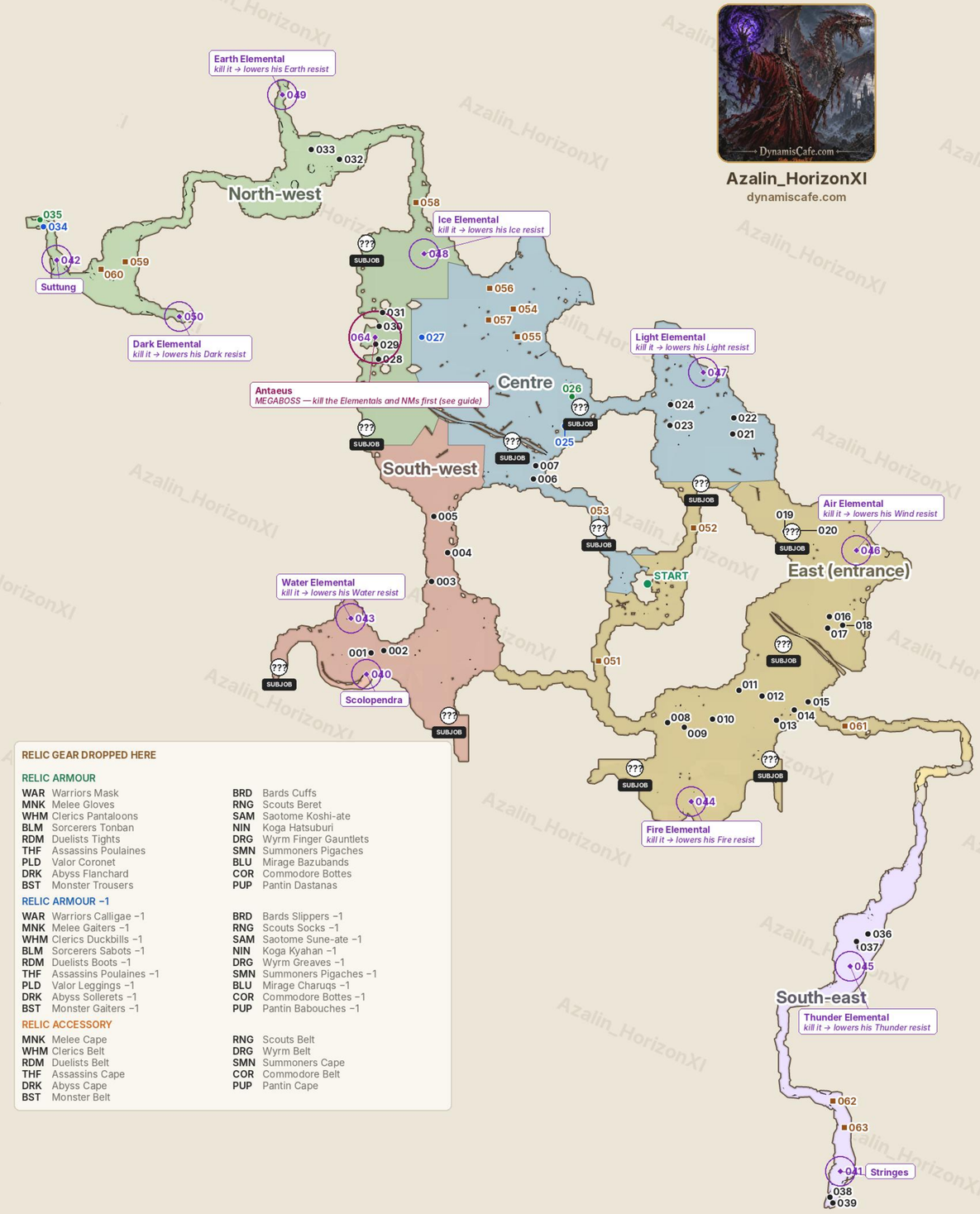
Dynamis – Qufim

Map 1 — initial statues. 56 spawn points.



Azalin_HorizonXI
dynamiscafe.com

RELIC GEAR DROPPED HERE

RELIC ARMOUR

WAR	Warriors Mask	BRD	Bards Cuffs
MNK	Melee Gloves	RNG	Scouts Beret
WHM	Clerics Pantaloons	SAM	Saotome Koshi-ate
BLM	Sorcerers Tonban	NIN	Koga Hatsuburi
RDM	Duelists Tights	DRG	Wyrm Finger Gauntlets
THF	Assassins Poulaines	SMN	Summoners Pigaches
PLD	Valor Coronet	BLU	Mirage Bazubands
DRK	Abyss Flanchard	COR	Commodore Bottes
BST	Monster Trousers	PUP	Pantin Dastanas

RELIC ARMOUR −1

WAR	Warriors Calligae −1	BRD	Bards Slippers −1
MNK	Melee Gaiters −1	RNG	Scouts Socks −1
WHM	Clerics Duckbills −1	SAM	Saotome Sune-ate −1
BLM	Sorcerers Sabots −1	NIN	Koga Kyahan −1
RDM	Duelists Boots −1	DRG	Wyrm Greaves −1
THF	Assassins Poulaines −1	SMN	Summoners Pigaches −1
PLD	Valor Leggings −1	BLU	Mirage Charuqs −1
DRK	Abyss Sollerets −1	COR	Commodore Bottes −1
BST	Monster Gaiters −1	PUP	Pantin Babouches −1

RELIC ACCESSORY

MNK	Melee Cape	RNG	Scouts Belt
WHM	Clerics Belt	DRG	Wyrm Belt
RDM	Duelists Belt	SMN	Summoners Cape
THF	Assassins Cape	COR	Commodore Belt
DRK	Abyss Cape	PUP	Pantin Cape
BST	Monster Belt		

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
- **??? — the subjob ??? appears at ONE of these 12 spots each run**
- **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.

ANTAEUS (THE BOSS) — WEAKEN HIM FIRST

Elementals 043–050 — one for each element. While one is alive, Antaeus heavily resists that element. It is resistance, not immunity: those spells still land, but weak or resisted. Kill the Elemental and that resistance drops. Most groups kill the Ice Elemental (048) and some the Air (Wind) Elemental (046) too, then nuke with those.
Scolopendra 040 — kill it to stop his huge auto-regen.
Stringes 041 — kill it to take away his huge attack power.
Suttung 042 — kill it to lower his heavy magic defense.
Grand Slam — his stomp. Heavy physical damage to everyone within about 26 yalms of him — farther than spell range, so a mage can't cast on him and stay out of it. It takes up to 3 Utsusemi shadows at once and can kill a mage in one hit: keep HP and Stoneskin up, and Stun it when he readies it. Anyone not casting, stand 27+ yalms away.
Stun — he resists it now and then, so a Stun can fail and let Grand Slam through. Keep a second stunner ready.
Kill Antaeus and statues 065–138 appear (Map 2).
Server note: on a stock ASB server the Elementals do nothing (its code names resistance settings ASB no longer has) and Suttung's kill is never checked. Horizon's wiki lists them all as working there. Grand Slam's 26 yalms is LSB's Dynamis version; stock ASB uses the normal 15-yalm one.

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 Antaeus. Lullaby is blocked on them too.
Lullaby lands where Sleep struggles: Nightmare Stirge, Stringes (Sleep +6 / Lullaby -3), Nightmare Diremite (Sleep +3 / Lullaby -2), Nightmare Gaylas (Sleep +6 / Lullaby -3) and 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. One ??? frees them for everyone in the zone with a single click.
That ??? appears at ONE of the 12 ??? spots on this map, picked at random each run — check them as you clear.

SOUTH-EAST

		mobs
036	1 WAR, 1 BLM, 1 BST	3
037	1 WHM, 1 DRK, 1 RNG	3
038	—	
039	—	
041	Stringes — cuts attack	
045	Thunder Elemental	
062	Nightmare Stirge ×3	3
063	Nightmare Stirge ×4	4

NORTH-WEST

		mobs
028	1 WAR, 1 BLM, 1 RDM, 1 PLD	4
029	1 DRG	1
030	1 SMN	1
031	1 WHM, 1 DRK, 1 RNG, 1 SAM	4
032	1 RDM, 1 THF, 1 SMN	3
033	1 BRD, 1 NIN, 1 DRG	3
034	HP —	
035	MP —	
042	Suttung — cuts magic def.	
048	Ice Elemental	
049	Earth Elemental	
050	Dark Elemental	
058	Nightmare Roc ×3	3
059	Nightmare Snoll ×4	4
060	Nightmare Snoll ×4	4

NORTH-WEST (CONT.)

		mobs
064	TE 60 (Spawns 065-138)	

SOUTH-WEST

		mobs
001	1 MNK, 1 BLM, 1 THF	3
002	1 WAR, 1 RDM, 1 NIN	3
003	1 WHM, 1 PLD, 1 SAM	3
004	1 BST, 1 RNG	2
005	1 DRK, 1 NIN, 1 DRG	3
040	Scolopendra — ends regen	
043	Water Elemental	

EAST (ENTRANCE)

		mobs
008	1 DRK, 1 SAM	2
009	1 WAR, 1 RDM, 1 BRD, 1 RNG	4
010	1 SMN	1
011	1 BST, 1 NIN	2
012	—	
013	1 MNK, 1 WHM, 1 THF	3
014	1 DRG	1
015	1 BLM, 1 PLD, 1 SAM	3
016	1 MNK, 1 WHM, 1 NIN	3
017	1 PLD	1
018	1 BRD, 1 DRG	2
019	1 BLM, 1 RDM	2
020	1 DRK	1

EAST (ENTRANCE) (CONT.)

		mobs
044	Fire Elemental	
046	Air Elemental	
051	Nightmare Stirge ×4	4
052	Nightmare Stirge ×4	4
061	Nightmare Roc ×3	3

CENTRE

		mobs
006	1 RDM, 1 PLD, 1 BST, 1 BRD, 1 RNG	5
007	1 WAR, 1 WHM, 1 BLM, 1 SMN	4
021	1 MNK, 1 THF, 1 SMN	3
022	1 DRK	1
023	—	
024	1 WAR, 1 BST, 1 RNG, 1 SAM	4
025	HP 1 THF, 1 BRD, 1 SMN	3
026	MP 1 MNK, 1 NIN, 1 DRG	3
027	HP 1 BST	1
047	Light Elemental	
053	Nightmare Stirge ×4	4
054	Nightmare Snoll ×4	4
055	Nightmare Snoll ×4	4
056	Nightmare Snoll ×4	4
057	Nightmare Snoll ×4	4