# Dynamis – San d'Oria

Map 1 — initial statues. 125 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.

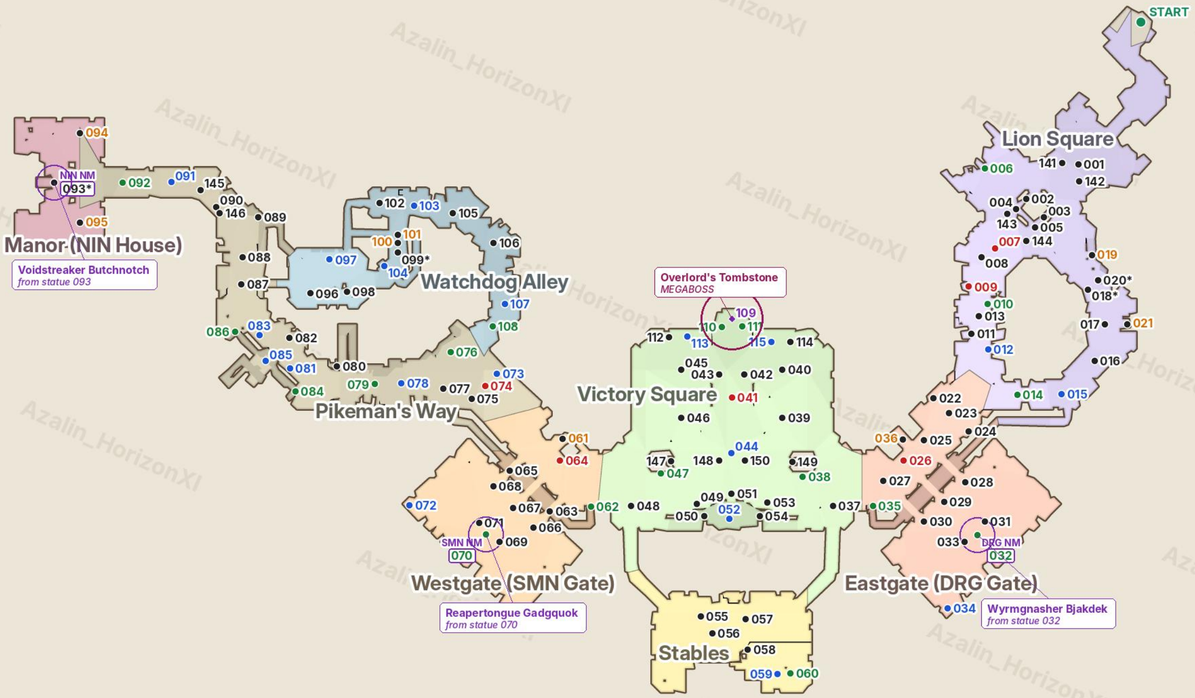
Relic Bhuj
Relic Gun
Relic Lance

**RELIC ARMOUR**

| | | | |
|---|---|---|---|
| WAR | Warriors Calligae | RNG | Scouts Braccae |
| MNK | Melee Hose | NIN | Koga Hakama |
| WHM | Clerics Cap | DRG | Wyrm Greaves |
| RDM | Duelists Boots | SMN | Summoners Pigaches |
| PLD | Valor Gauntlets | BLU | Mirage Bazubands |
| BST | Monster Trousers | COR | Commodore Trews |
| BRD | Bards Roundlet | PUP | Pantin Babouches |




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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 a notorious monster (NM)
- **000*** Pops more statues when aggroed or defeated
- **000** Chain spawn — appears when its * statue is aggroed or defeated
- **Entrance**

List: right-hand number = total mobs that pop

### TIME EXTENSIONS

007 (15 min) · 009 (15) · 026 (25) · 041 (30)
064 (25) · 074 (10) · NIN NM Voidstreaker Butchnotch (30)

### CHAIN POPS (AGGRO ONE, MORE STATUES APPEAR)

018 → 019 · 020 → 021 · 099 → 100, 101
093 → NIN NM Voidstreaker Butchnotch + 094, 095

### WHERE THE OLD DYNAMIS LOUNGE MAP IS WRONG

Eastgate: the mobs are on the BACK row (028, 029, 030), not the front (025–027).
Westgate: same pattern — 066, 067, 068 hold the mobs, not 063–065.
Confirmed in-game on HorizonXI. This map follows the server data.

### NOTORIOUS MONSTERS

**Overlord's Tombstone** — MEGABOSS; appears once Wyrmgnasher Bjakdek and Reapertongue Gadgquok are dead; kill it and 110–140 appear.
**Wyrmgnasher Bjakdek (DRG)** — From statue 032; kill it and 036, 143–144 appear.
**Reapertongue Gadgquok (SMN)** — From statue 070; kill it and 061, 141–142 appear.
**Voidstreaker Butchnotch (NIN)** — From statue 093; kill it and 145–147, 149 appear.

### DANGER MOBS

These resist sleep, and each has a two-hour that can end a pull.
**Backstabber (NIN)** — Mijin Gakure: self-destructs for heavy damage to everything around it; keep the melee from stacking on it.
**Amputator (WHM)** — Benediction: heals itself to full and clears every debuff you landed on it; silence it or burn it down first.
**Predator (RNG)** — Eagle Eye Shot: one enormous hit, enough to drop a light-armour job outright; keep it off the back line.
**Trooper (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 · Trooper (PLD) · Neckchopper (DRK) · Dollmaster (SMN) · Mesmerizer (BLM) · Amputator (WHM) · Vexer (RDM) · Avatar · Hecteyes · Wyvern

### SILENCE ASAP

Beastmaster pets cast one AoE spell and nothing else, so silence lands the moment they are pulled. Take them first.
**Hecteyes (BST pet)** — casts Dispelga: strips your buffs off the whole party
Bugler (BRD) · Mesmerizer (BLM) · Amputator (WHM) · Vexer (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: Hecteyes, Kratzvatzs 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 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).

### LION SQUARE

| | | mobs |
|---|---|---|
| 001 | 2 WAR | 2 |
| 002 | 1 MNK | 1 |
| 003 | 1 MNK | 1 |
| 004 | 1 RDM | 1 |
| 005 | 1 RDM | 1 |
| 006 | MP 3 MNK | 3 |
| 007 | TE 15 — | |
| 008 | 1 PLD, 1 DRK | 2 |
| 009 | TE 15 2 WAR | 2 |
| 010 | MP 2 RDM | 2 |
| 011 | 2 DRG | 2 |
| 012 | HP 2 WHM | 2 |
| 013 | 2 THF | 2 |
| 014 | MP 2 NIN | 2 |
| 015 | HP 2 SAM | 2 |
| 016 | — | |
| 017 | 1 MNK, 2 BLM | 3 |
| 018* | → 019 | |
| 020* | → 021 | |
| 141 | 1 SAM | 1 |
| 142 | 1 SAM | 1 |
| 143 | 1 MNK | 1 |
| 144 | 1 MNK | 1 |

### EASTGATE (DRG GATE)

| | | mobs |
|---|---|---|
| 022 | 1 THF | 1 |
| 023 | 1 WHM, 1 BLM | 2 |
| 024 | 1 THF | 1 |
| 025 | — | |
| 026 | TE 25 — | |
| 027 | — | |
| 028 | 1 THF, 1 BRD | 2 |
| 029 | 2 RNG | 2 |
| 030 | 2 WHM | 2 |
| 031 | — | |
| 032 | MP 2 DRK | 3 |
| | + Wyrmgnasher Bjakdek (DRG) | |
| 033 | — | |
| 034 | HP — | |
| 035 | MP — | |

### VICTORY SQUARE

| | | mobs |
|---|---|---|
| 037 | 2 SAM | 2 |
| 038 | MP 2 BST | 2 |
| 039 | 2 RNG | 2 |
| 040 | 2 NIN | 2 |
| 041 | TE 30 2 SMN | 2 |
| 042 | 2 SMN | 2 |
| 043 | 2 SMN | 2 |
| 044 | HP 2 SMN | 2 |
| 045 | 2 RNG | 2 |
| 046 | 2 NIN | 2 |
| 047 | MP 2 BST | 2 |
| 048 | 2 SAM | 2 |
| 049 | 1 WAR, 1 MNK | 2 |
| 050 | 1 WHM | 1 |
| 051 | 2 WAR, 1 PLD | 3 |
| 052 | HP 2 RNG | 2 |
| 053 | 1 WAR, 1 MNK | 2 |
| 054 | 1 WHM | 1 |
| 109 | Overlord's Tombstone | |
| 110 | MP 3 SMN | 3 |
| 111 | MP 3 DRG | 3 |
| 112 | — | |
| 113 | HP — | |
| 114 | — | |
| 115 | HP — | |
| 147 | 2 SMN | 2 |
| 148 | — | |
| 149 | 2 SMN | 2 |
| 150 | — | |

### STABLES

| | | mobs |
|---|---|---|
| 055 | 1 WHM | 1 |
| 056 | 2 THF | 2 |
| 057 | 1 WHM | 1 |
| 058 | 2 PLD | 2 |
| 059 | HP — | |
| 060 | MP — | |

### WESTGATE (SMN GATE)

| | | mobs |
|---|---|---|
| 062 | MP — | |
| 063 | — | |
| 064 | TE 25 — | |
| 065 | — | |
| 066 | 2 DRK | 2 |
| 067 | 2 DRG | 2 |
| 068 | 2 BST | 2 |
| 069 | 2 RDM | 2 |
| 070 | MP 2 MNK | 3 |
| | + Reapertongue Gadgquok (SMN) | |
| 071 | 2 BLM | 2 |
| 072 | HP — | |

### PIKEMAN'S WAY

| | | mobs |
|---|---|---|
| 073 | HP 2 SAM | 2 |
| 074 | TE 10 1 SAM, 1 NIN | 2 |
| 075 | 2 NIN | 2 |
| 076 | MP 2 WHM, 3 RNG | 5 |
| 077 | 2 DRK | 2 |
| 078 | HP 2 BLM | 2 |
| 079 | MP 2 WHM | 2 |
| 080 | 2 RDM | 2 |
| 081 | HP 2 BST | 2 |
| 082 | 1 BST | 1 |
| 083 | HP 2 BST | 2 |
| 084 | MP — | |
| 085 | HP 2 BST | 2 |
| 086 | MP — | |
| 087 | 2 BLM, 2 RDM | 4 |
| 088 | 2 PLD | 2 |
| 089 | 3 RNG | 3 |
| 090 | 2 DRK | 2 |
| 091 | HP 2 WAR, 1 RDM | 3 |
| 092 | MP 2 BRD | 2 |
| 145 | 3 DRK | 3 |
| 146 | 3 PLD | 3 |

### MANOR (NIN HOUSE)

| | | mobs |
|---|---|---|
| 093* | + Voidstreaker Butchnotch (NIN) TE 30 | 1 |
| | → 094, 095 | |

### WATCHDOG ALLEY

| | | mobs |
|---|---|---|
| 096 | 2 DRG | 2 |
| 097 | HP 2 RNG | 2 |
| 098 | 2 DRG | 2 |
| 099* | → 100, 101 | |
| 102 | 2 WAR, 2 DRG | 4 |
| 103 | HP — | |
| 104 | HP 2 PLD | 2 |
| 105 | 2 RDM, 2 DRK | 4 |
| 106 | 2 WAR, 2 PLD | 4 |
| 107 | HP 2 NIN | 2 |
| 108 | MP 2 SAM | 2 |

### CHAIN SPAWNS — APPEAR LATER

From 018:

| | | |
|---|---|---|
| 019 | 2 BLM, 1 BST | 3 |

From 020:

| | | |
|---|---|---|
| 021 | 1 PLD, 2 RNG | 3 |

From 093:

| | | |
|---|---|---|
| 094 | 2 NIN | 2 |
| 095 | 2 NIN | 2 |

From 099:

| | | |
|---|---|---|
| 100 | 1 BRD | 1 |
| 101 | 1 BRD | 1 |

### CHAIN SPAWNS — APPEAR LATER (CONT.)

From Reapertongue Gadgquok:

| | | |
|---|---|---|
| 061 | 2 MNK, 1 BRD | 3 |

From Wyrmgnasher Bjakdek:

| | | |
|---|---|---|
| 036 | 2 THF, 1 BRD | 3 |