Dynamis – Tavnazia

114 spawn points at their exact in-game positions, straight from the 75-era server data



Azalin_HorizonXI

dynamiscafe.com

RELIC GEAR DROPPED HERE

RELIC ARMOUR

WAR	Warriors Cuisses	BRD	Bards Cannions
MNK	Melee Crown	RNG	Scouts Jerkin
WHM	Clerics Bliaut	SAM	Saotome Domaru
BLM	Sorcerers Coat	NIN	Koga Chainmail
RDM	Duelists Chapeau	DRG	Wyrm Armet
THF	Assassins Armlets	SMN	Summoners Doublet
PLD	Valor Breeches	BLU	Mirage Jubbah
DRK	Abyss Burgeonet	COR	Commodore Frac
BST	Monster Gaiters	PUP	Pantin Taj

RELIC ARMOUR −1

WAR	Warriors Cuisses −1	BRD	Bards Cannions −1
MNK	Melee Cyclas −1	RNG	Scouts Braccae −1
WHM	Clerics Bliaut −1	SAM	Saotome Domaru −1
BLM	Sorcerers Coat −1	NIN	Koga Chainmail −1
RDM	Duelists Tabard −1	DRG	Wyrm Brais −1
THF	Assassins Culotte −1	SMN	Summoners Doublet −1
PLD	Valor Breeches −1	BLU	Mirage Jubbah −1
DRK	Abyss Cuirass −1	COR	Commodore Frac −1
BST	Monster Jackcoat −1	PUP	Pantin Churidars −1

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
- ● ??? — time extension (vanishes once used) ● 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.

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:
Fomor: Hydra Ninja, Hydra White Mage, Hydra Ranger, Hydra Paladin
Kindred: Kindred Ninja, Kindred White Mage, Kindred Ranger, Kindred Paladin

ASPIR TARGETS — THESE CARRY MP

Statues · every PLD, DRK, SMN, BLM, WHM, RDM · Avatar · Hound · Wyvern

SILENCE ASAP

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 Prototype Eye, Vanguard Eye, Hydra's Hound and the Diabolos bosses. Lullaby is blocked on them too.
Lullaby lands where Sleep struggles: the Hydra job mobs (Sleep +4 / Lullaby -2), Nightmare Leech (Sleep +2 / Lullaby -3) and Nightmare Taurus (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, and there is no ??? for them here. Kill one mob on each of the three levels:
Nightmare Bugard — the level you enter on.
Nightmare Worm — the middle floor.
Nightmare Antlion — the top floor.
The two ??? marked on this map are time extensions, not subjobs, and each one disappears once it has been used.
Server note: ASB only checks the worm and the antlion. It wires the bugard to a 15-minute time extension and never counts it toward subjobs, so on a server running that code subjobs come back one mob early.

NORTH

		mobs
106	Umbral Diabolos	
107	Umbral Diabolos	
108	Umbral Diabolos	
109	Umbral Diabolos	
110	Diabolos Club	
111	Diabolos Heart	
112	Diabolos Spade	
113	Diabolos Diamond	
252	Diabolos Club	

SOUTH-EAST

		mobs
068	Nightmare Hornet ×3	3
069	Nightmare Hornet ×3	3
070	1 BLM, 1 PLD, 1 BRD, 1 SMN	4
071	1 WAR, 1 NIN, 1 DRG	3
072	—	
073	1 WHM, 1 THF, 1 BST, 1 SAM	4
074	1 MNK	1
075	1 RDM, 1 DRK, 1 RNG	3
078	Nightmare Cluster ×3	3
079	Nightmare Cluster ×3	3
082	Nightmare Cluster ×3	3
091	Nightmare Hornet ×3	3
092	Nightmare Hornet ×3	3
093	—	
094	1 WAR, 1 WHM, 1 BRD, 1 RNG	4
095	1 BST, 1 DRG, 1 SMN	3
096	1 THF, 1 SAM	2
097	1 MNK, 1 RDM, 1 PLD, 1 DRK, 1 NIN	5
098	1 BLM	1
101	Nightmare Cluster ×3	3
102	Nightmare Cluster ×3	3
105	Nightmare Cluster ×3	3

EAST

		mobs
001	TE 15 Nightmare Bugard	1
003	TE 30 Nightmare Antlion (30)	
060	Nightmare Hornet ×3	3
061	Nightmare Hornet ×3	3
062	1 WAR, 1 THF	2
063	1 RNG, 1 SAM	2
064	1 BLM, 1 BST, 1 NIN	3
065	1 PLD, 1 DRK, 1 SMN	3
066	1 RDM, 1 BRD, 1 DRG	3
067	1 MNK, 1 WHM	2
076	Nightmare Cluster ×3	3
077	Nightmare Cluster ×3	3
080	Nightmare Cluster ×3	3
081	Nightmare Cluster ×3	3
083	Nightmare Hornet ×3	3

EAST (CONT.)

		mobs
084	Nightmare Hornet ×3	3
085	1 WAR, 1 THF	2
086	1 RNG, 1 SAM	2
087	1 BLM, 1 BST, 1 NIN	3
088	1 PLD, 1 DRK, 1 SMN	3
089	1 RDM, 1 BRD, 1 DRG	3
090	1 MNK, 1 WHM	2
099	Nightmare Cluster ×3	3
100	Nightmare Cluster ×3	3
103	Nightmare Cluster ×3	3
104	Nightmare Cluster ×3	3

SOUTH-WEST (ENTRANCE)

		mobs
002	Nightmare Worm	
010	Nightmare Hornet ×3	3
011	Nightmare Hornet ×3	3
012	1 WHM, 1 BLM, 1 RDM	3
013	1 WAR, 1 MNK, 1 THF, 1 SAM	4
014	1 PLD, 1 DRK, 1 BRD, 1 RNG, 1 NIN	5
024	Nightmare Makara ×2	2
025	Nightmare Makara ×2	2
026	Nightmare Makara ×3	3
027	Nightmare Makara ×3	3
028	Nightmare Makara ×2	2
038	Nightmare Hornet ×3	3
039	Nightmare Hornet ×3	3
040	1 MNK, 1 WHM, 1 BRD, 1 NIN	4
041	1 WAR, 1 PLD, 1 DRK, 1 SAM	4
042	1 RDM, 1 THF, 1 BST, 1 DRG	4
052	Nightmare Makara ×2	2
053	Nightmare Makara ×2	2
054	Nightmare Makara ×3	3
055	Nightmare Makara ×3	3
056	Nightmare Makara ×2	2

WEST

		mobs
004	Nightmare Hornet ×3	3
005	Nightmare Hornet ×3	3
006	1 WAR, 1 RDM, 1 RNG	3
007	1 DRK, 1 BST, 1 SMN	3
008	1 WHM, 1 BLM, 1 THF, 1 PLD, 1 DRG	5
009	1 MNK, 1 BRD, 1 SAM, 1 NIN	4
015	1 BST, 1 DRG, 1 SMN	3
016	Nightmare Leech ×2	2
017	Nightmare Leech ×2	2
018	Nightmare Leech ×3	3
019	Nightmare Leech ×3	3
020	Nightmare Leech ×2	2
021	Nightmare Leech ×2	2

WEST (CONT.)

		mobs
022	Nightmare Leech ×3	3
023	Nightmare Leech ×3	3
029	Nightmare Makara ×2	2
030	Nightmare Makara ×3	3
031	Nightmare Makara ×3	3
032	Nightmare Hornet ×3	3
033	Nightmare Hornet ×3	3
034	1 MNK, 1 PLD, 1 RNG, 1 SMN	4
035	1 BLM, 1 DRK, 1 NIN	3
036	1 BST, 1 BRD, 1 SAM, 1 DRG	4
037	1 WAR, 1 WHM, 1 RDM, 1 THF	4
043	1 BLM, 1 RNG, 1 SMN	3
044	Nightmare Leech ×2	2
045	Nightmare Leech ×2	2
046	Nightmare Leech ×3	3
047	Nightmare Leech ×3	3
048	Nightmare Leech ×2	2
049	Nightmare Leech ×2	2
050	Nightmare Leech ×3	3
051	Nightmare Leech ×3	3
057	Nightmare Makara ×2	2
058	Nightmare Makara ×3	3
059	Nightmare Makara ×3	3