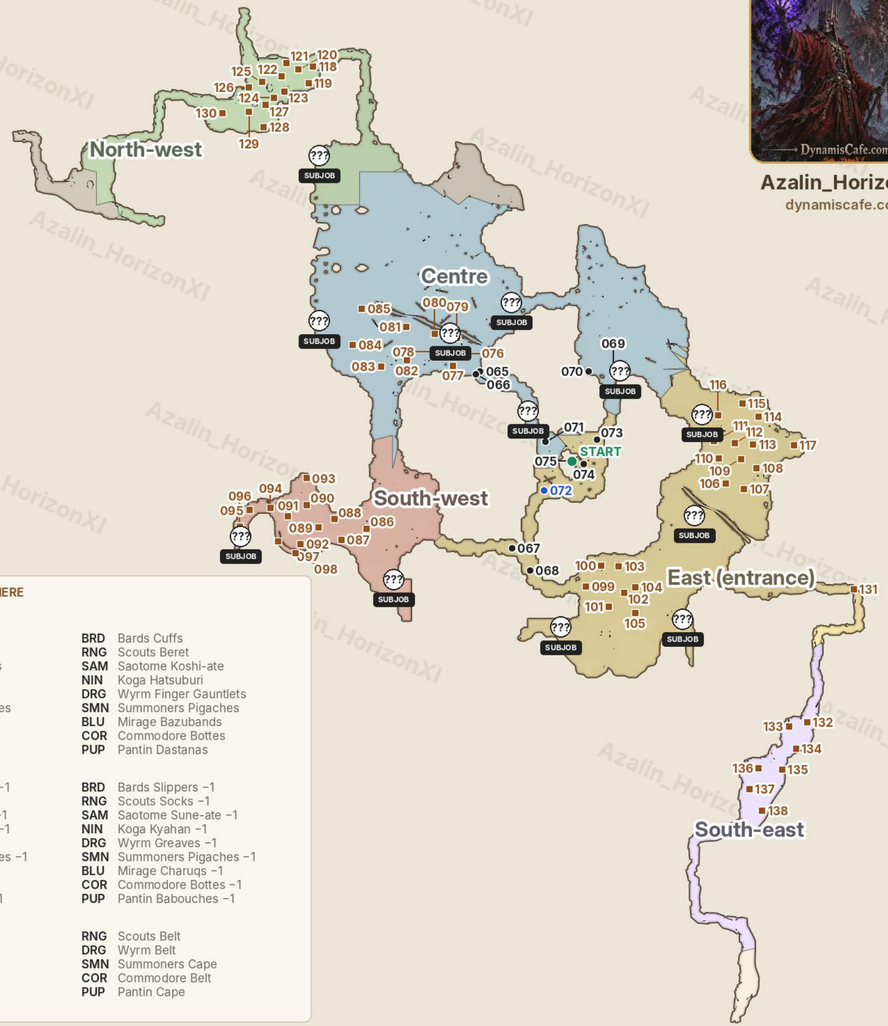
Dynamis – Qufim

Map 2 — the wave unlocked by defeating the megaboss. 74 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

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).

SOUTH-EAST

		mobs
132	Nightmare Gaylas ×3	3
133	Nightmare Gaylas ×3	3
134	Nightmare Gaylas ×4	4
135	Nightmare Gaylas ×4	4
136	Nightmare Gaylas ×4	4
137	Nightmare Gaylas ×4	4
138	Nightmare Gaylas ×4	4

NORTH-WEST

		mobs
118	Nightmare Diremite ×2	2
119	Nightmare Diremite ×2	2
120	Nightmare Diremite ×2	2
121	Nightmare Diremite ×2	2
122	Nightmare Diremite ×2	2
123	Nightmare Diremite ×2	2
124	Nightmare Diremite ×2	2
125	Nightmare Diremite ×2	2
126	Nightmare Diremite ×2	2
127	Nightmare Diremite ×2	2
128	Nightmare Diremite ×2	2
129	Nightmare Diremite ×2	2
130	Nightmare Diremite ×2	2

SOUTH-WEST

		mobs
086	Nightmare Kraken ×2	2
087	Nightmare Kraken ×2	2
088	Nightmare Kraken ×2	2
089	Nightmare Kraken ×2	2

SOUTH-WEST (CONT.)

		mobs
090	Nightmare Kraken ×2	2
091	Nightmare Kraken ×2	2
092	Nightmare Kraken ×2	2
093	Nightmare Kraken ×2	2
094	Nightmare Kraken ×2	2
095	Nightmare Kraken ×2	2
096	Nightmare Kraken ×2	2
097	Nightmare Kraken ×2	2
098	Nightmare Kraken ×3	3

EAST (ENTRANCE)

		mobs
067	1 WAR, 1 MNK, 1 BLM, 1 RDM, 1 SAM	5
068	1 WHM, 1 PLD, 1 DRK, 1 BST	4
072	HP —	
073	—	
074	—	
075	—	
099	Nightmare Tiger ×4	4
100	Nightmare Tiger ×4	4
101	Nightmare Tiger ×4	4
102	Nightmare Tiger ×5	5
103	Nightmare Tiger ×5	5
104	Nightmare Tiger ×5	5
105	Nightmare Raptor ×2	2
106	Nightmare Raptor ×2	2
107	Nightmare Raptor ×2	2
108	Nightmare Raptor ×2	2

EAST (ENTRANCE) (CONT.)

		mobs
109	Nightmare Raptor ×2	2
110	Nightmare Raptor ×2	2
111	Nightmare Raptor ×2	2
112	Nightmare Raptor ×2	2
113	Nightmare Raptor ×2	2
114	Nightmare Raptor ×2	2
115	Nightmare Raptor ×2	2
116	Nightmare Raptor ×2	2
117	Nightmare Raptor ×2	2
131	Nightmare Gaylas ×3	3

CENTRE

		mobs
065	1 MNK, 1 THF, 1 BRD, 1 RNG	4
066	1 MNK, 1 WHM, 1 PLD, 1 SMN	4
069	1 THF, 1 BRD, 1 SAM, 1 DRG	4
070	1 WAR, 1 BLM, 1 RDM, 1 NIN	4
071	—	
076	Nightmare Weapon ×3	3
077	Nightmare Weapon ×3	3
078	Nightmare Weapon ×3	3
079	Nightmare Weapon ×3	3
080	Nightmare Weapon ×3	3
081	Nightmare Weapon ×3	3
082	Nightmare Weapon ×3	3
083	Nightmare Weapon ×3	3
084	Nightmare Weapon ×3	3
085	Nightmare Weapon ×3	3