

Managed by Minder	Twitter		Support the Curvesheet: Patreon		Questions?: Discord
Heroes	Ranking		Curves Suggestions		Ikirek
Hero	Players	Firestone Top 10%	Main Curve	Alternative Curve	Quick Guide
A. F. Kay	C	4.44	Slow Jeef Curve	Warrior Curve	Naga/Quilboar/Demons/Undead for strong tier 3s. play just for tempo, buddy is bad
Akazanarak	C	3.92	Fast Basic Curve	Slow Jeef Curve	Your heropower is ice block and splitting image; macaw + titus with buddy can cheese games
Al Akir	C	4.11	Fast Basic Curve	3 on 3	Good early tempo, macaw and cleave synergy late, buddy is a guaranteed golden selfless
Alexstrasza	B	4.65	Fast Basic Curve	3 on 3	Very vulnerable and highroll, buddy on tier 6 is guaranteed kalecos and doubles with brann
Ambassador Faelin	C	4.64	Fast Basic Curve		Mainly focus on your 6; it needs to be strong and directional enough to level for
Aranna	B	4.93	Fast Basic Curve	Slow Jeef Curve	Buddy is good, heropower is bad, don't get baited by low tier strategies
Barov	A-	3.71	Rafaam Curve	Slow Jeef Curve	Coins are spells for naga synergy, buddy is extremely high value
Bigglesworth	C	4.15	Basic Curve	Slow Jeef Curve	Very strong buddy, very weak heropower - don't be afraid to spend some gold getting the buddy faster
Blackthorn	B	4.60	Fast Basic Curve	Slow Jeef Curve	Buddy synergy is very good with Prophet of the Boar and Bristlemane Scrapsmith
Brann	C	3.29	Warrior Curve	Slow Jeef Curve	Make sure there's enough battlecries on tier 1 before you choose brann, golden buddy gives full value even with
Brukan	C	6.06	Fast Basic Curve	Slow Jeef Curve	Free tempo early; golden buddy is strong with titus and a cleave
Cariel	C	4.26	Fast Basic Curve	Slow Jeef Curve	Shields are good, buddy to make heropower +5/+3 or +3/+5
Chenvaala	B	4.80	Fast Basic Curve	Slow Jeef Curve	Don't hard focus on elementals early; get strong early, and your buddy will provide the elementals afterwards
Cookie	A-	4.56	3 on 3	Fast Basic Curve	Need to have a very good reason not to 3 on 3
Cthun	D	4.09			Only heropower when the gold is efficient; find a gameplan besides heropower, buddy is bad
Curator	C	3.71	Fast Basic Curve	Slow Jeef Curve	Focus on minion types before picking curator; murloc/dragon/elemental to buff are needed
Deathwing	C	3.40	Fast Basic Curve	Slow Jeef Curve	Undead are key, Deathrattles and Divine Shields help
Deryl	D	4.00			Buddy is bad, heropower can't keep up with buddies. Shields are good, don't worry about leveling "on time"
Drek'Thar	C	5.09	Fast Basic Curve	Slow Jeef Curve	Mostly reliant on magnetics with buddy buffs
Edwin	F	5.20			bad buddy, bad heropower, don't
Elise	A+	3.63	Slow Jeef Curve	Toki Curve	Buddy lets you heropower a lot, so don't be afraid to use heropowers early
Enhance-o Mechano	D	4.36	Fast Basic Curve	Jeef Curve	Bad buddy, hugely inconsistent heropower
ETC	C	4.29	3 on 3 (Level on 9)	Basic Curve	Economy buddies are a must, they're only found on tier 3+
Eudora	D	4.33	Rafaam Curve	Special Curve	Buddy scaling is not enough to win; ignore it for the most part and play to find a normal comp
Finley	A+	3.65			Get buddies cheaper than you normally would, as long as they're tier 4 or higher
Flurrl	D	5.00	Fast Basic Curve	Slow Jeef Curve	Heropower becomes useful once you have Brann, use buddy on tier 4s for ball and primalfin
Galakrond	C	4.93	Fast Basic Curve	Slow Jeef Curve	don't repeatedly heropower and freeze one minion; losing early fights and getting one tier 6 doesn't keep up with
Galewing	A-	5.21	Special Curve	3 on 3	Use the 2 turn option turn 1, then the 3 turn option, time the first buddy to double up on the discover
Gallywix	C	4.05	Fast Basic Curve	Warrior Curve	Focus on economy (elementals, murlocs, pirates), buddy is free tempo not a win condition
George	D	4.40	Fast Basic Curve	Slow Jeef Curve	Toxin and Greasebot can help win, shielding early is okay when your buddy scales them
Greybough	B	4.33	Fast Basic Curve	Slow Jeef Curve	Deathrattles and Reborns can out-tempo a lobby, Kangor's Apprentice comps can win against strong boards
Guff	C	4.10	Basic Yogg Curve		First buddy gives a tier 5 and 6 that define your game, second set of buddies usually comes too late
Heistbaron Togwaggle	B	3.54	3 on 3	Fast Basic Curve	Wait longer with your first buddy until more people spiked higher tier minions
Hooktusk	A-	3.62	Slow Jeef Curve	Warrior Curve	Alleycat (and sellemental/shell collector), golden buddy prints tons of gold
Illidan	A-	4.45	Fast Basic Curve	3 on 3	Less need to focus on a full board, very strong buddy
Ini Stormcoil	F	5.30	Fast Basic Curve	Slow Jeef Curve	Very bad buddy, bad heropower, even a good lobby (undead+demon) isn't that good
Jailer	B	4.71	Basic Curve	Fast Basic Curve	Demons/Undead (for summons) and Mechs (for shields) are a must, buddy fuels heropower and avenge well
Jandice	A-	4.38	Slow Jeef Curve	Fast Basic Curve	Alleycat triples, Brann+Primalfin, Glowscale, Nomi, buddy can scale anything
Jaraxxus	B	4.45	Fast Basic Curve	Slow Jeef Curve	Buddy prints money and triples, heropower is usually bad (but better than rolling at the end of a turn)
Kaelthas	C	3.88	Fast Basic Curve	Slow Jeef Curve	The heropower stats basically don't matter, buddy stats do - deflect-o-bot is best
Kragg	C	3.48	Fast Basic Curve	Slow Jeef Curve	Don't spend too much gold on your buddy
Kurtus	D	5.50	Fast Basic Curve	Slow Jeef Curve	Very bad buddy, wants to level very slowly and out-tempo in the midgame (aiming for 3rd/4th)
Lady Vashj	D	4.62	Fast Basic Curve	Slow Jeef Curve	Passive heropower >> active heropower, very bad buddy
Lich Bazhial	C	3.43	Special Curve		Buddy prevents health loss from heropower, HP and level turn 1, HP and double buy turn 2
Lich King	C	5.33	Fast Basic Curve	3 on 3	Entirely reliant on Undead, heropower on Leeroy lategame
Maiev	A-	4.02	Rafaam Curve	Warrior Curve	Rafaam for triples, first buddy for another triple discovery. Brann the buddy or play two in a row before HP to get the
Malygos	A-	4.10	Warrior Curve		Alleycat early to get extra minions on board, use the buddy to get high tier direction and strength
Millhouse	A+	4.26	Slow Jeef Curve		Find a gameplan that lets you buy & sell many things, with buddy you barely need to roll
Millicent	C	3.89	Fast Basic Curve		buddy + kangor's + titus isn't very reliable as a gameplan, but it's usually the only thing you can do
Mukla	C	4.62	Rafaam Curve		Save bananas for the first buddy, bananas are spells for Athissa
Murloc Holmes	B	4.48	Fast Basic Curve	Jeef Curve	It's worth spending quite a lot of gold to get your buddy (it will pay itself back fast)
Mutanus	S+	3.97	Special Curve		get one big minion early to make the first buddy big fast, spit those stats back onto themselves for the second set of
Nguyen	C	4.24	Special Curve		Economy heropowers early, high value&tempo heropowers later
Nozdormu	C	3.68	Fast Basic Curve	Slow Jeef Curve	Buddy is mostly useful for felbat synergy (and not much else)
Nzoth	D	4.90	Fast Basic Curve	3 on 3	Leapers and Boomboxes (quite inconsistent)
Omu	C	4.77	Special Curve	Jeef Curve	Needs economy starts to level fast & efficiently, wants to get her buddy asap
Onyxia	C	5.22	Fast Basic Curve	Slow Jeef Curve	Pretty bad buddy, heropower can't compete with buddies
Ozumat	D	5.22	Fast Basic Curve	Slow Jeef Curve	Don't hyper focus on the buddy; one big tentacle is not a win condition
Patches	C	4.04	Special Curve		Buddy can buff non-pirates and works with brann, playing around Mech shields and Murloc poisons is hard
Patchwerk	C	4.11	Fast Basic Curve	3 on 3	Health is a resource; Mechs/Demons/Undead for midgame strength
Professor Putricide	B	4.76	Special Curve	3 on 3	Heropower turn 2 looking for Foul Egg + Risen Rider to win early fights, buddy is good tempo (not direction)

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Pyramid	D	3.90	Fast Basic Curve	3 on 3	Buddy is often very bad, heropower around +4/+5 health is usually best
Queen Azshara	C	3.91	Basic Curve		With Athissa and Greta, sell your first buddy and keep two regular buddies; each spellcraft gets cast 5 times
Rafaam	C	3.71	Rafaam Curve		Rafaam curve is called rafaam curve for a reason, buddy is okay for extra economy, not fantastic
Ragnaros	C	4.20	Slow Jeef Curve	Fast Basic Curve	Demons & Undead so opponents have summons to activate heropower, buddy has many synergies outside of HP
Rakanishu	F	4.22			Terrible buddy, terrible heropower, stay away
Rat King	B	4.32	Rafaam Curve	Basic Yogg Curve	On Tier 1 "discovers" aren't random; guaranteed economy is good, tier 1 buddy means it's reliably tripled
Reno Jackson	C	3.37	Fast Basic Curve	Jeef Curve	Buddy can provide early tempo and a guaranteed triple
Rokara	C	4.00	Fast Basic Curve	Slow Jeef Curve	Shields are good
Saurfang	D	3.78	Slow Rafaam Curve	Basic Curve	Shields are good, heropower stacks over turns if you don't buy a minion between heropowers
Scabbs	A+	3.02	Rafaam Curve	Basic Yogg Curve	Scout the lobby for good buddies to decide if your buddy is worth spending a lot of gold on
Shudderwock	C	4.56	Jeef Curve	Fast Basic Curve	Shell Collector & Deck Swabbie give money early, Murlocs give the most useful heropower targets later
Silas	C	4.97	Fast Basic Curve	Slow Jeef Curve	Good minions without tickets are often better than bad minions with tickets, hold discovers in hand if you get the
Sindragosa	C	3.95	Basic Curve	3 on 3	Buddies that print money are almost never bad, and Sindragosa is no exception
Sire Denathrius	F	4.00			Prioritize easy-to-complete quests
Sneed	C	4.60	Fast Basic Curve	Rafaam Curve	Buddy is a budget Fish of N'Zoth, but notably works with brann
Sylvanas Windrunner	C	3.50	Rafaam Curve		Getting to the second set of buddies is really hard, so get all the value you can from the first buddy
Tamsin	D	3.44	Fast Basic Curve	3 on 3	Heropower is free tempo, not direction - buddy is just a poison
Tavish Stormpike	F	4.00	Fast Basic Curve	Slow Jeef Curve	With your buddy, heropower specifically to dodge divine shields; no damage = no buffs
Teron Gorefiend	B	4.27	Basic Curve	Slow Jeef Curve	Divine shield minion first maximizes buddy stats, heropower works well with Felstomper/Eternal Summoner
Tess	A-	4.42	Basic Curve		Don't be afraid to ignore the heropower earlygame, evaluate the lobby's buddies before committing too much gold to
Tickatus	A-	3.55	Fast Basic Curve	Slow Jeef Curve	Sell your first buddy on turn 8 for a turn 12 prize, if you can wait until turn 12 to sell the second set of buddies it's
Toki	A-	4.13	3 on 3	Toki Curve	Lots of midgame strength, less likely to get solid direction, much stronger with token starts
Vanndar	A+	3.82	Fast Basic Curve	Slow Jeef Curve	Felbat eating demons with extra health is amazing, health-buffed magnetics are good too
Varden	B	3.39	Basic Curve	3 on 3	Don't be afraid to triple early, you can triple more later. Leave pairs frozen, triple them with heropower next turn for
Voljin	A+	4.42	Fast Basic Curve	Slow Jeef Curve	Heropower makes temporary stats permanent, has spellcraft synergy, divine shield&cleave are good
Wagtoggle	F	5.00			Very bad buddy, barely noticable heropower, doooooon't
Xyrella	B	5.33	Slow Jeef Curve	Rafaam Curve	Be careful to avoid having your buddy as your only relevant minion; you still want to find a "normal" comp
Yogg	C	4.22	Aggro Yogg Curve	Rafaam Curve	Gold efficient, good tempo, when selling buddy be prepared for it to eat the shop (buy minions first)
Ysera	D	4.00	Basic Curve	3 on 3	Buddy is not very strong, tarecgosa & prized promo drake is hard to win with right now
Yshaarj	B	4.48	Basic Yogg Curve	Rafaam Curve	Heropower is good when leveling efficiently, buddy also buffs minions summoned by heropower
Zephyrs	A-	4.68	Fast Basic Curve	Slow Jeef Curve	Triple into a tier 5 on turn 6, buddy to get a pair of the tier 5 on turn 7, and heropower to triple it

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Tier	Maintained by MinderRoots	Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Turn 6	Turn 7	Notes
	Curve	3 Gold	4 Gold	5 Gold	6 Gold	7 Gold	8 Gold	9 Gold	
A-	Basic Curve	Buy	Level to 2	Sell, Buy 2	Buy 2	Buy, Level to 3	Buy 2, Roll 2	Level to 4, Roll, Buy	Stronger with a token start, turn 4 shop RNG weakness. No heropower requirement.
A+	Fast Basic Curve						Level to 4, Roll	-	Same strengths and weaknesses as basic curve, but pushes to tier 4 immediately.
A-	Jeef Curve	Buy	Buy, Roll	Buy, Sell, Level to 2	Level to 3	Buy 2, Roll	Buy, Sell, Level to 4;	-	Uses tier 1 economy and strong pairs for a flexible start to the game with its variations.
B	Fast Jeef Curve				Level to 3	Level to 4;	Roll 2, Buy 2	-	Pushes levels quickly.
A+	Slow Jeef Curve				Buy 2	Buy, Sell, Level to 3	Level to 4, Roll	-	Stays on tier 2 to solidify the board.
B	Warrior Curve	Buy	Buy, Roll	Sell, Buy 2	Buy 2	Sell, Level to 2, Level to 3	Level to 4, Roll	-	A highly valueable line if tier 1 economy and forced triples are strong
C	Extended Warrior Curve	Buy	Buy, Roll	Sell, Buy 2	Buy 2	Buy 2, Roll	Level to 2, Level to 3, Roll	Level to 4, Roll	A fallback option in case a triple hasn't shown up yet playing regular warrior curve.
B	Basic Yogg Curve	HP, Roll	Level to 2	HP, Buy	Level to 3, Sell, HP	HP, Sell, Buy 2	HP, Level to 4;	-	Uses a 2-cost heropower to get to tier 3 faster
B	Aggro Yogg Curve		Buy, Sell, HP	HP, Level to 2	HP, Roll, Buy	Level to 3, HP	Level to 4; HP	-	Uses a 2-cost heropower to get good tier 1s on board before leveling to 3 faster
A-	Rafaam Curve	Buy	Buy, HP	Buy, Roll, HP	Level to 2, Buy, HP	Level to 3, HP	Level to 4, HP	-	Clean leveling using 1-cost heropower, 2-cost heropower with economy, or tavern tipplers
B	Slow Rafaam Curve					Buy 2, HP	Level to 3, Buy	Level to 4	Rafaam curve, cut off on tier 2 to get stronger
C	3 on 3 (Level on 8)	Buy	Level to 2	Sell, Level to 3	Buy 2	Buy 2, Roll	Buy, Level to 4	Roll 3, Buy 2	Sacrifices early health to get very fast access to tier 3 minions, then pushes levels
C	3 on 3 (Level on 9)						Roll 2, Buy 2	Level to 4, Roll 2, Buy	Sacrifices early health to get fill the board with tier 3 minions
F	4 on 4	Buy a Token	Level to 2	Sell, Level to 3	Sell, Level to 4;	Buy 2, Roll	Buy 2, Roll 2	Buy 2, Roll 3	A fallback option in case of a bad shop after 3 on 3; requires economy
D	Toki Curve	Buy	Level to 2	Sell Buy 2	Level to 3, HP	HP, Buy 2	Roll 2, Buy 2	Level to 4	A way to use 1 cost heropowers that don't provide tempo
F	Pocky Curve	Buy	Level to 2	Buy, HP, Roll	Level to 3, Sell, HP	Buy 2, HP	Level to 4, Roll, Buy	-	A very niche use for 1 cost heropowers

Phase	Sub-Phase	Turn	Gold	Notes
EARLYGAME		Turn 1 - Turn 5	3 Gold - 7 Gold	The goal of the earlygame is to figure out which curve to play and start filling the board. In order to reach the Midgame in a stable and good position Base this off your hero, the minions in your shops, and to a lesser extent how other players are curving out.
MIDGAME	E A R L Y	Turn 6- Turn 8	8 Gold - 10 Gold	The early midgame is one big decision: get strong (often staying tier 3 on turn 6), or push to higher tiers faster. Depending on your earlygame curve leveling may be easier or harder. Either way, the goal is to get direction; leveling faster can get you to higher tier directional minions (though they may be less useful if you lose a lot of health), leveling slower keeps you healthier.
	L A T E	Turn 9 - Top 5	X Gold	Getting deeper into the midgame, you should either have a clearer direction for your comp, or know that you won't get to a gamewinning comp. If you have good direction, use the late midgame to fill your board with synergistic pieces (rolling a lot more than early and early midgame). If the direction you have likely isn't strong enough fast enough, the goal is playing to stay alive and kill people; if you can't play to win the game, play to push people out of the game instead, before better direction beats you.
LATEGAME		Top 5		The lategame can be looked at from two perspectives: If you have a potentially gamewinning board, the goal is to prepare for the endgame, by finalizing and/or scaling your comp and most importantly preparing for all opponents. Scout the lobby, and figure out who will likely be the strongest opponents, and how you can eventually beat them. Steer your board to match up better into them, and buy good tech pieces if you find them (holding them in hand). Alternatively, if you're going into the lategame with a weaker board and less health, the goal shifts; it's a matter of survival, and getting as close to the endgame as possible (even with no hope of winning it). Play to survive each turn, and only worry about the further future if you get an easier fight (another weaker person or a ghost).
ENDGAME		Top 2		Congratulations, you've made it into the endgame! The goal now is to counter the last player left. If you were in an advantageous position in the midgame and lategame, and played it well, the endgame should be the easiest part: unleash your preparation on the opponent, and be ready to counter them. There's much less of a focus on generally improving your comp, except in ways that directly help you beat the last opponent. If you're going into the endgame from a disadvantageous position, now is the time to ignore that, and play like you can win: it's often hard, but by familiarizing yourself with endgame comps you'll figure out their weaknesses, so try to exploit them with tech choices wherever possible.