Dynamis – Bastok

Map 1 — initial statues. 111 spawn points.

RELIC GEAR DROPPED HERE

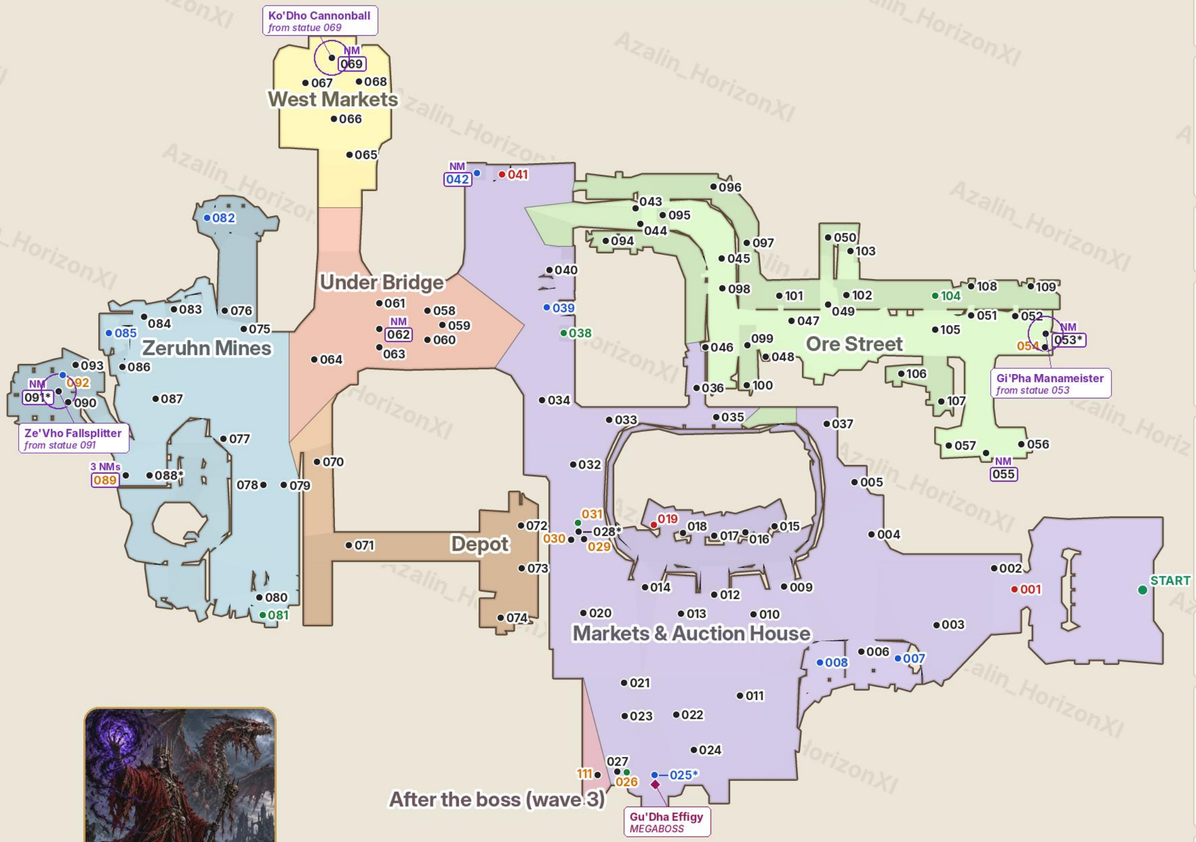
RELIC WEAPON — BASE FORM

Only the city zones drop these. Each is the base you build a relic from.

- Relic Axe
- Relic Blade
- Relic Scythe

RELIC ARMOUR

MNK	Melee Gaiters	BRD	Bards Cuffs
BLM	Sorcerers Tonban	SAM	Saotome Kote
RDM	Duelists Gloves	DRG	Wyrm Brais
THF	Assassins Vest	SMN	Summoners Bracers
PLD	Valor Coronet	BLU	Mirage Shalwar
DRK	Abyss Sollerets	COR	Commodore Bottes
BST	Monster Jackcoat		



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LEGEND

- 000 Normal 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* Pops more statues when aggroed or defeated
- 000 Chain spawn — appears when its * statue is aggroed or defeated
- ◆ Boss — 30 min TE ● Entrance

List: right-hand number = total mobs that pop

TIME EXTENSIONS

Statues: 001 (20 min) · 019 (20) · 041 (20)
055 pops Gu'Nhi Noondozer — 30 min
089 pops three Vanguard mobs — 10 min each
110 Gu'Dha Effigy (boss) — 30 min

HOW THE ZONE OPENS UP

Wave 1 is everything numbered 001–109.
042, 053, 062, 069 and 091 each pop one of the beastmen NMs.
Kill Ko'Dho Cannonball (069), Gi'Pha Manameister (053) and Ze'Vho Fallsplitter (091) → 110 Gu'Dha Effigy appears at South Gate.
Kill the boss → statues 111–142 appear around the Auction House, the Chocobo stables and the Mog House — the post-boss currency lap.
The boss itself pops five Effigy Shields (PLD, NIN, BRD, DRK, SAM).

READING THIS MAP

Built from the server's own spawn data, not from the old Dynamis Lounge map. Every statue the server spawns is here, at its true position.

NOTORIOUS MONSTERS

Gu'Dha Effigy — MEGABOSS; appears once Ko'Dho Cannonball, Gi'Pha Manameister and Ze'Vho Fallsplitter are dead; kill it and 111–142 appear.
Gi'Pha Manameister (BLM) — From statue 053.
Ze'Vho Fallsplitter (DRK) — From statue 091.
Ko'Dho Cannonball (MNK) — From statue 069.

DANGER MOBS

These resist sleep, and each has a two-hour that can end a pull.
Kusa (NIN) — Mijin Gakure: self-destructs for heavy damage to everything around it; keep the melee from stacking on it.
Constable (WHM) — Benediction: heals itself to full and clears every debuff you landed on it; silence it or burn it down first.
Mason (RNG) — Eagle Eye Shot: one enormous hit, enough to drop a light-armour job outright; keep it off the back line.
Defender (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.

ASPIR TARGETS — THESE CARRY MP

Statues · Defender (PLD) · Vigilante (DRK) · Undertaker (SMN) · Thaumaturge (BLM) · Constable (WHM) · Protector (RDM) · Avatar · Scorpion · Wyvern

SILENCE ASAP

Beastmaster pets cast one AoE spell and nothing else, so silence lands the moment they are pulled. Take them first.
Scorpion (BST pet) — casts Breakga: petrifies the party; nobody acts until it wears
Minstrel (BRD) · Thaumaturge (BLM) · Constable (WHM) · Protector (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.
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 follow Tek's zone guides (HorizonXI); names, jobs and pet spells checked against the server data. PLD and the sleep note are additions by Azalin (HorizonXI).

MARKETS & AUCTION HOUSE

		mobs
001	TE 20 1 BLM, 1 NIN	2
002	1 BRD, 1 SAM	2
003	1 WAR, 1 RDM	2
004	1 WAR, 1 THF	2
005	1 BRD, 1 DRG	2
006	2 BST	2
007	HP 2 BST	2
008	HP 2 BST	2
009	1 BRD, 1 SAM	2
010	1 BRD, 1 SAM	2
011	1 WAR, 1 BLM, 1 NIN	3
012	1 BRD, 1 SAM, 1 DRG	3
013	1 WHM, 1 NIN	2
014	1 BLM, 1 DRK	2
015	—	
016	1 RDM	1
017	—	
018	1 THF	1
019	TE 20 —	
020	1 BLM, 1 DRK, 1 NIN	3
021	1 RDM, 1 DRG	2
022	1 DRK, 1 BRD	2
023	1 BLM, 1 SAM	2
024	1 MNK, 1 RNG	2
025*	HP 1 WAR, 1 WHM → 026	2
027	1 RDM, 1 THF	2
028*	→ 029, 030, 031	
032	1 WHM, 1 DRK, 1 NIN	3
033	1 WAR, 1 THF	2
034	1 WHM, 1 SAM	2
035	1 MNK, 1 PLD, 1 BRD	3
036	1 MNK, 1 RDM, 1 PLD	3
037	1 RDM, 1 PLD, 1 NIN	3
038	MP —	
039	HP —	
040	1 SMN	1
041	TE 20 —	
042	HP 2 BST	3
	+ Be'Ebo Tortoisedriver (BST)	

ORE STREET

		mobs
043	1 BLM, 1 SAM	2
044	—	
045	1 WAR, 1 MNK, 1 RDM	3
046	1 WAR, 1 RDM, 1 SAM	3
047	1 MNK, 1 RDM, 1 DRK	3
048	1 BLM, 1 THF, 1 PLD	3
049	1 NIN	1
050	1 WAR, 1 BRD	2
051	1 RDM, 1 NIN, 1 DRG	3
052	1 DRK, 1 BRD, 1 SAM	3
053*	1 WHM → 054	2
	+ Gi'Pha Manameister (BLM)	
055	1 WHM + Gu'Nhi Noondozer (SMN) TE 30	2
056	1 SMN	1
057	1 SMN	1
094	—	
095	1 THF, 1 PLD	2
096	1 RDM, 1 NIN	2
097	1 BLM, 1 THF	2
098	1 BRD, 1 NIN	2
099	1 DRK, 1 BRD	2
100	1 RDM, 1 PLD	2

ORE STREET (CONT.)

		mobs
101	1 SAM, 1 DRG	2
102	1 THF	1
103	—	
104	MP —	
105	1 RDM, 1 SAM	2
106	1 BLM, 1 NIN	2
107	1 MNK, 1 DRG	2
108	1 RDM, 1 DRG	2
109	1 BLM, 1 PLD	2

UNDER BRIDGE

		mobs
058	1 WAR, 1 MNK, 1 WHM	3
059	1 WAR, 1 THF	2
060	1 MNK, 1 WHM, 1 DRK	3
061	1 MNK, 1 WHM, 1 PLD	3
062	1 WHM + Aa'Nyu Dismantler (DRK)	2
063	1 MNK, 1 WHM, 1 DRG	3
064	1 DRK, 1 BST, 1 SMN	3

WEST MARKETS

		mobs
065	1 MNK, 1 DRK, 1 BRD	3
066	1 WAR, 1 RDM, 1 THF	3
067	—	
068	1 BLM, 1 PLD, 1 SAM	3
069	1 WHM + Ko'Dho Cannonball (MNK)	2

DEPOT

		mobs
070	2 RNG	2
071	1 RNG	1
072	1 THF, 1 DRG	2
073	1 DRK, 1 SAM	2
074	—	

ZERUHN MINES

		mobs
075	1 PLD, 1 NIN	2
076	1 WAR, 1 BRD	2
077	1 BLM, 1 DRG	2
078	1 MNK, 1 BLM, 1 PLD	3
079	1 MNK, 1 BLM, 1 DRK	3
080	—	
081	MP —	
082	HP 1 NIN	1
083	1 PLD, 1 NIN	2
084	—	
085	HP —	
086	1 WAR, 1 NIN	2
087	1 DRK, 1 BRD, 1 SAM	3
088*	2 MNK, 1 DRK → 089	3
090	1 WHM, 1 PLD	2
091*	1 WHM → 092	2
	+ Ze'Vho Fallsplitter (DRK)	
093	1 MNK, 1 THF, 1 DRG	3

CHAIN SPAWNS — APPEAR LATER

From 025:
026 MP —
From 028:
029 1 PLD, 1 NIN 2
030 1 WAR, 1 SAM 2
031 MP 1 BLM, 1 BRD 2
From 053:
054 —

CHAIN SPAWNS — APPEAR LATER (CONT.)

From 088:
089 1 BLM, 2 RNG 6
+ Vanguard Vindicator (WAR) TE 10
+ Vanguard Constable (WHM) TE 10
+ Vanguard Militant (MNK) TE 10
From 091:
092 HP —
From Gu'Dha Effigy: TE 30
111 —