# Dynamis – Jeuno

Map 1 — initial statues. 120 spawn points.

**RELIC GEAR DROPPED HERE**

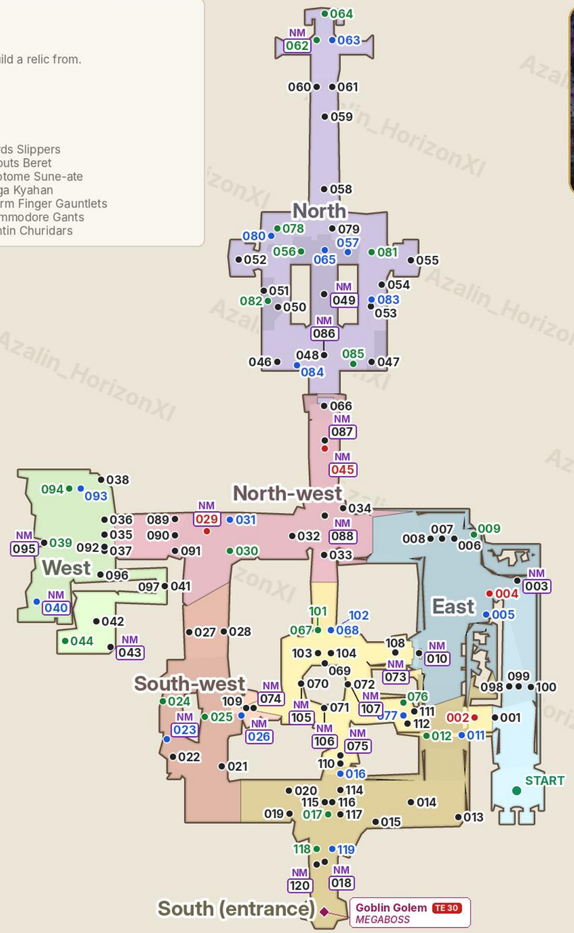
**RELIC WEAPON — BASE FORM**

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

- Relic Bow
- Relic Horn
- Relic Shield
- Relic Staff

**RELIC ARMOUR**

| | | | |
|---|---|---|---|
| **WAR** | Warriors Mufflers | **BRD** | Bards Slippers |
| **MNK** | Melee Gloves | **RNG** | Scouts Beret |
| **WHM** | Clerics Pantaloons | **SAM** | Saotome Sune-ate |
| **BLM** | Sorcerers Sabots | **NIN** | Koga Kyahan |
| **RDM** | Duelists Tights | **DRG** | Wyrm Finger Gauntlets |
| **THF** | Assassins Poulaines | **COR** | Commodore Gants |
| **DRK** | Abyss Flanchard | **PUP** | Pantin Churidars |







**Azalin_HorizonXI**

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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
- ◆ Boss ● Entrance

List: right-hand number = total mobs that pop

**TIME EXTENSIONS**

002 · 004 · 029 · 045
113 Goblin Golem (boss) also gives time

**HOW THE ZONE OPENS UP**

Kill 073 → the next group appears. Then 098, 099 and 100 together, then 044, then 064, and the boss 113 Goblin Golem opens the last wave. Every statue the server spawns is on this map, at its true position.

**NOTORIOUS MONSTERS**

**Goblin Golem** — MEGABOSS; appears once statue 064 is dead; kill it and 121–150 appear.

**DANGER MOBS**

These resist sleep, and each has a two-hour that can end a pull.

**Hitman (NIN)** — Mijin Gakure: self-destructs for heavy damage to everything around it; keep the melee from stacking on it.

**Alchemist (WHM)** — Benediction: heals itself to full and clears every debuff you landed on it; silence it or burn it down first.

**Ambusher (RNG)** — Eagle Eye Shot: one enormous hit, enough to drop a light-armour job outright; keep it off the back line.

**Armorer (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 · Armorer (PLD) · Tinkerer (DRK) · Necromancer (SMN) · Shaman (BLM) · Alchemist (WHM) · Enchanter (RDM) · Avatar · Slime · Wyvern

**SILENCE ASAP**

Beastmaster pets cast one AoE spell and nothing else, so silence lands the moment they are pulled. Take them first.

**Slime (BST pet)** — casts Paralyga: paralysis across the party stalls the pull

Maestro (BRD) · Shaman (BLM) · Alchemist (WHM) · Enchanter (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).

### NORTH

| | | mobs |
|---|---|---|
| 046 | 1 BST | 1 |
| 047 | 1 BST | 1 |
| 048 | 1 SAM | 1 |
| 049 | 2 RNG + Lurklox Dhalmelneck (RNG) | 3 |
| 050 | 1 DRG | 1 |
| 051 | 1 WAR | 1 |
| 052 | 1 BLM | 1 |
| 053 | 1 SMN | 1 |
| 054 | 1 MNK | 1 |
| 055 | 1 BLM | 1 |
| 056 | MP — | |
| 057 | HP — | |
| 058 | 1 NIN | 1 |
| 059 | 2 DRG | 2 |
| 060 | 1 RDM | 1 |
| 061 | 1 PLD | 1 |
| 062 | MP 1 BRD, 1 SAM<br>+ Ticktox Beadyeyes (DRK) | 3 |
| 063 | HP 1 WAR, 1 WHM, 1 THF | 3 |
| 064 | MP — | |
| 065 | HP 1 PLD | 1 |
| 078 | MP 1 DRK | 1 |
| 079 | 1 PLD | 1 |
| 080 | HP 1 RNG | 1 |
| 081 | MP 1 NIN | 1 |
| 082 | MP 1 BRD | 1 |
| 083 | HP 1 WHM | 1 |
| 084 | HP 1 SAM | 1 |
| 085 | MP 1 WAR | 1 |
| 086 | 3 BLM, 1 THF + Karashix Swollenskull (SAM) | 5 |

### WEST

| | | mobs |
|---|---|---|
| 035 | 1 WAR, 1 THF | 2 |
| 036 | 1 BLM | 1 |
| 037 | 1 BRD | 1 |
| 038 | 1 PLD, 1 DRK | 2 |
| 039 | MP 3 SMN | 3 |
| 040 | HP + Elixmix Hooknose (RDM) | 1 |
| 041 | — | |
| 042 | 1 MNK, 1 RDM | 2 |
| 043 | 2 NIN + Trailblix Goatmug (BST) | 3 |
| 044 | MP — | |
| 092 | 1 SAM | 1 |
| 093 | HP 1 WAR | 1 |
| 094 | MP 1 MNK | 1 |
| 095 | 2 SMN + Mortilox Wartpaws (SMN) | 3 |
| 096 | 1 DRG | 1 |
| 097 | 1 BLM | 1 |

### SOUTH-WEST

| | | mobs |
|---|---|---|
| 021 | 1 DRG | 1 |
| 022 | — | |
| 023 | HP 1 SMN + Humnox Drumbelly (BRD) | 2 |
| 024 | MP 1 WAR, 1 WHM | 2 |
| 025 | MP 1 THF, 1 BST | 2 |
| 026 | HP 1 DRK + Buffrix Eargone (PLD) | 2 |
| 027 | 1 NIN | 1 |
| 028 | 1 SAM | 1 |
| 074 | 1 THF, 1 DRG + Tuffiix Loglimbs (PLD) | 3 |
| 109 | 1 PLD | 1 |

### SOUTH (ENTRANCE)

| | | mobs |
|---|---|---|
| 002 | TE 30 1 RDM, 1 BRD | 2 |
| 011 | HP 1 RDM, 1 SAM | 2 |
| 012 | MP — | |
| 013 | 2 MNK | 2 |
| 014 | 1 NIN | 1 |
| 015 | 1 RDM, 1 BST | 2 |
| 016 | HP 1 PLD, 1 DRK | 2 |
| 017 | MP 1 WHM | 1 |
| 018 | 1 BLM, 4 RNG + Morgmox Moldnoggin (SMN) | 6 |
| 019 | 1 THF, 1 DRG | 2 |
| 020 | 1 WAR, 1 BRD | 2 |
| 067 | MP 1 MNK, 1 BLM | 2 |
| 068 | HP 1 WAR, 1 WHM | 2 |
| 069 | 1 SMN | 1 |
| 070 | 1 BLM | 1 |
| 071 | 1 BST | 1 |
| 072 | 1 DRG | 1 |
| 073 | 1 RNG, 1 SMN + Gabblox Magpietongue (RDM) | 3 |
| 075 | 1 WHM, 1 NIN + Cloktix Longnail (DRK) | 3 |
| 076 | MP 1 SAM, 1 NIN | 2 |
| 077 | HP 1 DRK, 1 RNG | 2 |
| 101 | MP — | |
| 102 | HP — | |
| 103 | 1 THF, 1 BRD | 2 |
| 104 | 1 THF, 1 BRD | 2 |
| 105 | 1 BLM, 1 DRG + Jabkix Pigeonpecs (RDM) | 3 |
| 106 | 1 RDM, 1 SMN + Wasabix Callusdigit (SAM) | 3 |
| 107 | 1 WHM, 1 BST + Smeltix Thickhide (WAR) | 3 |
| 108 | 1 SAM | 1 |
| 110 | 1 DRK | 1 |
| 111 | 1 RDM, 1 PLD | 2 |
| 112 | 1 BLM, 1 RNG | 2 |
| 114 | 1 BLM, 1 RDM, 1 RNG, 1 SMN | 4 |
| 115 | 1 WAR, 1 DRK, 1 BST, 1 BRD | 4 |
| 116 | 1 MNK, 1 WHM, 1 BST, 1 SAM | 4 |
| 117 | 1 THF, 1 PLD, 1 NIN, 1 DRG | 4 |
| 118 | MP — | |
| 119 | HP — | |
| 120 | 1 WAR, 1 WHM, 1 BLM, 1 RDM, 1 THF<br>+ Kikklix Longlegs (WAR) | 6 |

### EAST

| | | mobs |
|---|---|---|
| 001 | 1 WAR, 1 MNK | 2 |
| 003 | 1 PLD, 1 DRK + Wyrmwix Snakespecs (DRG) | 3 |
| 004 | TE 30 — | |
| 005 | HP 1 THF, 1 NIN | 2 |
| 006 | — | |
| 007 | — | |
| 008 | 1 BRD | 1 |
| 009 | MP 1 MNK, 1 BST | 2 |
| 010 | 1 WAR, 1 WHM, 1 SMN<br>+ Hermitrix Toothrot (BLM) | 4 |
| 098 | — | |
| 099 | — | |
| 100 | — | |

### NORTH-WEST

| | | mobs |
|---|---|---|
| 029 | TE 30 1 MNK, 1 WHM, 1 BLM, 1 RDM, 1 THF<br>+ Sparkspox Sweatbrow (WAR) | 6 |
| 030 | MP 1 BST | 1 |
| 031 | HP 1 BRD | 1 |

### NORTH-WEST (CONT.)

| | | mobs |
|---|---|---|
| 032 | 1 SMN | 1 |
| 033 | 1 NIN | 1 |
| 034 | 1 SAM, 1 DRG | 2 |
| 045 | TE 30 1 WHM, 1 RDM, 1 PLD, 1 DRK, 1 BRD<br>+ Bandrix Rockjaw (THF) | 6 |
| 066 | 1 WHM, 1 BLM | 2 |
| 087 | 1 PLD, 1 DRK, 1 BRD, 1 RNG<br>+ Rutrix Hamgams (BST) | 5 |
| 088 | 1 SAM, 1 DRG, 1 SMN<br>+ Snypestix Eaglebeak (NIN) | 4 |
| 089 | 1 RDM | 1 |
| 090 | — | |
| 091 | 1 RDM | 1 |