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## Gwent monster deck guide

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Although I played my 40 matches progress matches (lost only 1 match today from the last 6 matches to get 40.) Here are my updated stats: (currently sitting on rank 2282, which I think is really solid)Hey guys! I played so well on the board that I had to share it (even if it means people are smartly dotting what I do.) Proof : (Edit: Updated state from today are in the order above) (some losses in the monstrous fac are even from when I played the really shitty Arachas Queen deck day first.) I've never met anything that would feel like a real challenge, because I can create such a crazy amount of points both in a fast burst and in long turns. Many cheap bronze cards often carry well above the expected value and the upper end of the deck just feels dirty. Deck: list: (165/165 provision)Head:Eredin Breacc Voice: Immunity is key to protecting your large units, which make up a large part of your points. +4 is nice perk as well. This leader of 3 mulligans is a real MVP, as I found that the deck can work with almost any drawing, so that mulligans can be saved to squeeze every point possible in the third round. Gold:Old Speartip: What a beast from the card! Simply worth 15(!) booking costs, it is often the largest unit on the board and can catch up with an opponent who has gone in its own right. Weavess: Incantation: if Old it was nice at 13 points this card is worth up to 16 - plus this cycle card in hand. He has an insanely good synergy with Count Caldwell.Alzurov's double cross: he pulls out the big guy, helps the board consistency. Old Speartip: You sleep: the basic big boy. You don't always draw a big bro Speartip, it acts as a substitute for most synergies and combinations. It's safer than Golyat for the same provision, which comes in just 1 point. Count Caldwell: Huge points, great Ghoul and Weavess: Incantation target. You can also play as your last card in r3 if your opponent has already passed, even if you don't have the largest unit, because the last auto pass card doesn't trigger Caldwell's ability. Make sure you be careful to play it when it can lock on the side of your opponents. Whispess, Weavess & Brewess: A powerful trio of cards. They all help activate your state control of the highest unit. Nithral: Cheap artifact removal with the occasional bonus. This deck can manage Sihil very well as it is, but it's always nice to have it as a silver bullet. Bronze:2x Ghoul: This is the backbone of the deck. It gives you double the value of your big boys (javelin and Caldwell). I'm always happy to draw them. 8 provision is a bargain.2x Barbegazi: Made with Eredin this can completely turn off Sihil until you can pass by. Scorch is scary, but so far I've managed to get out of the firing on several occasions. Fees should be used to shield points for immunity or rush a strong card, such as speartip to the cemetery for resurrection at the same plant.1x Alpha Werewolf: Nice 5 booking cost card - works well with the deck as a whole.2x Wild Hunt Hound: easy 6 points for 5 providing. 3 Damage is great for removing the combined engines or making sure that you have the highest condition unit met.2x drowner: Perhaps the best card in the game (really) is cheap can turn off the lines of the specific card and work as a removal. It triggers Thrive's newly played Nekkars and can grow as the circle progresses with his own successful ability. No card has won me more games in terms of their cost of providing.1x Werewolf: a great first card to play in a round if your opponent has played a unit with targeted ability. You can be mistaken for nekker warrior, but I believe immune is a really strong keyword.2x Wild Hunt Navigators: most often these are the cards you'll use your mulligans on. Not very exciting, but you can help your highest unit status and are worth up to 5 points for 4 bookings.2x nekker: this card should not be 4 booking costs. This is the best turn 1 game on deck and if it stays alive (which happens I get as many as 14 points of value from the cards. It also has some resistance to removal as it reproduces the copy. Eithne can't kill all 4 Nekkars if you've got both cards on hand (although Eithne is sometimes a complicated matchup)2x Archespore: pity and thrive, I'm in! Things to note:No artifacts: Artefact hate is dead cards against this deck. Thrive is insanely strong: if you have 2 Nekkars at hand Round 2 after winning 1 you can go to win the second round (or at least a lot of pressure) with minimal effort. Sihil is manageable: among the big units that never allowed Sihil to grow, and he protects immunity, and Nithral I won almost every game against Sihil I had. The game is still in its first week etc. : People don't play the wrong lines of specific cards (beware of playing Ghoul on a ranged line) that can give free wins + my rank at the time of writing this (3443) means there is fierce competition coming. But I'm in the 400th rank and I haven't played as much as the other players who pushed me to 3k. Although 85% leaves plenty of room to maintain a positive win. The lock doesn't hurt the deck very much: confident Thrive is stopped by the lock, but other than that the only card with no option that is not deploying ability is Barbegazi and that ability is not something you should always have a strong presence. Drowner is your best friend: keep these guys around - they will win games like opposing expensive gold cards such as Vattier De Rideaux, Cahir Dyffryn, Dagur Two Blades and more. Scorch is scary, so don't put all your eggs in one basket: Aips will be scary because immunity doesn't help. Baiting out a scorch on a high point unit in round 1 may be your best option as you can ingest it with a ghoul later. 34 games is not enough to win exactly: you're right. But it is still a good number to start the debate from. If you try the deck please DM me or let me know in the comments - I'd like to hear if you enjoy the flap of some of the big guys on the panel! Page 2 I started playing when it was first just beta, and I played after home, but took a long break before the crimson curse of expansion and now play again on iOS. What are good monsters? I'm most interested in vampires, ingestion and birthboards, but I'm for everyone. I have a lot of leftovers to make cards, so that's not a problem. Thanks! Page 2 visita la plu00e1gina de inicio de GWENT., crafting\_deck\_label:Terminando el trabajo...popup\_import\_failed\_nospace\_text:Tu libreru00eda estu00e1 llena, popup\_import\_failed\_units\_text:La baraja seleccionada no contiene el nu00amero mu00ednimo de cartas., popup\_import\_failed\_units\_required:Nu00amero mu00ednommo requerido de cartas de unidad: popup\_import\_failed\_units\_current:Numero de cartas de unidad en la baraja seleccionada: popup\_import\_failed\_account\_text:Para mu00e1s informaclu00f3n, contacta con el servicio tu00e9cnico de GWENT., tab\_trendingDecks\_label:BARAJAS EN TENDENCIA, tab\_topDecks\_label:MEJORES BARAJAS, tab\_newDecks\_label: NOVEDADES, deck\_created:Crelu00f3}&gt; BARAJAS, tab\_newDecks\_label:NOVEDADES, deck\_created:Crelu00f3}&gt;

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