of 3/5 taunts, which means you're more likely to get a better deal on everything your opponent  have. And the best thing about that kind of play is that it's a provocation, so your opponent can ignore what's on the board and come face to face. Of the 4 3/5s on board, you can deal 12 damage immediately. Adding savage roars to the mix is 10 extra damage - it's often enough to kill opponents who have already suffered some damage (e.g. zoos from heroic power, strange minions from hitting minions with weapons). But if you're already late in the game and your opponent still doesn't give up, Hadrnnox is likely  him. Resurrecting hordes of taunts is enough to completely seal the game. If your opponent has already blown the silence (lets say one of your taunts), then it should be relatively safe to drop it on board. It's a good way to follow the meta and see which deck plays silence and how many copies it plays. For example, most of the Ord Paladin builds don't play a single silence, so just dropping Hadrnnox on turn 9 should be good enough if you don't get a lot of pressure. Technically, if Hadrnnox is still not good enough, you still have the Undatakah combo, but it is hardly necessary. After playing a lot of games with this deck, I didn't need Undatakah vs. Agro yet. Control games versus slow decks are much more difficult than Aggro (in terms of strategy, that is) because there are so many things to consider. It's still very simple at the beginning and middle of the game. You don't really have a lot of plays to make anyway. Ideally, you may need to use removal on some of their early game minions (it's not like they're very threatening, but it's not recommended to do any unnecessary damage). In rare cases, even like facing/rocking cube wars, you may need to naturalize something from the early games, but most of the time you want to save that. The first two decisions that can be important come from turns 4 and 5 with branching paths and antelopes. Unlike agro, getting armor as a branching path is not necessarily the case. Best ideas. Because the UI is not played, the card draw is limited, so it is instead of drawing with a branch path. Do not draw only if your hands are already good. Then, there is nutrition. This goes against difficult decisions - usually almost always going to the ramp, but in this case you may not do so. Always incline if you have one of your high mana plays, especially the Lych King or Master Oak Heart. These two can perform the game if they fall early. Alternatively, if you have a second antelope or branch path, you can go to the ramp and draw it. Don't ramp it up with anything, it's a pretty common mistake - not to take advantage of mana in a meaningful way following ramping. The easiest way to win the game is probably Master Oak Heart. It's not as powerful as the Normal Taunt/Big Druid (dragon hatcher version), but it still put 5/5, 2/14 and Astral Tiger, Ironwood Golem or Hadrnnox itself. In other words, one goal does not die in removing 10 damage, or on regular AoEs, opponents most likely need to wipe that removal board. And if he doesn't, you can even strengthen them down the branch path - that's 16 very difficult damage to remove now. Of course, taking out Hadrnnox may be a double-edged sword, but if his opponent can keep him busy for silence/transformation instead of removing the board, he can just die. Unlike Agro, however, you will almost simply survive and win (although it may be a case versus some combo deck, in most cases you will have to take the initiative). The main winning conditions in the slow matchup are Hadrnnox and later da Undatakah. The combo is actually very simple. First, play a bunch of taunts, then drop Hadrnnox + Naturalization (which is why you want to save it if possible). If your opponent isn't clear on the big board, you may actually win, but most of the time they can win. Assuming that the Astral Tiger is also dead, you can now drop Da Untaska, which can take both the Tiger and Hadrnnox's Death rattle, which will summon a provocateur when it dies and shuffle it into the deck. But Undatakah is still vulnerable to silence/conversion effects, which is why you ideally want to kill immediately. You can do it with naturalization or spellstone upgrade. But wait, there's more! Ideally, before dropping Undatakah, you want your astral tiger to die twice. It means that Undatakah will take all of one from Hadrnnox as well, and when it dies, it means to revive the provocation and get shuffled twice. It's important, because it's a way to play around silence and transform effects. For example, drop and kill Undatakah and have two on deck. You play the other one and kill it instantly again - you have 3 on your deck. Now opponents will need three instances of silence/transformation to deal with them, which is kind of rare - the only deck running so much is Shudderwock Juman with 2x flesh and earth impact, but there is simply no way to handle it in a deck so many times. And you go infinite - you keep shuffling your Undatakahs and keep resurrecting your taunting minions. The only way to realistically lose at this point is for your opponent to combo you down because fatigue is not a problem too. However, while we are in combos... Playing Astral Tiger TWICE is great, but Undatakah has up to 3 random death rattles. So after you die a second time, you don't want to play it again. Adding another death rattle to the pool means Undatakah will have the opportunity to get a three-times shuffle without Hadrnnox, and that's not what you want. 2x Shuffle + 1x Hadrnnox is the best route. What about spreading the epidemic? The card messed up a bit with Hadrnnox. Of course you'd rather resurrect ironwood golems than the Lych King, Mosh Og Enforcer, Amny War Bear or 1/5 Taunt. So you sometimes end up with a difficult choice - do you play the plague or do you treat it as a dead card in a slow matchup? It's a decision though, but most of the time you just have to play if you need it. Let's say your opponent is putting a lot of pressure and will die soon - playing a 100% epidemic, because it's better to dilute the pool of good provocations by one-fifth than just dying and losing the game. You may also consider going for it if you have a chance for a counter fath. For example, if you're holding a branch path + savage roar and the 4-5 minion epidemic doesn't clear well, you might want to go for it and try to turn deadly. And in the end, if you set an infinite combo, it's not really the minions you're resurrecting - even if half of the minions you get back are 1/5, that's fine, because you can still get infinite values by default. There is also Malfurion Festion. Amazing cards, work very well in slow matchups, because it allows you to survive until you start doing your combos or putting pressure on earlier. It can also summon 1/5 provocation, but in this case, it can actually go 1/2 toxic instead. Unless you really need that provocation, it's most likely what you need to do - most of the time, 1/2 toxicity doesn't mess up the pool resurrected later. Undatakah Druid Card Replacement Undatakah Druid is a high dust cost deck. Most of the builds are in the 9-12k dust range and although there are major legends that you can't replace, there are a few cards you can remove from the budget version without hurting that much winning speed. But always keep in mind that with more budget options, alternative legends/epics, worse, become decks. Malfurion Festion - It's an amazing card, it's basically been played on all druid decks since it was released. That said, if I haven't got it yet for some reason, I wouldn't be crafting it now, because I'll be spinning out soon. It's a solid card that improves almost every matchup, but it's the key in this build. There are many common exchanges, such as anger, tar creepers or trog glomerters. You can probably play Undatakah on a deck called Undatakah Druid - Da Undatakah. Rich King - Rich King is the best late game taunt option and absolutely not necessary, but I don't think I would play the deck without it. Still, if you want to try it, you'll want to replace it with another big taunt like Amarni War Bear or Primal Drake. Hadrnnox - Hadrnnox is a key card in a provocative resurrection strategy, and you absolutely need it. Master Oakheart - Great legends in decks like ramping up and dropping Oak Hearts at 9 (often 6 years old for opponents) can win the game instantly. But technically, he can't be replaced, because it's not necessary for your basic strategy. Another big minion, such as the Amny War Bear or Primal Drake, is probably the best replacement. Astral Tiger - Needed for Undatakah strategy, thanks to Astral Tiger you can shuffle back again and again. Branch path - Playing druid deck without branch path is a little awkward, the card is so good. When you need it it's armor, a big winning condition with card draws and +2 attacks when you need it after you flood the board with either a spread epidemic or hadrnnox. But if you're missing both, I'd say you have to make at least one or play something else. Anything else.