

Raza Demon Hunter

“How the hell does this deck work?!” -my opponent probably

Soul Immolation “**Raza**” **Demon Hunter** is an OTK deck focused on activating as many hero powers as possible while drawing through the deck, clearing enemy boards, and dealing insane damage thanks to the 2-3 damage Hero Power as well as the 2 mana 12/12 with Charge, **Broxigar**.

However, this is a VERY COMPLICATED deck that WILL TAKE PRACTICE to master! It took me over 200 games to finally get used to the playstyle, and I’m still making mistakes! I would argue this deck is a modern day **Garrote Rogue** in terms of difficulty and possible combo potential in the right hands.

This deck is very rewarding to play, but before you start jamming games on ladder, you should understand the general vibe of the deck. But don’t let the difficulty scare you! If you’re looking for a deck that lets a good player be good, this is the deck for you! Currently, Raza DH is my favorite deck in this expansion, and it tests your knowledge of Hearthstone!

This deck is possible thanks to **Enduring Roach** and **Eredar Deceptor** working alongside the **Soul Immolation** Hero Power. Every time you HP with **Enduring Roach**, you gain 2 mana to keep the loop going. The HP refreshes every time you play a demon. Luckily, **Eredar Deceptor** summons a 1/1 demon with Rush every time you draw a card, and yes, that DOES include when you draw a card from using a **Tradeable** effect! If you draw enough of your deck, you can set up an “endless” loop where you HP, trade, summon demon, trade 1/1, HP, trade, summon demon, trade 1/1, etc...



But HOLD ON... How is the combo “endless” if there’s no minions left to trade the 1/1s? This is where the skill of the deck comes in.

Before



After



This deck is tricky... because you need to balance several things: Total cards left in deck, *trading 1/1s into the board*, and dealing damage to the face when your opponent's minions are cleared.

There are moments the hero powers will trade into the minions, **and you cannot prevent that.** But you can go with the flow! You need to trade a card to get the 1/1 to activate the HP, but it doesn't mean you always trigger in that order! There are times you'll need to trade your 1/1s before pushing the button. (THIS WILL BE CRUCIAL TO KNOW LATER...)

If there's a large board to clear, trading 1/1s away isn't the issue, time and total cards left in the deck are the focus. If you have 1-4 cards left in the deck, the loop is guaranteed as long as you have board space to summon 1/1s.

However, it's also possible to use cards like Portal, **Remnant of Rage**, **Dark Bribe**, and **Broxigar's Last Stand** during the middle combo to draw you to that 1-4 card sweet spot, guaranteeing the tradeables for the combo!

Generally speaking, you want to pop off the combo twice to win the game, but it is possible to combo once and OTK if you have everything set up properly! The primary challenge with this deck is understanding what your combo turn is capable of, and piloting it correctly. Make one wrong move, and everything can come **crashing down**.

When do you combo twice vs comboing once?

The general advice is simple. The first combo is used to draw deeper into the deck and hit that 1-4 cards left sweet spot. **DO NOT DECK OUT OR THE COMBO DIES!** The second combo is used to finish the job/win the game. **BUT REMEMBER.** In the right situations, one combo may be all you need! This is why mastering this deck is such a blast!

What makes OTKing with 1 combo possible?

Mana ramping and flexibility. This deck is **INSANELY** flexible at finding ways to squeeze more Hero Powers. This will be listed in the advanced tips as well, but in order to have explosive turns, you need to use **Portal**, **Axe**, and **Remnant of Rage** to

increase your mana. How? 0 mana card draws, and refreshing 2 mana to net extra mana.

During the 1st - 3rd phase of the portal, it shuffles into your deck and draws you a card. And if you have the **Axe** equipped, you can set up several ways to increase your mana, and this WILL BE IMPORTANT LATER once we break down the advanced combo! But for now, just remember that 0 mana card draws caused from **Portal**, **Axe**, and **Remnant of Rage** can be important to combo opponents like **Priest/Warlock** who may not have a board to trade 1/1s into.

Now that you understand the basics of what the combo can accomplish, here's a mana guide to make sure you always combo when you're able!

There are 4* possible ways to trigger the infinite **Tradeable** loop!

*technically there's 5... The 5th combo is explained in the advanced tips!

Possible Combos:

Raging Felscreamer is an INSANE card to help ramp out the combo faster. Due to this discount, there are SEVERAL WAYS to set up the combo! Here are all the possible combos.

(MOST COMMON COMBO)

Immolation HP online:

7 mana required - **Roach** (-3) > **HP** (-1, then +2) > **Deceptor** (-4) > **HP** (-1, then +2) > **Tradeable Combo**

Immolation HP online, Felscreamer discount active:

5 mana required - **Roach** (-3) > **HP** (-1, then +2) > **Deceptor** (-2) > **HP** (-1, then +2) > **Tradeable Combo**

No Immolation, Felscreamer discount active:

6 mana required - **Roach** (-3) > **HP** (-1, then +2) > **Soul Immolation** (-2) > **HP** (-1, then +2) > **Deceptor** (-2) > **HP** (-1, then +2) > **Tradeable Combo**

No Immolation, No Felscreamer discount:

8 mana required - **Roach** (-3) > **HP** (-1, then +2) > **Soul Immolation** (-2) > **HP** (-1, then +2) > **Deceptor** (-4) > **HP** (-1, then +2) > **Tradeable Combo**

Mulligan Guide:

Keep ALWAYS:

Grim Harvest, Axe of Cenarius, Portal

Keep against Aggro:

Infestation

Keep against Control:

Dark Bribe, Soul Immolation*

Keep against **Pirate Warrior/Unholy DK** (decks with lots of 1/1): Broxigar's Last Stand

Keep Against **Zee Shaman**:

Fumigate

*Why not keep combo pieces?

Simple. You'll draw into them if you play the deck correctly. If the combo cards are in your starting hand, it limits how you can respond to the opponent. The only time to keep a combo piece would be to keep **Soul Immolation** in your hand against slower decks like Control Priest or Warlock.

Advanced Tips and Advice:

Working with the Animations

One of the hardest parts of this deck is the stress of waiting for animations to finish. For example, to play the 4/1 portal, attack it, get the **Broxigar**, play it, and send it to the face, it takes about 10 seconds. If the rope is burned more than half way, you will most likely miss your **Broxigar** attack.

While doing the combo, you'll need to manage several actions. Trading into the deck, trading the 1/1s, hero powering for damage, there are several actions you can commit quickly, because the hp button turns green the moment it is refreshed. You can trade, HP 3 times ASAP, wait for the 1/1s to summon, and commit all these actions in waves as you wait for them to resolve.

One easy tip I can give is to wait for the portal minion to summon before trading the 1/1, refreshing the HP without a **tradeable** effect.

Ramping Mana for BIG BRAIN COMBOS!

This is where I'd like to highlight the most difficult combos to pull off: Comboing opponents with no board. It becomes the easiest way to combo once you learn the deck. However, I am calling it "the hardest" in this example because it requires the most amount of cards and needs enough mana to pop off. This combo is another reason why **Fumigate** is a CORE CARD and can be the go to if you're unlucky and cannot draw Portal in time.

Let's say you have both **Soul Immolations** played, meaning your hero power is dealing 3 damage a pop. The starting combo with **Roach**, **Eredar**, and (5) 1/1s is 18 damage. If you have 4 mana left over, and the board is full, you can play **Fumigate** on the 1/1s, opening up 5 board spaces then trade a card/HP to continue the loop for another 15 damage.

Double Roach?! When does it matter?

Raza DH is very popular with Chinese Hearthstone streamers, [even hitting Rank 1 Legend back in August](#), and there is a [clip](#) where double roach is used to combo.

Generally speaking, you should avoid this line if you are unfamiliar with the deck. If you screw up the double roach combo, and your opponent clears, you automatically lose...

HOWEVER! If you are skilled enough with the deck, double Roach can give you “infinite mana” to work with. If you need to spam more actions to kill a larger board, only having 1 **tradeable** card in hand is too slow, so this is one way to solve that problem. This is also where **Fumigate** plays can be useful if you’ve exhausted the first 3 portals and your **Remnant of Rages**.

I hope this was a concise breakdown on the hardest deck to play in Hearthstone currently! Gameplay is very useful to learn this deck because there’s so many possible combos to learn! Mastering decks like this is always a pleasure, and it's my goal some of you pick up this deck even though you might be thinking you can’t handle the APM. You WILL mess up combos. You WILL throw some games. You WILL fall down sometimes. But just like Rocky Balboa says...

*“It ain't about how hard you hit. It's about
how hard you can get hit and keep
moving forward!”*

Thank you for reading!

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