Dynamis – Beaucedine

157 statues at their exact in-game positions, straight from the 75-era server data

RELIC GEAR DROPPED HERE

RELIC ARMOUR

WAR	Warriors Cuisses	**BRD**	Bards Justaucorps
MNK	Melee Cyclas	**RNG**	Scouts Socks
WHM	Clerics Bliaut	**SAM**	Saotome Domaru
BLM	Sorcerers Coat	**NIN**	Koga Chainmail
RDM	Duelists Tabard	**DRG**	Wyrm Mail
THF	Assassins Culottes	**SMN**	Summoners Doublet
PLD	Valor Breeches	**BLU**	Mirage Jubbah
DRK	Abyss Cuirass	**COR**	Commodore Frac
BST	Monster Gaiters	**PUP**	Pantin Tobe



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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
- **157** Vanguard Eye — kill it to pop the 5 attestation NMs

■ Attestation NM ◆ Boss ● Entrance

List: right-hand number = total mobs that pop

TIME EXTENSIONS

010 (15 min) · 020 (15) · 031 (15) · 046 (15) · 063 (15)
066 (15) · 083 (15) · 087 (15) · 120 (15) · 147 (15)

REPLICA NMS (POP 4 BEASTMEN NMS EACH)

024 Dynamis Icon · 047 Dynamis Statue
068 Dynamis Effigy · 090 Dynamis Tombstone

ATTESTATION NMS AND THE BOSS

Kill 157 Vanguard Eye (Hydra area) → all five attestation NMs appear:
158 Dagourmarche (DRG+SMN+BST) · 159 Quiebitiel (BLM+WHM+BRD)
160 Goublefaupe (RDM+PLD+WAR) · 161 Mildaunegeux (MNK+NIN+THF)
162 Velosareon (DRK+SAM+RNG)
163 Angra Mainyu (far north) pops Fire, Petro, Wind and Poison Pukis on aggro.
A Pukis is resummoned unless its matching replica NM is dead:
Fire → 090 Tombstone · Petro → 068 Effigy · Wind → 024 Icon · Poison → 047 Statue

WORTH CHECKING IN-GAME (OLD MAP VS SERVER DATA)

Vlacatocc's old map says 138, 139 and 140 spawn 147 when defeated. In the server data 147 is already up from the start. Everything else on this map — all 10 time extensions and all 44 NM statues — matches his map exactly.

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
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 · Hound · 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 Angra Mainyu, Rearguard Eye, Vanguard Eye, the six Fomor NMs, Hydra's Hound, the Hydra job mobs and the four Pukis. Lullaby is blocked on them too.
Lullaby lands where Sleep struggles: 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).

ENTRANCE (MIXED) — mobs

001	1 WHM, 1 SAM	2
002	1 WAR, 1 BLM	2
003	1 THF, 1 RNG	2
004	1 DRK, 1 BRD	2
005	HP 1 RDM, 1 NIN	2
006	1 PLD, 1 BST	2
007	1 MNK, 1 DRG	2
008	MP 1 THF, 1 SMN	2

YAGUDO — mobs

009	1 PLD	1
010	TE 15 1 WHM, 1 BRD	3
	+ Xaa Chau the Roctalon (MNK)	
011	1 DRK	1
012	MP 1 SAM, 1 SMN	2
013	HP 1 WAR, 1 BST	2
014	1 BLM	2
	+ Maa Zaua the Wyrmkeeper (DRG)	
015	1 MNK	2
	+ Soo Jopo the Fiendking (BST)	
016	1 RDM	1
017	1 DRK	2
	+ Hee Mida the Meticulous (RNG)	
018	HP 1 PLD	1
019	1 WAR + Xhoo Fuza the Sublime (BRD)	2
020	TE 15 1 NIN	2
	+ Puu Timu the Phantasmal (SMN)	
021	+ Foo Peku the Bloodcloak (WAR)	1
022	MP 1 RNG, 1 NIN	2
023	HP 1 BLM, 1 RDM	2
024	Dynamis Icon	4
	+ Koo Saxu the Everfast (WHM)	
	+ Kuu Xuka the Nimble (NIN)	
	+ Guu Waji the Preacher (PLD)	
	+ Nee Huxa the Judgmental (DRK)	
025	MP 1 THF, 1 SAM	2
026	1 WAR	2
	+ Caa Xaza the Madpiercer (RDM)	
027	MP 1 BRD, 1 SMN	2
028	1 WHM, 1 BST	2
029	1 PLD + Bhuu Wjato the Firepool (BLM)	2
030	HP 1 MNK, 1 DRG	2

GOBLIN — mobs

031	TE 15 1 BST	2
	+ Droprix Granitepalms (MNK)	
032	1 RDM, 1 SAM	2
033	1 WHM, 1 RNG	2
034	1 NIN + Ascetox Ratgums (BLM)	2
035	1 WAR + Bordox Kittyback (THF)	2
036	1 DRK	1
037	HP 1 PLD, 1 SAM	2
038	MP 1 WHM, 1 DRG	2
039	1 WAR, 1 WHM	2
040	MP 1 BLM	2
	+ Draklix Scalecrust (DRG)	
041	HP 1 PLD	2
	+ Swypestix Tigershins (NIN)	
042	1 RNG + Shisox Widebrow (SAM)	2
043	1 MNK, 1 BRD	2
044	HP 1 DRG, 1 SMN	2
045	MP 1 PLD, 1 BST	2
046	TE 15 1 THF	2
	+ Gibberox Pimplebeak (RDM)	
047	Dynamis Statue	4
	+ Morblox Chubbychin (SMN)	
	+ Moltenox Stubthumbs (WAR)	
	+ Slinkix Trufflesniff (RNG)	
	+ Ruffbix Jumbolobes (PLD)	
048	1 BLM	1
049	MP 1 DRK, 1 NIN	2
050	1 THF	1
051	HP 1 MNK, 1 RDM	2

GOBLIN (CONT.) — mobs

052	MP 1 SAM	2
	+ Routsix Rubbertendon (BST)	
053	HP 1 DRG	2
	+ Whistrix Toadthroat (BRD)	

QUADAV — mobs

054	1 NIN + Ji'Fhu Infiltrator (THF)	2
055	1 RNG + Ta'Hyu Gallanthunter (DRK)	2
056	HP 1 WAR, 1 RDM	2
057	MP 1 BRD, 1 DRG	2
058	1 BLM + Mu'Gha Legionkiller (PLD)	2
059	HP 1 DRK	1
060	1 BST + Mi'Rhe Whisperblade (NIN)	2
061	MP 1 WAR	1
062	1 SAM + Nu'Bhi Spiraleye (BRD)	2
063	TE 15 1 THF, 1 RNG	3
	+ Be'Zhe Keeprazer (SMN)	
064	1 WHM, 1 BLM	2
065	HP 1 MNK, 1 SMN	2
066	TE 15 1 WAR	2
	+ Na'Hya Floodmaker (RDM)	
067	MP 1 BST, 1 DRG	2
068	Dynamis Effigy	4
	+ So'Zho Metalbender (MNK)	
	+ Ga'Fho Venomtouch (WHM)	
	+ De'Bho Pyrohand (BLM)	
	+ So'Gho Adderhandler (BST)	
069	1 MNK	1
070	HP 1 THF, 1 DRK	2
071	1 PLD	1
072	MP 1 NIN	2
	+ Go'Tyo Magenapper (DRG)	
073	1 RNG	1
074	HP 1 RDM, 1 BRD	2
075	1 WAR	1
076	MP 1 SMN	2
	+ Ji'Khu Towercleaver (SAM)	

ORCISH — mobs

077	1 WHM, 1 RNG	2
078	HP 1 SAM, 1 NIN	2
079	1 BST + Deathcaller Bidfbid (SMN)	2
080	MP 1 PLD, 1 BRD	2
081	1 WAR, 1 RDM	2
082	MP 1 DRG	2
	+ Taruroaster Biggsjig (BLM)	
083	TE 15 1 MNK	2
	+ Heavymail Djidzbad (PLD)	
084	HP 1 RNG	2
	+ Skinmask Ugghfogg (DRK)	
085	1 WHM, 1 RDM	2
086	HP 1 SMN	2
	+ Lockbuster Zapdjipp (THF)	
087	TE 15 1 BST	2
	+ Cobraclaw Buchzvotch (MNK)	
088	MP 1 NIN	2
	+ Galkarider Retzpratz (RNG)	
089	1 DRK, 1 SAM	2
090	Dynamis Tombstone	4
	+ Drakefeast Wubmfub (DRG)	
	+ Spinalsucker Galfmall (RDM)	
	+ Elvaanlopper Grokdok (SAM)	
	+ Humegutter Adzjbadj (WAR)	
091	HP 1 THF	2
	+ Mithraslaver Debhabob (BST)	
092	1 RNG	1
093	1 BLM	1
094	MP 1 PLD, 1 BRD	2
095	1 THF, 1 SMN	2
096	1 NIN	1
097	1 DRK	1
098	MP 1 MNK	2
	+ Wraithdancer Gidbnod (WHM)	

ORCISH (CONT.) — mobs

099	1 BLM	1

NORTH (MIXED) — mobs

100	1 SMN	1
101	1 RDM	1
102	1 MNK	1
103	HP + Gu'Nha Wallstormer (WAR)	2
	+ Gu'Khu Dukesniper (RNG)	
104	MP + Brewnix Bittypupils (WHM)	2
	+ Tocktix Thinlids (DRK)	
105	HP + Ultrasonic Zeknajak (BRD)	2
	+ Jeunoraider Gepkzip (NIN)	
106	MP + Ryy Qihi the Idolrobber (THF)	2
	+ Knii Hoqo the Bisector (SAM)	

HYDRA — mobs

107	1 MNK, 1 BRD, 1 RNG	3
108	1 MNK	1
109	1 THF	1
110	1 RDM	1
111	1 BST	1
112	1 WAR, 1 BST	2
113	1 DRK	1
114	1 RDM, 1 SAM	2
115	1 WAR, 1 RNG	2
116	1 PLD, 1 DRG	2
117*	1 BLM, 1 NIN → 120	2
118	1 WHM	1
119	1 THF, 1 SMN	2
121	1 DRG	1
122	1 BLM	1
123	1 DRK	1
124	1 PLD	1
125	1 WAR, 1 BRD	2
126	1 WHM	1
127	1 BST	1
128	1 PLD, 1 SMN	2
129	1 BRD	1
130	1 RNG	1
131	1 BLM, 1 NIN	2
132	1 MNK	1
133	1 RDM	1
134	1 SAM	1
135	1 DRK	1
136	1 THF, 1 DRG	2
137	1 MNK, 1 WHM	2
138	1 BST	1
139	1 NIN	1
140	1 BLM	1
141	1 SMN	1
142	1 DRG	1
143	1 SAM	1
144	1 RNG	1
145	1 PLD	1
146	1 WAR	1
147	TE 15 1 RDM, 1 THF	2
148	1 PLD, 1 BRD	2
149	1 DRG	1
150	1 BRD, 1 RNG	2
151	1 BLM	1
152	1 NIN	1
153	—	
154	1 BST	1
155	1 SMN	1
156	1 MNK, 1 DRK	2
157	1 WHM, 1 RDM, 1 THF, 1 SAM, 1 NIN	5

CHAIN SPAWNS — APPEAR LATER

From 117:

120	TE 15 1 WHM, 1 SMN	2