Dynamis – Valkurm

Map 1 — initial statues. 101 spawn points.

RELIC GEAR DROPPED HERE

RELIC ARMOUR

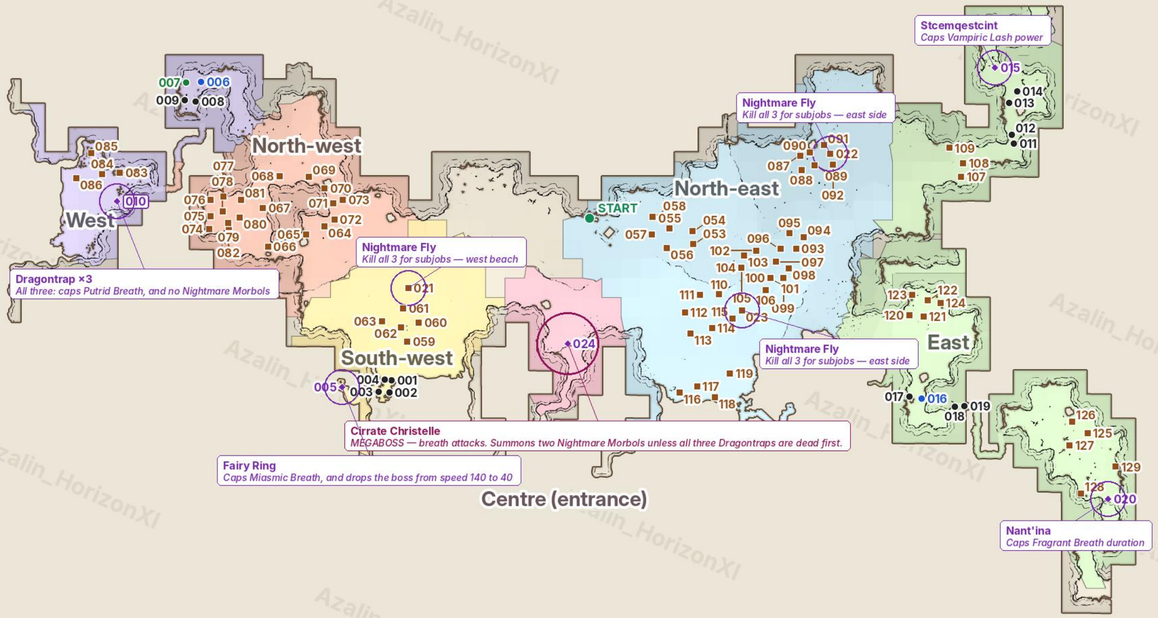
WAR	Warriors Calligae	BRD	Bards Slippers
MNK	Melee Gaiters	RNG	Scouts Bracers
WHM	Clerics Duckbills	SAM	Saotome Koshi-ate
BLM	Sorcerers Sabots	NIN	Koga Hakama
RDM	Duelists Boots	DRG	Wyrm Brais
THF	Assassins Bonnet	SMN	Summoners Spats
PLD	Valor Leggings	BLU	Mirage Charuqs
DRK	Abyss Sollerets	COR	Commodore Trews
BST	Monster Helm	PUP	Pantin Churidars

RELIC ARMOUR −1

WAR	Warriors Mask −1	BRD	Bards Roundlet −1
MNK	Melee Crown −1	RNG	Scouts Beret −1
WHM	Clerics Cap −1	SAM	Saotome Kabuto −1
BLM	Sorcerers Petasos −1	NIN	Koga Hatsuburi −1
RDM	Duelists Chapeau −1	DRG	Wyrm Armet −1
THF	Assassins Bonnet −1	SMN	Summoners Horn −1
PLD	Valor Coronet −1	BLU	Mirage Keffiyeh −1
DRK	Abyss Burgeonet −1	COR	Commodore Tricorne −1
BST	Monster Helm −1	PUP	Pantin Taj −1

RELIC ACCESSORY

WHM	Clerics Belt	BRD	Bards Cape
BLM	Sorcerers Belt	SMN	Summoners Cape
THF	Assassins Cape	BLU	Mirage Mantle
PLD	Valor Cape	COR	Commodore Belt
BST	Monster Belt		





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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
- 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.

NOTORIOUS MONSTERS

Fairy Ring
Dragontrap_1
Stcemqestcint
Nant'ina
Cirrate Christelle — MEGABOSS; kill it and 025–052 appear.
Dragontrap_2 — From statue 010.
Dragontrap_3 — From statue 010.
Nightmare Morbol
Nightmare Morbol

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.
Lullaby lands where Sleep struggles: Fairy Ring, Nightmare Funguar (Sleep +4 / Lullaby -3), Hecteyes (Sleep +2 / Lullaby -2) and Cirrate Christelle (Sleep +4 / 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).

CIRRATE CHRISTELLE (THE BOSS)

024 Cirrate Christelle is the megaboss and the zone's only time extension (60 min).
Killing her spawns statues 025–052.
Four mobs weaken her if you kill them first. None of them removes a move outright — the power or duration is capped and it comes out less often:
005 Fairy Ring — caps Miasmic Breath, and drops her speed from 140 to 40.
010 Dragontrap ×3 — caps Putrid Breath. All three must die, and while any is alive she summons two Nightmare Morbols when first engaged.
015 Stcemqestcint — caps Vampiric Lash power.
020 Nant'ina — caps Fragrant Breath duration.

SUBJOBS

Subjobs are locked on the way in. There is no ??? in this zone.
Kill all three Nightmare Flies — 021 on the western beach, 022 and 023 over on the eastern side. Subjobs come back for everyone once the third one dies.

CIRRATE CHRISTELLE'S BREATHS

Each NM caps one of the boss's breath attacks. Killing it does not remove the move — the power or duration is capped and it is used less often.
Fairy Ring 005 — Miasmic Breath, and the boss stops moving fast.
Dragontrap ×3 010 — Putrid Breath, and it can no longer summon Morbols.
Stcemqestcint 015 — Vampiric Lash.
Nant'ina 020 — Fragrant Breath.
Extremely Bad Breath has no NM attached to it, so it stays at full strength however many you kill.

WEST

006	HP 1 DRK, 1 BST, 1 BRD	3
007	MP 1 BLM, 1 PLD, 1 SAM	3
008	1 MNK, 1 WHM, 1 NIN	3
009	1 WAR, 1 RDM, 1 RNG	3
010	Dragontrap ×3 (WAR)	3
083	Nightmare Sabotender ×3	3
084	Nightmare Hippogryph ×3	3
085	Nightmare Hippogryph ×3	3
086	Nightmare Hippogryph ×3	3

EAST

011	1 BLM, 1 PLD, 1 SAM	3
012	1 WAR, 1 RDM, 1 RNG	3
013	1 DRK, 1 BST, 1 BRD	3
014	1 MNK, 1 WHM, 1 NIN	3
015	Stcemqestcint - Inhibits Cirrate Christelle's 'Vampiric Lash' effect	
016	HP 1 MNK, 1 WHM, 1 NIN	3
017	1 WAR, 1 RDM, 1 RNG	3
018	1 BLM, 1 PLD, 1 SAM	3
019	1 DRK, 1 BST, 1 BRD	3
020	Nant'ina - Inhibits Cirrate Christelle's 'Fragrant Breath' effect	
107	Nightmare Sheep ×3	3
108	Nightmare Sheep ×3	3
109	Nightmare Sheep ×3	3
120	Nightmare Manticore ×3	3
121	Nightmare Manticore ×3	3
122	Nightmare Manticore ×3	3
123	Nightmare Manticore ×4	4
124	Nightmare Manticore ×4	4
125	Nightmare Manticore ×3	3
126	Nightmare Manticore ×3	3
127	Nightmare Manticore ×3	3
128	Nightmare Sabotender ×3	3
129	Nightmare Sabotender ×3	3

NORTH-WEST

064	Nightmare Hippogryph ×3	3
065	Nightmare Hippogryph ×3	3
066	Nightmare Hippogryph ×3	3
067	Nightmare Hippogryph ×3	3
068	Nightmare Hippogryph ×3	3
069	Nightmare Hippogryph ×3	3
070	Nightmare Hippogryph ×3	3
071	Nightmare Hippogryph ×3	3
072	Nightmare Hippogryph ×3	3
073	Nightmare Hippogryph ×3	3
074	Nightmare Sabotender ×3	3
075	Nightmare Sabotender ×3	3
076	Nightmare Sabotender ×3	3
077	Nightmare Sabotender ×3	3
078	Nightmare Sabotender ×3	3
079	Nightmare Sabotender ×3	3
080	Nightmare Sabotender ×3	3
081	Nightmare Sabotender ×3	3
082	Nightmare Sabotender ×3	3

SOUTH-WEST

001	1 MNK, 1 WHM, 1 NIN	3
002	1 DRK, 1 BST, 1 BRD	3
003	1 BLM, 1 PLD, 1 SAM	3
004	1 WAR, 1 RDM, 1 RNG	3
005	Fairy Ring - Inhibits Cirrate Christelle's 'Miasmic Breath' effect; Removes Cirrate Christelle's enhanced movement speed	
021	Nightmare Fly	1
059	Nightmare Hippogryph ×3	3
060	Nightmare Hippogryph ×3	3
061	Nightmare Hippogryph ×3	3
062	Nightmare Hippogryph ×3	3
063	Nightmare Hippogryph ×3	3

NORTH-EAST

022	Nightmare Fly	1
023	Nightmare Fly	1
053	Nightmare Sabotender ×3	3

NORTH-EAST (CONT.)

054	Nightmare Sabotender ×3	3
055	Nightmare Sabotender ×3	3
056	Nightmare Sabotender ×3	3
057	Nightmare Sabotender ×3	3
058	Nightmare Sabotender ×3	3
087	Nightmare Sheep ×3	3
088	Nightmare Sheep ×3	3
089	Nightmare Sheep ×3	3
090	Nightmare Sheep ×3	3
091	Nightmare Sheep ×3	3
092	Nightmare Sheep ×2	2
095	Nightmare Sheep ×2	2
096	Nightmare Sheep ×2	2
097	Nightmare Sheep ×2	2
098	Nightmare Sheep ×2	2
099	Nightmare Sheep ×2	2
100	Nightmare Sheep ×2	2
101	Nightmare Sheep ×2	2
102	Nightmare Sheep ×2	2
103	Nightmare Sheep ×2	2
104	Nightmare Sheep ×2	2
105	Nightmare Sheep ×2	2
106	Nightmare Sheep ×2	2
110	Nightmare Manticore ×3	3
111	Nightmare Manticore ×3	3
112	Nightmare Manticore ×3	3
113	Nightmare Manticore ×3	3
114	Nightmare Manticore ×3	3
115	Nightmare Manticore ×3	3
116	Nightmare Manticore ×3	3
117	Nightmare Manticore ×3	3
118	Nightmare Manticore ×3	3
119	Nightmare Manticore ×4	4

CENTRE (ENTRANCE)

024	TE 60 Cirrate Christelle - Spawns 025-052	