

*Update 2019-May: Montmorancy is more viable than Aither



How to MANUAL/AUTO Wyvern 11 with subpar* gear

(No Angelica or Diene)



I'm sure you are sick of all the W11 guides which use Angelica or very well geared heroes. If you're looking for a W11 guide, chances are you don't have the gear quality shown in the guide, which is why you need a guide in the first place.

This guide will attempt to help you manual W11 until you have the gear quality to pull off auto.

Video: <https://youtu.be/AfJ-RTFdIIU>



What you need:

*This is subjective.

- 5* Aither/Montmorancy (0/0/4) + Rod of Amaryllis (auto) OR Shimadra Staff (manual), Tamarinne is OK too
- A very fat meat shield (6* Crozet, Krau, Rose or Tywin) with +15 HP% HP% DEF% gear (refresh shop to get them if needed), [Sword of Ezera](#) artifact is a plus
- 5* Taranor Guard (4/0/0) + 5* Alexa or 6* Luna/Karin (0/0/0)



Aither?!

Due to the mechanism of Wyvern 11, running a non-water unit is not recommended, especially if you have subpar gear (like me). There are only 2 notable ice healers and they are Angelica and Aither, and Aither is easier to build and use here than Angelica (OMG REALLY?!). Okay, put the pitchforks down and let me explain!

Aither's heals are based on his target's max HP, while Angelica's are based on her own max HP. What this means is that you would need to have good gear on BOTH Angelica AND your tank (as opposed to just your tank), so that her heals would matter. You may as well run Angelica as a tank together with Aither, but for this guide, we will assume you (like me) don't have Angelica.

Furthermore, Aither's S3 is on a shorter cooldown than Angelica's S3, which allows him to spam S2->S3->S2 then S1 one turn and he can spam his heals

again. This means he only has 1 turn every 3 turns where his heals are unavailable (usually during the barrier phase).

You can (and will if manual) soulburn Aither's S2 to heal even more.

Either Rod of Amaryllis or Shimadra Staff is required for this to work. If you have neither, save your powder and buy one if/when they are available in the shop. Just FYI, Rod of Amaryllis is better than Shimadra Staff and is a must buy.

Requirements:

- 150+ Speed
- Rod of Amaryllis (Auto) or Shimadra Staff (Manual), no artifact needed if your tank has Sword of Ezera and high Effective HP
- +4 on his S3 (6 Molagoras)

The tank

The tank is just there to take a beating. Only defense and HP are needed.

Requirements:

- 90,000+ Effective HP if you don't have [Sword of Ezera](#)
- 72,000 E.HP with +15 [Sword of Ezera](#)
- 110,000 E.HP with +15 [Sword of Ezera](#) if you don't have Rod of Staff
- Artifact: [Sword of Ezera](#) (best)/Envoy's Pipe/Daydream Joker (damage)

Note: **Effective HP = HP x (DEF/300+1)**

You can go 2 x HP, 1 x DEF or 2 x DEF, 1 x HP (for the 3 right-side items) as long as you have enough E.HP. 2 x HP, 1 x DEF should get you around 16,000 HP and 1400 DEF. If you have Sword of Ezera, it will lower the requirement much further. If you don't have that, any damage mitigation artifact will work. Once your tank has better gear, you can switch to the Joker artifact to do more damage.

Taranor Guard (4/0/0)

7 Molagoras are needed for him. His S1 has a 75% chance to defense break for 1 turn, which is vital. You want him to move before your damage dealer for obvious reasons.

If you really don't want to build this 3* hero you can probably manual with Karin as your sole defense breaker and another ice damage dealer (like Sigret for example), but then you will need some effectiveness for her to work, and she won't work on auto.

Requirements:

- 55%+ Effectiveness
- 150+ Speed
- Some crit chance and crit damage
- Daydream Joker

- Skill usage off if on auto
- +4 on his S1 (7 Molagoras)

Recommend: Speed + Hit/Crit/Unity sets, crit chance necklace.

Alexa/Karin/Luna

Alexa: S1 will always hit twice if it crits, this means Joker will proc twice and do a lot of damage. 85% crit chance is needed. She's the easiest to use and doesn't even need to be 6*. -> Best F2P damage dealer in wyvern 11.

Karin: S2 into S1 means 2 Joker procs. Karin also has a defense break on her S2 which can serve as a backup defense break. You need at least 85% crit chance here.

Luna: Easy to build with her passive. She only needs 50% crit chance from gear to always crit in W11, so you can use a crit damage necklace here. Her S3 is also a backup defense break.

Requirements:

- Slower than Taranor Guard, but still fast (140+ Speed)
- Daydream Joker
- High crit chance and crit damage



The math: Rod of Amaryllis vs Shimadra Staff

Let's assume Aither has 900 ATK and your tank of choice has 17,000 HP. Also let's say you are cheap and don't upgrade your artifacts beyond +6.

Rod of Amaryllis at +6 will heal the lowest HP (percentage wise) by 14.4% HP of their max HP when Aither uses S2 or S3. This hero will be your tank in most cases.

Shimadra Staff at +6 will give you a bonus of 24% to your TOTAL HP healed.

The formulas:

❖ Rod of Amaryllis

Soulburn S2:

$$\begin{aligned} &76.5\% \text{ of Aither's ATK} + 26\% \text{ target's HP} + 14.4\% \text{ tank's HP (RoA)} \\ &= 76.5\% \times 900 + 26\% \times 17000 + 14.4\% \times 17000 \\ &= \mathbf{7556.5} \text{ (44.45\% of tank's HP)} \end{aligned}$$

S3:

$$\begin{aligned} &(35\% \text{ ATK} + 15\% \text{ HP}) \times 115\% \text{ (skillups)} + 14.4\% \text{ HP} \\ &= (35\% \times 900 + 15\% \times 17000) \times 115\% + 14.4\% \times 17000 \\ &= \mathbf{5742.75} \text{ (33.78\% of tank's HP)} \end{aligned}$$

❖ Shimadra Staff

Soulburn S2:

$(76.5\% \text{ of Aither's ATK} + 26\% \text{ target's HP}) \times 124\% \text{ (Shimadra Staff)}$

$= (76.5\% \times 900 + 26\% \times 17000) \times 124\%$

$= \mathbf{6334.54}$ (37% of your tank's HP)

S3:

$(35\% \text{ ATK} + 15\% \text{ HP}) \times 115\% \text{ (skillups)} \times 124\% \text{ (Shimadra Staff)}$

$= (35\% \times 900 + 15\% \times 17000) \times 115\% \times 124\%$

$= \mathbf{4085.49}$ (24% of your tank's HP)

As you can see, Rod of Amaryllis is simply superior, but if you don't have it, Shimadra Staff will do, but you're gonna have to manual with the Staff.



So how does this work?

The idea is for Aither to use SB S2 -> S3 -> SB S2 to keep your tank alive. During the barrier phase you can top up your tank if needed and reset your cooldowns. Your tank will not die at least until the third barrier. You should be able to take down the wyvern before then.

A typical run with Aither will go like this:

Wyvern -> Aither S2 -> Wyvern -> Aither S3 -> Wyvern -> Aither S2 -> Barrier
-> Aither S1 -> Aither S2 (your tank should be nearly full or full HP at this
point) -> Aither S1 -> Barrier Phase over -> Wyvern -> Aither S2 -> Wyvern ->
Aither S3 -> Wyvern -> Barrier -> Aither S2 -> Aither S1 -> Aither S1 -> Barrier
Phase over -> Wyvern -> Aither S2 -> Wyvern -> etc.



What are the minimum stats to do this?

Based on my experience:

Aither: 150+ speed. Nothing else matters, though he may die in wave 1 if he is focused.

Tank: 6* (of course) with around 17,000 HP, 1,400 DEF. This can be easily achieved with 2 x 50% HP, 1 x 50% DEF right-side gear. For the left-side gear you can use the S1 arena gear if you have them.

Damage dealers: I use Labyrinth and Abyss gear. 150+ speed on at least one of them. 55+ Effectiveness on the defense breaker. They need to be 6* to break the shield more reliably. 85% crit chance if possible. T. Guard and Alexa can be 5* due to their special skill sets.

Here are my stats for AUTO:

Aither (LOL):

Aither 74/126 105,696

Ice Soul Weaver Libra

Aither ★★★★★

4 Friendship Acquaintance

Lv. Max/50

✖ CP **17,408**

Attack	914	▲454
Defense	558	▲47
Health	5106	▲1881
Speed	151	▲59
Critical Hit Chance	23.0%	▲8.0%
Critical Hit Damage	164.0%	▲14.0%
Effectiveness	10.0%	▲10.0%
Effect Resistance	10.0%	▲10.0%
Dual Attack Chance	5.0%	

Speed Set
✖ No set effect
✖ No set effect

Specialty Promotion Awaken

Tank (better stats = higher success rate):

Krau 39/130 645,523

Ice Knight Pisces

Krau ★★★★★

7 Friendship Close Friend

Lv. Max/60

✖ CP **39,768**

Attack	1159	▲350
Defense	1455	▲703
Health	15139	▲8814
Speed	120	▲20
Critical Hit Chance	27.0%	▲12.0%
Critical Hit Damage	157.0%	▲7.0%
Effectiveness	21.0%	▲21.0%
Effect Resistance	30.0%	▲27.0%
Dual Attack Chance	5.0%	

Health Set
✖ No set effect
✖ No set effect

Specialty Memory Imprint Awaken

DD #1 (Lab gear):



DD #2 (Abyss gear with a shop crit chance necklace):



As you can see my gear is atrocious and my second damage dealer is even 5*! Aither is the only one with skillups (9 Molagoras). Yes my Krau is missing a ring. I want to show you how easy it is to make a wyvern 11 tank.

My team success rate on auto isn't 100% because the 5* heroes may get killed during wave 1, or sometimes the def break never lands. Furthermore, if all your heroes have 8000+ HP, they can survive the wyvern ultimate, which will improve your success rate.

Tips:

During wave 1, focus on the large mob behind first.

Aither must have S2 and S3 ready (or S3 at 1 turn CD) if on manual.

If Karin is your sole defense breaker, then R&L or Dust Devil is a must on her so she can have her second skill up as often as possible. Otherwise, you will lose if she fails to land a defense break (once or twice) during the barrier phase.

Save your defense break skill when the wyvern is about to put up his barrier. When he does, he will cleanse himself so there's no point to waste your defense break on him. Wait till the barrier phase begins and unleash all your damage.

Sometimes the wyvern will steal a turn and do 6 hits to your tank before Aither can even move, which can kill your tank if his HP is lower than 80% or if

Aither's heals are on cooldown. Simply try again if you're unlucky with the game's weird and anti-fun speed mechanic.

Sword of Ezera can let you skip Rod of Amaryllis for auto. This won't make your tank unkillable, but it will make them survive long enough for you to take down the wyvern. Aither can sort of keep them alive. Each time the wyvern does its 3 hits on your tank, and after Aither heals them, they will lose about 5% of their HP. The wyvern gets stronger as time goes on, so this doesn't mean you get to withstand 20 turns, still it's long enough for you to kill the boss.

Taranor Guard and Alexa only need to be 5*, but it's OK to 6* them to have a better success rate (i.e. not being randomly killed off during wave 1). They're not a waste because you can reuse them in raid as they give high morale, and Alexa can proc Joker twice a turn which means you can kill the boss really fast. These teams don't have an AOE attacker so you can't clear Executioner Karkanis with them.

T. Guard, Alexa, Angelica, Achates = 36

T. Guard, Alexa, Destina, Achates = 37

T. Guard, Alexa, Angelica, Silk = 38

T. Guard, Alexa, Crozet, Achates = 39

T. Guard, Alexa, Tywin, Achates = 39

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