

# THANIEL GUIDE

## PREPARATION:

There are a couple different builds for Thaniel when prepping for HBH. I am currently using a non-budget build with MUB Poseidon and MUB 4.3.4 staff, however this should work regardless for all 4.3.4 staff builds.

My current set-up is:

48 MC lvl80 5\* Thaniel

Staff Dojos: 19/20 Water Alters: 30/30 Yule tree: 27 Water Dracolith: 14

4.3.4 Marine Staff

MUB Volcanic Queen MUB Poseidon

HP 2559 STR 1690 MIGHT 5098

## TIPS AND TRICKS:

This can be a very tough fight as it can be very unforgiving at times- unlike HMS. It may take a while for you to learn all these different things however do not lose hope! It took me a full day of practice until I got my first clear with Thaniel. For your first clear I would highly suggest finding a team full of 100% Burn Res Characters for a much easier clear (Xainfried, Orsem and Lily) In this guide I will not be going over the technique of dive cancelling as it can be difficult to understand and do for first clears.

### BAITING DIVES (CRIMSON INFERNO)

As a healer you will need to learn how to bait dives for your team as this will happen multiple times during the fight. High Brunhilda will dive the player **FURTHEST** away from her current position and turn to face the location she will be diving towards. To time this correctly make sure you are the furthest player in your team from her and the moment the text shows up on the screen **ROLL TWICE IN THE SAME DIRECTION** away from the spot you were at.



For the 2 dives at the start - position yourself so that you bait HBH to where Orsem is standing in the picture and then for the second dive into the very right corner.

### **VOLCANO PLACEMENT (VOLCANO BLITZ)**

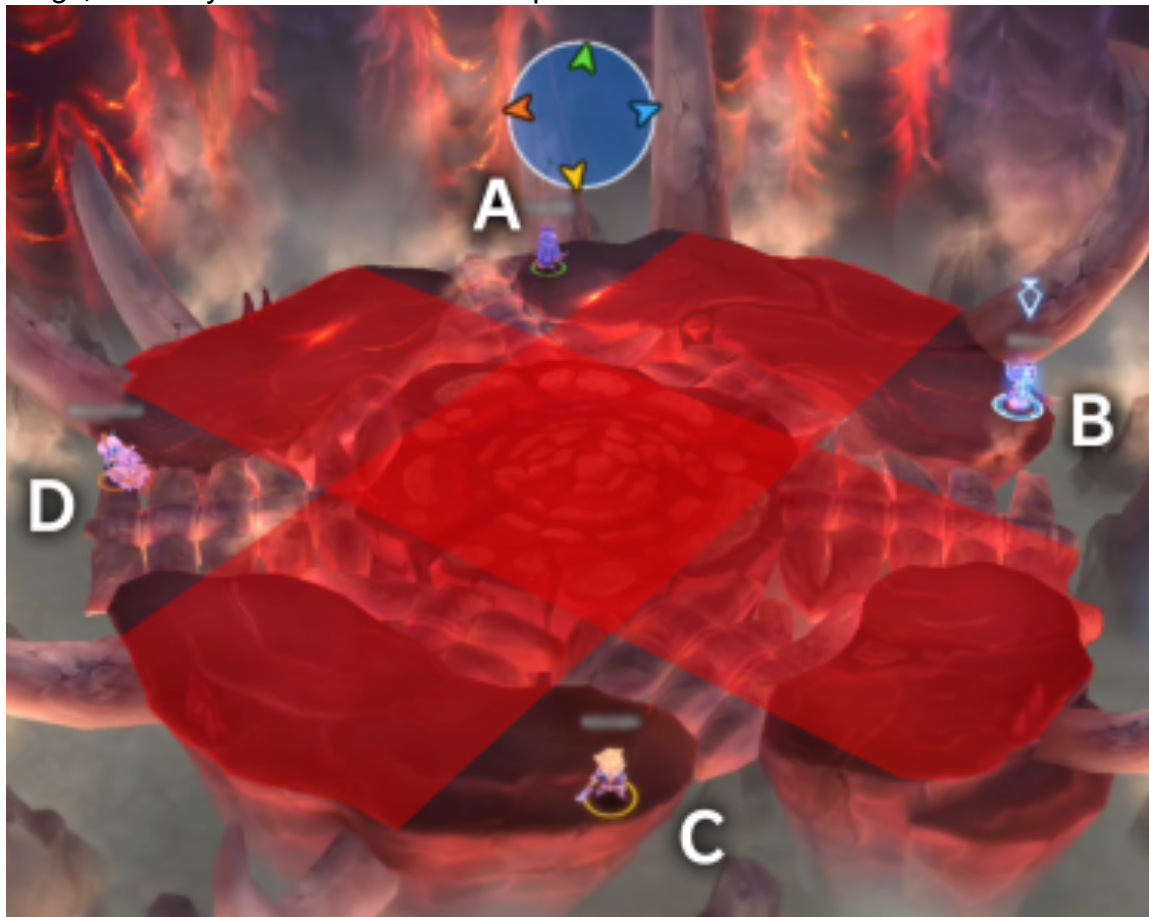
Everyone will get a volcano during both volcano phases, you will need to position your volcano so that you can "trap" HBH in a corner so that you can maximise damage and to build up SP to charge your abilities. Everyone in your group will get their own volcano during this entire phase – with the first one starting before the 2<sup>nd</sup> Dive. **Things to note as Thaniel include: If you happen to get the first volcano, don't panic. HBH will jump "shorter" due to your volcano being in the way. Just roll twice in the same direction as usual and continue on.**

If you happen to get the 4<sup>th</sup> Volcano **MAKE SURE YOU PLACE THIS VOLCANO ON TOP OF THE 2<sup>ND</sup> VOLCANOS POSITION** to replace it when it breaks. Refer to above image.

Make sure to hide behind / in the volcanos when HBH is doing her **HELLFIRE** attack or you will take excess damage and eventually lose the fight.

### **GRAND MUSPELHEIM AND GRAND X-MUSPELHEIM POSITIONING**

These 2 stages are like the regular Brunhilda fight where she will fly up into the sky and draw literal lines of fire, where Grand Muspelheim is just a horizontal line and Grand X-Mus as the name suggests a X shape. **BEFORE THE FIGHT** you will need to ask your teammates for the positions of where you will stand during the X-Mus stage, so that you will not stack on top of each other. **DO NOT TOUCH THIS FIRE.**



### **RED AND PURPLE (SEARING PILLAR AND FLAMING CHASER)**

These are pretty self explanatory stages as they are very similar to HMS in a sense, where during the **RED** phase (**Searing Pillar**) everyone on your team will stack on top of each other inside a red circle to share equal amounts of damage.

**Purple** phase (**Flaming Chaser**) everyone should separate and go to separate corners to avoid stacking damage. **DO NOT TOUCH ANOTHER PLAYERS CIRCLE WITH YOUR CHARACTER.** (point to note: Although not always, most of the time people will be moving around you and adjusting to the healer as you will most likely be auto-attacking to get SP for your abilities. Coordinate and communicate with your team!)

### **BREATH**

Not much to say here, but during this time HBH will have an exclamation mark on her head before she will breath in front of her. **DO NOT GET CAUGHT IN THIS.** Your baiter (usually Orsem) will try to bait this in the opposite direction from your team. Her breath will be a 180 degree sweep so try to be on the opposite side of this. Stay alert. Point to note is that you can also iFrame this to avoid damage in very extreme situations.

### **TIMINGS:**

HP CHECK BLAST

BREATH

S1 HEAL

BAIT DIVE 1

S1 HEAL HERE (IF YOU DON'T HAVE FIRST VOLCANO)

BAIT DIVE 2

(OTHERWISE S1 HERE)

### **VOLCANO PHASE**

<NOTE: If during this phase anyone gets hit by Hellfire use S3 HEAL, by the end of this entire phase aka up to PURPLE, everyone should be FULL HP / 90% full>

BREATH

HELLFIRE 1

S1 HEAL

HELLFIRE 2

HELLFIRE 3

S1 HEAL

HELLFIRE 4

S2 SHIELD WHEN YOU SEE THE PURPLE MARKER

PURPLE

RUN TO RED AND S1 HEAL

RED

S3 HEAL

BREATH

METEORS (you can ignore this as Orsem is only affected by this)  
S1 HEAL (IF YOU CAN GET IT UP JUST AS METEOR GOES INTO THE AIR)  
BAIT DIVE 3  
(OTHER WISE S1 HEAL INSTANTLY AFTER ROLLING)

<NOTE: YOU MUST GET AT LEAST ¼ - ½ of S1 SP built up before Grand Mus>

### **GRAND MUSPELHEIM PHASE**

Run to bottom right side near middle but not too close and FS towards middle when HBH lands

S2 SHIELD WHEN YOU SEE THE RED MARKER

RED

SPLIT AND S1 HEAL WHEN PURPLE

PURPLE

S3 HEAL

BREATH

BAIT DIVE 4

### **HBH BREAK**

DRAGON

USE ABILITY LAST SECOND

BREATH

S1 HEAL

### **VOLCANO PHASE 2**

HELLFIRE 1

S1 HEAL

HELLFIRE 2

HELLFIRE 3

S1 HEAL

HELLFIRE 4

S2 SHIELD WHEN YOU SEE THE PURPLE MARKER

PURPLE

RUN TO RED AND S1 HEAL

RED

BREATH

### **GRAND X-MUSPELHEIM PHASE**

Run to your corner you selected and FS towards middle when HBH lands

S1 HEAL WHEN PURPLE

PURPLE