Dynamis – Buburimu

Map 1 — initial statues. 61 spawn points.

RELIC GEAR DROPPED HERE

RELIC ARMOUR

WAR	Warriors Mufflers	BRD	Bards Roundlet
MNK	Melee Hose	RNG	Scouts Braccae
WHM	Clerics Cap	SAM	Saotome Haidate
BLM	Sorcerers Gloves	NIN	Koga Kyahan
RDM	Duelists Gloves	DRG	Wyrm Greaves
THF	Assassins Vest	SMN	Summoners Bracers
PLD	Valor Gauntlets	BLU	Mirage Shalwar
DRK	Abyss Gauntlets	COR	Commodore Gants
BST	Monster Jackcoat	PUP	Pantin Babouches

RELIC ARMOUR −1

WAR	Warriors Mufflers −1	BRD	Bards Cuffs −1
MNK	Melee Gloves −1	RNG	Scouts Bracers −1
WHM	Clerics Mitts −1	SAM	Saotome Kote −1
BLM	Sorcerers Gloves −1	NIN	Koga Tekko −1
RDM	Duelists Gloves −1	DRG	Wyrm Finger Gauntlets −1
THF	Assassins Armlets −1	SMN	Summoners Bracers −1
PLD	Valor Gauntlets −1	BLU	Mirage Bazubands −1
DRK	Abyss Gauntlets −1	COR	Commodore Gants −1
BST	Monster Gloves −1	PUP	Pantin Dastanas −1

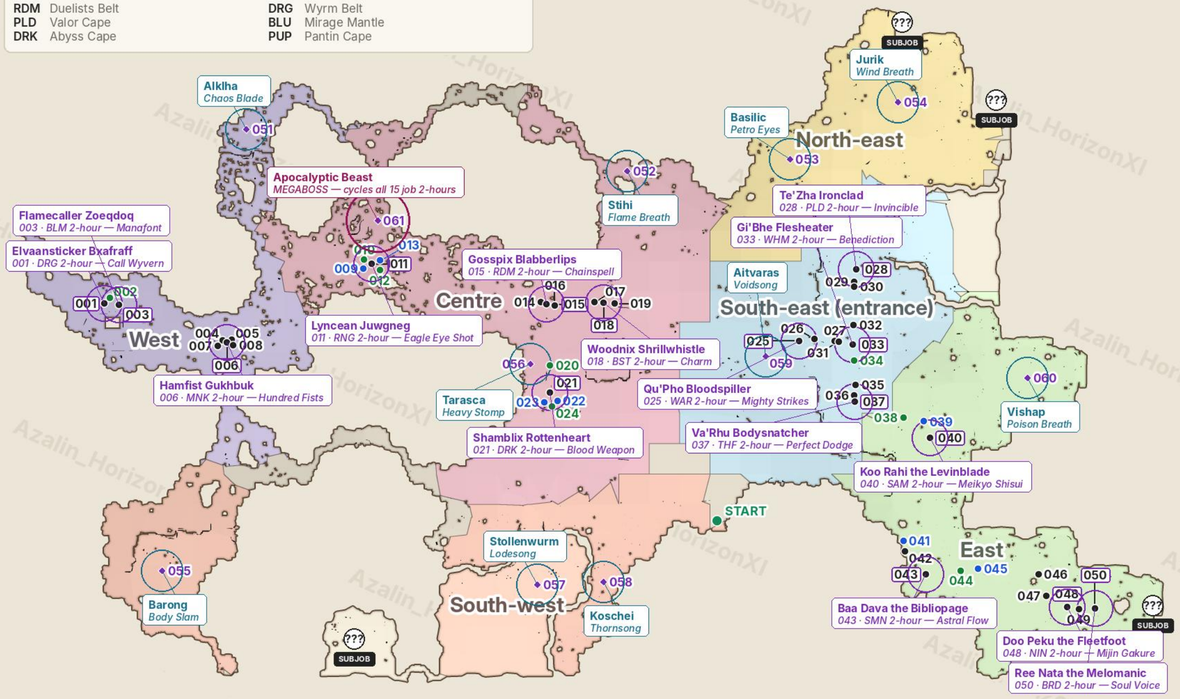
RELIC ACCESSORY

MNK	Melee Cape	BRD	Bards Cape
BLM	Sorcerers Belt	RNG	Scouts Belt
RDM	Duelists Belt	DRG	Wyrm Belt
PLD	Valor Cape	BLU	Mirage Mantle
DRK	Abyss Cape	PUP	Pantin Cape



Azalin_HorizonXI

dynamiscafe.com



LEGEND

- ● 000 Statue (red eyes) — gives nothing back
- ● 000 HP statue (blue eyes) — refills your HP
- ● 000 MP statue (green eyes) — refills your MP
- ● 000 Time extension statue
- ■ 000 Nightmare mob group (count on the right)
- ◆ 000 Notorious monster / special mob
- ● **??? — unlocks subjobs for the whole zone** ● Entrance

List: right-hand number = total mobs that pop

READING THIS MAP

Circles are statues, squares are Nightmare mob groups (count on the right),
diamonds are NMs and special mobs.
Built from the server's own spawn data, so every spawn point is here.

NOTORIOUS MONSTERS

Alkiha — Kill it and the boss loses Chaos Blade.
Stihi — Kill it and the boss loses Flame Breath.
Basilic — Kill it and the boss loses Petro Eyes.
Jurik — Kill it and the boss loses Wind Breath.
Barong — Kill it and the boss loses Body Slam.
Tarasca — Kill it and the boss loses Heavy Stomp.
Stollenwurm — Kill it and the boss loses Lodesong.
Koschei — Kill it and the boss loses Thornsong.
Aitvaras — Kill it and the boss loses Voidsong.
Vishap — Kill it and the boss loses Poison Breath.
Apocalyptic Beast — MEGABOSS; kill it and 062–127, 129–152 appear.

DANGER MOBS

These resist sleep, and each has a two-hour that can end a pull.
Every NIN (Mijin Gakure) — self-destructs for heavy damage to everything around it; keep the melee from stacking on it.
Every WHM (Benediction) — heals itself to full and clears every debuff you landed on it; silence it or burn it down first.
Every RNG (Eagle Eye Shot) — one enormous hit, enough to drop a light-armour job outright; keep it off the back line.
Every PLD (Invincible) — takes no physical damage while it is up; melee hold TP and switch target, magic still lands. Resists roughly 3 sleeps in 10 outright.
Which mobs those are, by family:
Goblin: Hitman, Alchemist, Ambusher, Armorer
Orc: Backstabber, Amputator, Predator, Trooper
Quadav: Kusa, Constable, Mason, Defender
Yagudo: Assassin, Priest, Salvager, Exemplar

ASPIR TARGETS — THESE CARRY MP

Statues · every PLD, DRK, SMN, BLM, WHM, RDM · Avatar · Crow · Hecteyes · Scorpion · Slime · Wyvern

SILENCE ASAP

Beastmaster pets cast one AoE spell and nothing else, so silence lands the moment they are pulled. Take them first.
Crow (BST pet) — casts Silencega: it will shut your own casters down before anything else happens
Hecteyes (BST pet) — casts Dispelga: strips your buffs off the whole party
Scorpion (BST pet) — casts Breakga: petrifies the party; nobody acts until it wears
Slime (BST pet) — casts Paralyga: paralysis across the party stalls the pull
every BRD, BLM, WHM, RDM
BRD mobs carry Resist Silence and shrug off roughly 3 casts in 10. Expect to recast.

SLEEP

The statues are immune to sleep, lullaby, silence and slow.
Nothing sleeps on the Vanguard Dragons and Apocalyptic Beast. Lullaby is blocked on them too.
Lullaby lands where Sleep struggles: Hecteyes (Sleep +2 / Lullaby -2).
Everything else in the zone has no sleep resistance in the server data.
Sleep and silence land full, half, or not at all — never a sliver. That is every mob in Dynamis, so keep a second sleeper ready.
Danger / aspir / silence is Tek's idea (HorizonXI), from his four city guides, extended to this zone from its own mobs and the server data. PLD and the sleep note are additions by Azalin (HorizonXI).

SUBJOBS

Subjobs are locked on the way in. Click any ??? on the map — it clears the restriction for every player in the zone at once, so one person can do it for the group.
Do this before the first pull. Nothing else in the zone lifts it.

WEST

001	1 RDM, 1 THF, 1 BRD + Elvaansticker Bxafraff (DRG)	4
002	MP 1 BST, 1 SMN	2
003	1 WAR, 1 WHM, 1 NIN + Flamecaller Zoeqdoq (BLM)	4
004	1 SAM	1
005	1 BLM	1
006	1 WAR, 1 BST, 1 DRG + Hamfist Gukhbuk (MNK)	4
007	1 DRK	1
008	1 RDM	1
051	Alkhla (Apocalyptic Beast's 'Chaos Blade' has no effect)	

EAST

038	MP 1 MNK, 1 SAM	2
039	HP 1 MNK, 1 SAM	2
040	1 WAR, 1 DRK, 1 RNG + Koo Rahi the Levinblade (SAM)	4
041	HP 1 BST, 1 DRG	2
042	1 BRD, 1 SMN	2
043	1 WHM, 1 BLM, 1 RDM + Baa Dava the Bibliophage (SMN)	4
044	MP 1 BRD, 1 SMN	2
045	HP 1 BST, 1 DRG	2
046	2 DRK	2
047	1 WAR, 1 THF	2
048	3 NIN + Doo Peku the Fleetfoot (NIN)	4
049	1 THF, 1 RNG	2
050	2 PLD, 1 BRD + Ree Nata the Melomanic (BRD)	4

EAST (CONT.)

060	Vishap (Apocalyptic Beast's 'Poison Breath' has no effect)	

SOUTH-WEST

055	Barong (Apocalyptic Beast's 'Body Slam' has no effect)	
057	Stollenwurm (Apocalyptic Beast's 'Lodesong' has no effect)	
058	Koschei (Apocalyptic Beast's 'Thornsong' has no effect)	

NORTH-EAST

053	Basilic (Apocalyptic Beast's 'Petro Eyes' has no effect)	
054	Jurik (Apocalyptic Beast's 'Wind Breath' has no effect)	

SOUTH-EAST (ENTRANCE)

025	1 WAR, 2 BST + Qu'Pho Bloodspiller (WAR)	4
026	2 BLM	2
027	2 DRK	2
028	1 PLD, 2 NIN + Te'Zha Ironclad (PLD)	4
029	2 BRD	2
030	2 DRG	2
031	2 RDM	2
032	2 SAM	2
033	2 MNK, 1 WHM + Gi'Bhe Fleshfeaster (WHM)	4
034	MP 2 PLD	2
035	2 BLM	2

SOUTH-EAST (ENTRANCE) (CONT.)

036	2 SMN	2
037	1 THF, 2 RNG + Va'Rhu Bodysnatcher (THF)	4
059	Aitvaras (Apocalyptic Beast's 'Voidsong' has no effect)	

CENTRE

009	HP 1 PLD	1
010	MP 1 WHM, 1 NIN	2
011	2 MNK, 1 RNG + Lyncean Juwgneg (RNG)	4
012	MP 1 BRD, 1 SMN	2
013	HP 1 THF	1
014	1 BRD	1
015	1 THF, 1 PLD, 1 DRG + Gosspix Blabberlips (RDM)	4
016	1 BST, 1 NIN	2
017	1 BRD, 1 SMN	2
018	1 WHM, 1 DRK, 1 RNG + Woodnix Shrillwhistle (BST)	4
019	1 BLM	1
020	MP 1 BLM	1
021	1 WAR, 1 MNK, 1 SAM + Shamblix Rottenheart (DRK)	4
022	HP 1 SMN	1
023	HP 1 NIN	1
024	MP 1 RDM	1
052	Stihi (Apocalyptic Beast's 'Flame Breath' has no effect)	
056	Tarasca (Apocalyptic Beast's 'Heavy Stomp' has no effect)	
061	TE60 Apocalyptic Beast	