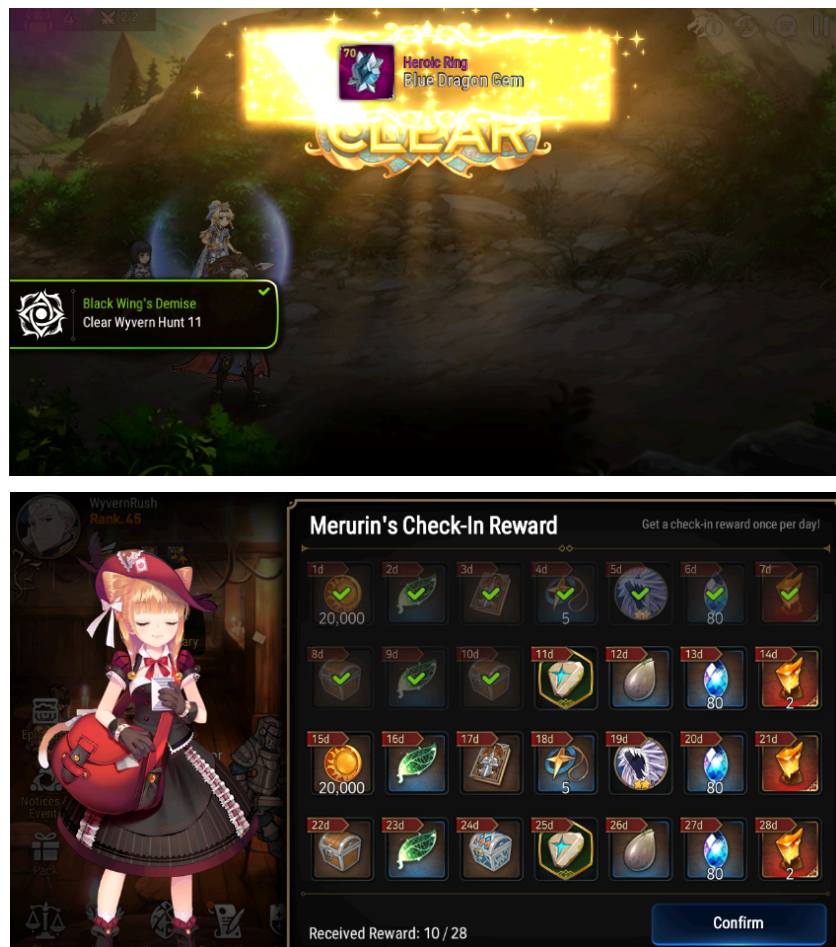


Wyvern 11 Rush

This guide will detail how I was able to reliably auto clear wyvern 11 (w11), the last level of the most important hunt in the game, in 13 days of connections on an account without any natural 5 ☆ chars or natural 4 ☆ (besides Furious, a connection hero). However, the guide relies on having a few [Daydream Joker](#) (DDJ) artifacts.

You can find a demonstration here : <https://streamable.com/c45hy> (and, for completeness, a less lucky run here : <https://streamable.com/v9byr>).

Warning : although this guide is geared towards beginners, I won't take space explaining game concepts as a number of other guides already do, so maybe don't read this first if you're a total beginner.



First manual kill was on days 10, as advertised [here](#)

Team

This guide was written to show that even a team using basic characters with basic gear but built properly can clear w11. This means that any team not absolutely terrible can work for w11, not that you need to restrict your w11 team to the heroes listed here.

Tank



[Taranor Royal Guard](#) (3 ☆), aka TRG, one of our two characters raised to 6 stars, a tank able to withstand w11 thanks to decent base stats. No skill-up needed.

Sidegrade: none.

Upgrades: Angelica (4 ☆), Angelic Montmorancy (3 ☆ SC), Crozet (4 ☆, lengthy connection), Rose (4 ☆), Krau (5 ☆), Tywin (5 ☆)

Whoever you use as tank will need to be 6 ☆ to have enough defensive stats to tank. Awakenings matter as well.

There are some exceptions to the above (Crozet with a rod healer for example) but you likely don't fall in them. Obviously, raising a character to 6 ☆ to access the most important hunt in the game is an acceptable use of your promoting resources.

Healer



[Aither](#) (3 ☆, connection), a mediocre healer. S2 and s3 skilled-up.

[Sidegrade](#): Montmorancy (3 ☆)

[Upgrades](#) : Angelica (4 ☆), Angelic Montmorancy (3 ☆ SC), Tamarinne (5 ☆)

Unless you especially like Aither (or have [Rod of Amaryllis](#), which compensates for his low heals), I would strongly consider using Montmorancy instead and making her specialty change to [Angelic Montmorancy](#).

DPS



[Alexa](#) (3 ☆, connection), a near-optimal DPS for w11, our other 6*. S1 skilled up.

[Sidegrade](#): Sigret (5 ☆), Kise (5 ☆)

[Upgrade](#) : Karin (4 ☆)

Alexa is **excellent** for w11, outperforming most water 5 ☆. Don't consider sidegrades/upgrades not mentioned here. Note : she's played with skills off in auto, the idea is to attack twice every turn, which procs her artifact (Joker) twice.

Alexa will also be better than Karin for your first w11 team as you won't have the gear or the molas to make Karin shine early.

Def breaker



Furious (4 ☆, connection), an excellent but mola-costly def breaker with some DPS. S3 and S2 mola invested (until 100% def break for s3).

Sidegrade: Taranor Guard (3 ☆), Luna (5 ☆ limited)

Upgrade : none.

Consider using Taranor guard if you don't want to use molas on your hunt units, which is an arguable decision as molas are an end-game resource. Don't worry, it will work just as well.

Gear goals / examples

The speed indications and the gear used for the tank are **fundamental** for an easy w11 clear. Having your DPS at the proper speed will translate into more additional damage than extra offensive stats.

We'll mostly use free gear from Adventurer's path until the time to clear w11 comes. Only the final w11 gear will be detailed here, not the gradual changes made.

Alexa



Alexa will use the 3 ☆ artifact [Daydream Joker](#) (DDJ), leveled as high as possible. If a choice needs to be made, she should have the better DDJ rather than Furious.

Her gear will be :

- 35 speed boots from story (10-3) / maze (2-5) or crafted (see below).
- Necklace can be crit at the start (leftover from leveling), ideally should become crit damage if you can maintain 85% crit with it.
- Ring is ideally attack% main stat on a destruction set, you can get one from Cidonia AP shop in 2.7.

- Weapon, Chest and Helm should be the destruction set from adventure's path

Again, speed rolls matter more than the rest of the stats, but it's harder to replace pieces so do with what you have. If the rolls are terrible, consider switching to attack set with the pieces that Furious doesn't use (see below).

Ideally, Alexa should have **167** speed or more and **10** speed less than Furious or more. If only one of these constraints can be fulfilled, go with 10 less speed. 167+ speed allows you to attack for every of wyvern's turn before barrier (167 nearly everytime too). It's ok to give up one attack, it also allows you to attack before the stage 1 monsters everytime, which lowers the damage taken and time spent.

Alexa's gear takes 1st priority during story. She should mostly already be geared for w11. You could consider switching her neck for a crit damage neck but it's not a priority.

Furious



Furious will use the 3 ☆ artifact [Daydream Joker](#), leveled as high as possible (+15 is fine).

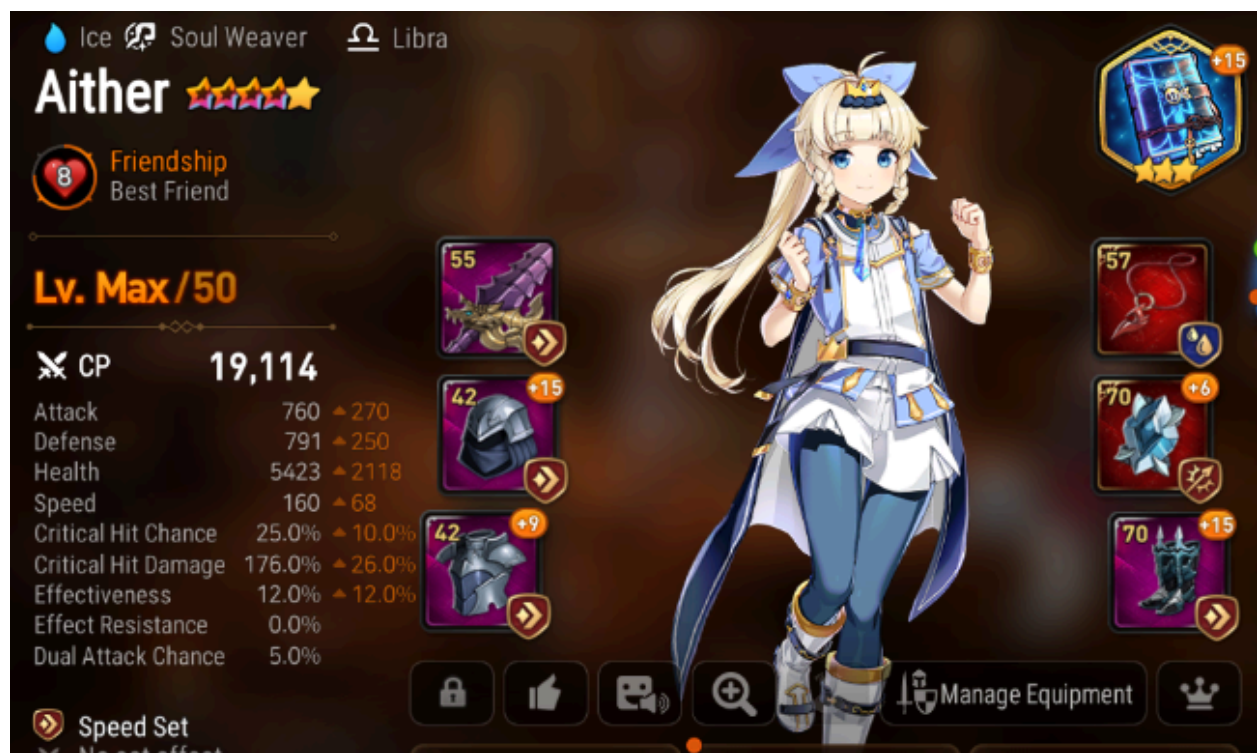
His gear will be :

- 35 speed boots from story (10-3) / maze (2-5) or crafted

- 50% (or 60%) effectiveness attack set ring, crafted or from secret shop (rank 40+ for i70 rings, 50+ for i85 rings). Level as needed, you want around 55% effectiveness.
- For neck, anything with speed rolls, preferably crit damage or attack% but speed rolls is what matters here. Level as desired.
- For weapon, helm, and chest, a mix of attack set items from adventure's path, maze and cidonia's shop. What matters are **speed** rolls. Replace gear if you get higher speed.

Ideally you want your speed to be **10** higher than Alexa, which would be around 180, and anymore is not needed. If you can't get it from the attack item set from adventure's path / story / Cidonia, consider breaking the attack set as getting the desired speed matters more than 30% attack subs. Furious's gear is 2nd priority for w11.

Aither



The best artifact for Aither is [Rod of Amaryllis](#) (5 ☆), then in order of preference : [Shimadra Staff](#) (5 ☆), [Celestine](#) (5 ☆), [Magahara's Tome](#) (4 ☆), [Ranon's Memorandum](#) (3 ☆, the one I'm using).

You just want a speed set on him with speed main boots. You want **167+** speed (same reason as Alexa), but in my case I have Ranon's Memorandum so I can have slightly lower speed. The rest doesn't matter but atk%, def% and health% are good stats on him. Aither's gear is second last priority during story, and last priority for w11.

TRG



Note that the guide was made a few patches before, **this chest wouldn't be a good option nowadays.**

The best artifact for TRG is [Sword of Ezera](#) (5 ☆, event), then in order of preference : [Proof of valor](#) (5 ☆, from guild currency but takes ~ 1 month to get), [Egg of Delusion](#) (3 ☆, the one I use), [Envoy's Pipe](#) (3 ☆).

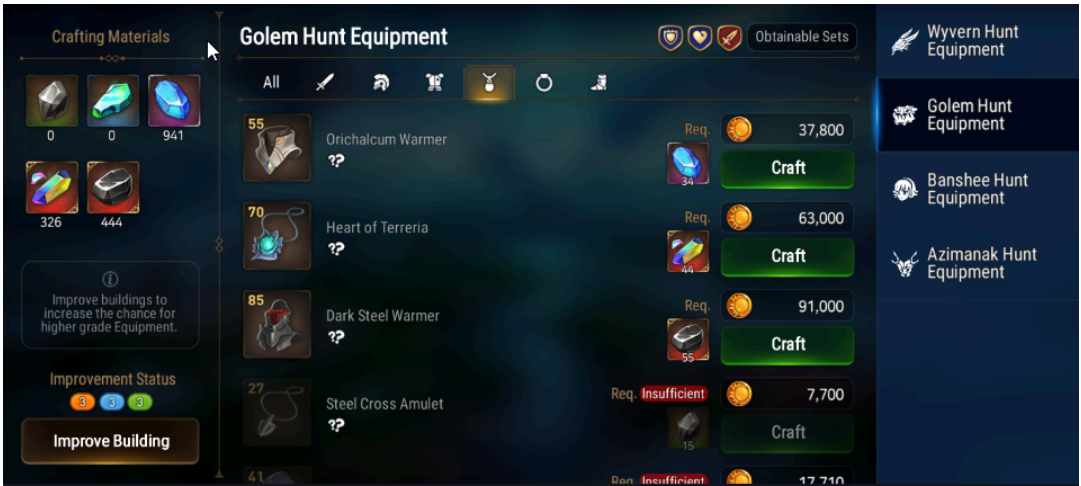
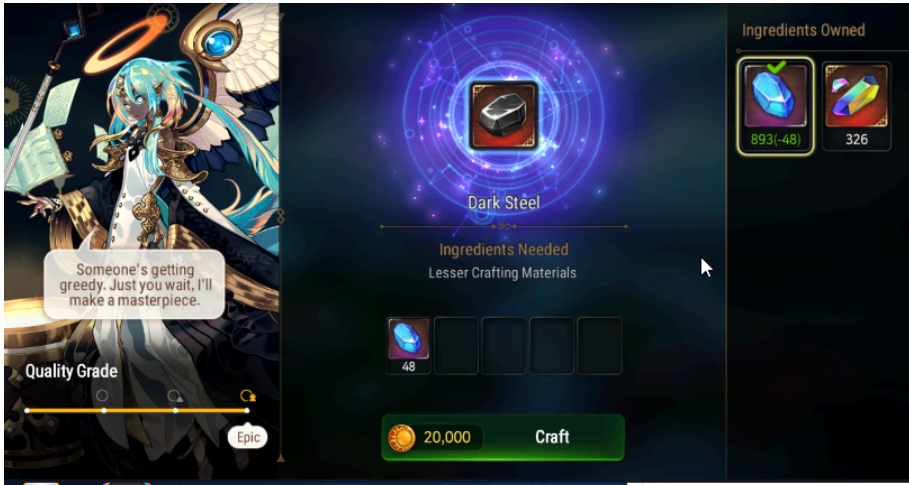
Your w11 tank needs to be 6 ☆. His gear should be :

- The i71 helm you get from maze 2-4. As you can see, I replaced it but the helm should work most of the time.
- A level 85 chest you craft (see below).
- The health set (or def set) weapon from adventure / adventure's path / maze that rolls the most health%. Replace if you can as they're usually pretty shitty.

As for the right side, you want any neck / ring / boots with 12% base health or with 12% base def. Those are items level 85. **Using items level 85 (or at least 70 with excellent substats) with the proper main stat is the most important thing to do in this guide.** An item level 55, epic or not, doesn't measure up to the absolute worst grey item level 85 on right side.

TRG's stats are last priority during story and first priority for w11. We'll detail how to get that gear in the next section.

Acquiring the gear



Thanks to alchemist's steeple, you can transform lower mats to mats for i85 items as soon as you clear a hunt 7 (see the recipes in achievements, you need to get the achievements in order). Even with a full water team, clearing any hunt 7 should be easy enough after a few retries. So as soon as you can clear hunts 7, transform mats everyday and craft what you need. **This doesn't mean you should farm those hunts !** Just use the mats given to you by the game and transmute.

Shopping list

To recap, here are the items you absolutely want for your tank:

- Neck with 12% health or 12% def
- Ring as above
- Boots as above
- I85 Chest, ideally with health% or def% bonuses

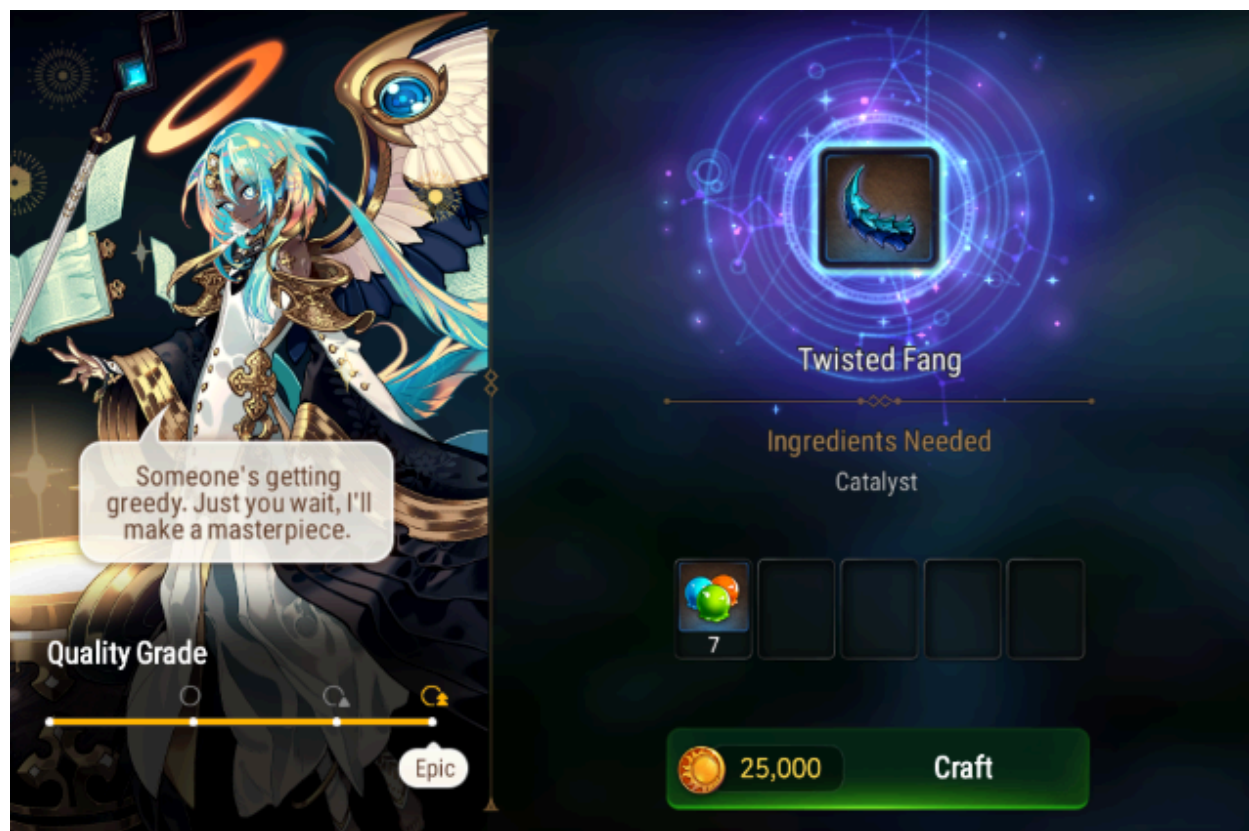
You can get a decent helm from Lab 2-4 but you can craft one if it rolls bad

Here are the items you may want :

- 10% or 12% effectiveness ring on attack, speed or any set as desired (for your def breaker if can't reach 55% effectiveness)
- att% ring OR 7 or 8 speed boots on a destruction set (Alexa, if you don't have)
- 8 speed boots, ideally speed sets (your healer and/or your def breaker)
- 13% crit damage neck, possibly with speed sub, ideally speed set (Furious if you use him)
- Weapon with high health% sub on def or health set (your tank, if likely to be better than what you have)
- Attack set item with speed sub (your def breaker, if likely to be better and still on attack set)

Of course that's only if you need it : if you already have the needed speed on your def breaker, no need to buy him anything else than an eff% ring.

Getting catalysts



Most of your catalysts will come from Alchemist's steeple. Beginners seem to miss it, but at 0/3/0, you can craft catalysts and epic catalysts in exchange for other catalysts. Your first priority for breath of Orbis (if you want to rush w11 fast) is to get Alchemist's steeple to 0/3/2.

You can get :

- 3 to 4 Normal catalysts every day
- 3 Epic catalysts every week

But how to get other catalysts to exchange ? Use the side story ! You should be able to clear the side story with fodder (2 ☆ monsters or white and gold phantasma) in Normal difficulty pretty early (after clearing 10-10 or around that time) so do that to buy the catalysts in the side story shop and exchange them for those you need. Since it will allow you to farm w11 early, it is worth it.

Warning : Cidonia's AP shops give good items, and you'll need some catalysts to unlock them so check beforehand if you don't need those.

That's the end of the guide, thanks for reading !

Questions and Answers

So there are a few things I didn't address yet, let's cover them.

Should I consider imprints to choose my characters for w11 ?

If the imprint is crit and it helps you attain the crit value needed, why not. Other imprints don't matter as much.

Why 167 or 170 speed ? Does it matter that much ?

It does. Wyvern has 207 speed, plays 5 turns and then enters a "slow" phase with a large shield where it doesn't attack. If you have 167 speed, you have just enough speed to attack for every turn before the shield, which as your char improves gives you time to kill the wyvern before its shield phase.

If you have 166 speed, you'll attack every turn before shield most of the time, 165 a bit less frequently and so on.

The difference between 160 and 167 speed here is 33% more damage (3 to 4 attacks) on wyvern when it counts, so variations between the char builds are erased by that massive 33%.

As for 170 speed, that's the speed needed to reliably start before the creeps on first phase, which should allow you to kill one of them (possibly more as you replace your healer with another DPS), thus reducing the damage taken and improving clear time.

Calculation details

Including the starting combat readiness, in the worst case wyvern needs to accumulate 495 CR over 5 turns (starting at 5 CR). So to play 4 turns, you need to accumulate 399 CR (starting at 1 CR) during the time it takes w11 to get 495, so you need to have strictly more than $399 / 495 * 207 = 166.85$ speed, so 167 speed.

How reliable is this ?

I auto'd w11 from the moment Alexa was 6 ☆ to the point where you can see the image. I got one defeat when she was level 50 and only victories since then. I am confident in the fiability of this team but you may have worse results if your items didn't roll as well. However, this should always be a good enough basis to get a solid auto w11 team, especially if you use a better healer than Aither.

How to improve the team further ?

You can raise another DPS instead of Aither to allow for consistent kills before barrier, which will significantly improve your times. Karin is probably the best option here.
You can also try working towards a 3-man w11 team.

I used up all my mats, is there another way to get tank gear ?

In case you were particularly unlucky with the mats transformation, here's a sort-of desperate method. This is the method used by the guide as I wanted to show it still works in the worst case but transforming mats is way better.

Principle



Example of an item you would want to buy

You need to farm to rank 50, then refresh secret shop - with the secret shop levelled to your current max, 10. The refresh and buy white or green items level 85 with health% or def% as main stat just like you would craft for the refresh mats method.

Why rank 50 ? Because that's when you unlock items level 85 in the secret shop.

Consider allowing a budget of **3k skystones** (1000 refreshes) and several millions of gold for the refresh. You may be lucky, but you probably won't. As you don't know what combination you'll have, consider buying any item with the proper main stat and set on a combination

(type-set-main) you don't already have until you finish a combination. Also be on the lookout for items that could improve your other heroes.

Shop refresh statistics

To prepare for this guide, I did 1000 refreshes of the shop with the shop level 10 (and 9 too).

You can find the total data [here](#) but here's a recap. I got :

- 1 12% health neck on health set and 0 on def set
- 3 12% health ring on def set and 2 on health set
- 1 12% health ring on def set and 0 on health set
- 1 12% def neck on health set and 0 on def set
- 0 12% def neck on health and def set
- 1 12% def boots on health set and 0 on def set
- 7 12% eff ring, including 2 on speed set and 1 on attack set (didn't check lower %)
- 1 12% attk ring on destru set (didn't check lower % as I had something already)
- 8 8 speed boots, including 2 on speed set and 1 on destru set
- 5 crit damage necks, including 2 on speed set, 1 on attack set and 0 on destru set

If you're not comfortable with those odds, consider leveling to rank 55 or 60 (but that will take way more time and stamina).

Is 13 days the fastest possible ?

No I did tons of mistakes.

Thanks, misc and legalese

Since I didn't mention it anywhere else, I am Actinium, member of BigBand in Global.

Thanks

My sincere thanks to the various people that helped me with their answers (in no particular order) :

- musCLEMan#2961
- Kolibri#1793
- PrincePatat#7396
- Raxiyeen#0661

- Zhareth#8949
- anyone I forgot (don't hate me)

A special thank you to the members of the global guild Redwrath where my alt stayed for the duration of my rush.

Thanks also to [RaphaelDDL](#) for [epicsevendb.com](#) and reddit user [/u/buttreynolds](#) for the skill datamining in [E7 Skill Data](#).

Other guides

You might also like my other guides :

- [Fast Auto b11](#) : how to build a oneshot b11 comp. Outdated and numbers are wrong but the principles hold true.
- [Fast Auto w11](#) : how to build a oneshot w11 comp.

Changelog

- 2020/02/11 : Removed the fat.
- 2020/01/29 : Downgraded Luna to "sidegrade" to Furious.
- 2020/01/26 : Added note on the necessity to 6* the w11 tank.
- 2020/01/21 : Refreshed the guide a little.
- 2020/12/01 : Added other guides section.
- 2019/11/28 : Corrected w11 speed and added calculation details for 167 speed.
- 2019/11/21 : Added explanation for 167 speed
- 2019/11/16 : Reordering the golem 7 trick as it comes before rank 50
- 2019/11/01 : Clarification on the need for DDJ
- 2019/09/02 : Added golem mat crafting idea from [/u/iiluxxy](#) .
- 2019/09/01 : added day-by-day report of what I did.
- 2019/09/01 : Initial writing and release.

Legal stuff

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