Dynamis – Windurst

Map 1 — initial statues. 125 spawn points.

RELIC GEAR DROPPED HERE

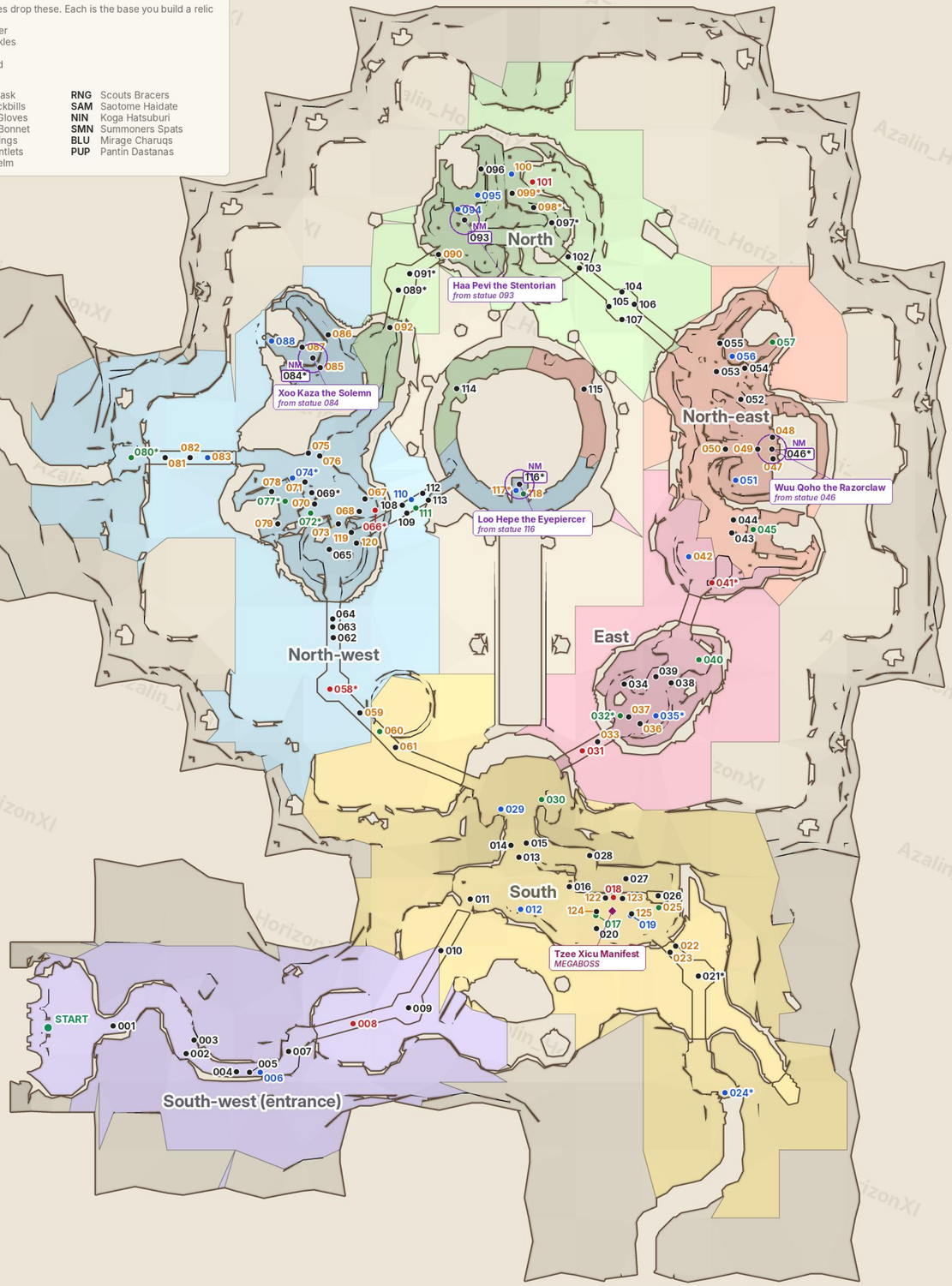
RELIC WEAPON — BASE FORM

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

- Relic Dagger
- Relic Knuckles
- Relic Maul
- Relic Sword

RELIC ARMOUR

WAR	Warriors Mask	RNG	Scouts Bracers
WHM	Clerics Duckbills	SAM	Saotome Haidate
BLM	Sorcerers Gloves	NIN	Koga Hatsuburi
THF	Assassins Bonnet	SMN	Summoners Spats
PLD	Valor Leggings	BLU	Mirage Charuqs
DRK	Abyss Gauntlets	PUP	Pantin Dastanas
BST	Monster Helm		



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 ● Entrance

List: right-hand number = total mobs that pop

TIME EXTENSIONS

008 · 018 · 031 · 041 · 058 · 066 · 101
121 Tzee Xicu Manifest (boss) also gives time

HOW THE ZONE OPENS UP

Kill the boss 121 Tzee Xicu Manifest → a second wave of statues appears. Three more waves follow as Wuu, Xoo and Haa are killed, then 101 and 057. Every statue the server spawns is on this map, at its true position.

NOTORIOUS MONSTERS

Tzee Xicu Manifest — MEGABOSS; appears once Loo Hepe the Eyepiercer is dead; kill it and 122–150 appear.
Haa Pevi the Stentorian (SMN) — From statue 093; kill it and 112–113 appear.
Loo Hepe the Eyepiercer (RDM) — From statue 116; kill it and 121 appears.
Wuu Qoho the Razorclaw (MNK) — From statue 046; kill it and 108–109 appear.
Xoo Kaza the Solemn (BLM) — From statue 084; kill it and 110–111 appear.

DANGER MOBS

These resist sleep, and each has a two-hour that can end a pull.
Assassin (NIN) — Mijin Gakure: self-destructs for heavy damage to everything around it; keep the melee from stacking on it.
Priest (WHM) — Benediction: heals itself to full and clears every debuff you landed on it; silence it or burn it down first.
Salvager (RNG) — Eagle Eye Shot: one enormous hit, enough to drop a light-armour job outright; keep it off the back line.
Exemplar (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 · Exemplar (PLD) · Inciter (DRK) · Oracle (SMN) · Prelate (BLM) · Priest (WHM) · Visionary (RDM) · Avatar · Crow · 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
Chanter (BRD) · Prelate (BLM) · Priest (WHM) · Visionary (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).



Azalin_HorizonXI
dynamiscafe.com

SOUTH-WEST (ENTRANCE) mobs

001	1 PLD, 1 DRK	2
002	1 WHM, 1 BLM	2
003	1 RDM, 1 BRD	2
004	1 RNG	1
005	—	
006	HP 1 SAM, 1 NIN	2
007	2 MNK	2
008	TE 20 1 WAR, 2 DRG	3
009	2 THF, 2 NIN	4

NORTH mobs

089*	→ 090	
091*	→ 092	
093	2 SMN + Haa Pevi the Stentorian (SMN)	3
094	HP 1 WHM, 2 SMN	3
095	HP 2 SMN	2
096	—	
097*	1 RDM → 098	1
101	TE 10 1 MNK, 2 RNG	3
102	1 WAR, 1 NIN	2
103	1 NIN, 1 DRG	2
104	1 BLM	1
105	1 RNG	1
106	1 RNG	1
107	1 BLM	1
114	2 THF	2

NORTH-EAST mobs

043	1 WHM, 1 SMN	2
044	1 BLM	1
045	MP 2 MNK, 2 PLD	4
046*	+ Wuu Qoho the Razorclaw (MNK) → 047, 048, 049, 050	1
051	HP —	
052	—	
053	2 RDM, 1 THF	3
054	1 WHM, 1 BRD	2
055	2 DRK	2
056	HP 2 BLM, 1 PLD, 1 NIN	4
057	MP 1 SMN	1
115	2 NIN	2

SOUTH mobs

010	—	
011	2 WAR, 2 BST	4
012	HP 2 PLD	2
013	2 WHM	2
014	1 DRK, 1 SAM	2
015	1 DRK, 1 SAM	2
016	1 BLM, 2 SMN	3
017	MP 1 RDM, 1 THF	2
018	TE 20 1 WAR, 1 SAM	2
019	HP 2 NIN	2
020	1 MNK, 1 THF, 1 BRD	3
021*	1 WHM, 1 PLD → 022, 023	2

SOUTH (CONT.) mobs

024*	HP 2 THF, 1 BRD → 025	3
026	2 BLM	2
027	2 WAR, 2 RNG	4
028	1 DRK, 1 BRD, 1 RNG	3
029	HP 1 WAR, 1 MNK, 1 THF, 1 SAM	4
030	MP 1 RDM, 1 PLD, 1 DRK, 1 NIN	4

NORTH-WEST mobs

058*	TE 20 → 059, 060, 061	
062	—	
063	1 DRG	1
064	—	
065	1 WAR, 1 MNK, 1 WHM, 1 BLM, 1 THF	5
066*	TE 20 1 DRK, 1 BRD, 1 SMN → 067, 068	3
069*	2 WAR → 070, 071	2
072*	MP 1 WAR, 1 MNK, 1 BST → 073	3
074*	HP 1 THF, 1 SAM, 1 DRG → 075, 076	3
077*	MP 2 RDM, 1 BRD → 078, 079	3
080*	MP 1 THF, 1 PLD, 1 BRD → 081, 082, 083	3
084*	2 BLM → 085, 086, 087 + Xoo Kaza the Solemn (BLM)	3
088	HP —	
108	1 WAR	1
109	—	
110	HP —	
111	MP 1 WAR	1
112	1 WAR	1
113	—	
116*	1 DRK, 1 BRD → 117, 118 + Loo Hepe the Eyepiercer (RDM)	3

EAST mobs

031	TE 10 2 THF, 1 SMN	3
032*	MP 3 DRG → 033	3
034	2 BST	2
035*	HP → 036, 037	
038	1 BRD	1
039	1 THF	1
040	MP —	
041*	TE 20 1 WAR, 1 WHM, 1 SAM → 042	3

CHAIN SPAWNS — APPEAR LATER

From 021:

022	1 DRK	1
023	1 BLM	1

From 024:

025	MP 1 BST, 2 DRG	3

From 032:

033	2 RDM, 1 BST	3

From 035:

036	1 WHM	1
037	1 BLM	1

CHAIN SPAWNS — APPEAR LATER (CONT.)

From 041:

042	HP 2 NIN	2

From 046:

047	1 WAR, 1 DRG	2
048	1 WAR, 1 SAM	2
049	—	
050	—	

From 058:

059	—	
060	MP 1 BST	1
061	—	

From 066:

067	1 WHM	1
068	1 WHM	1

From 069:

070	—	
071	—	

From 072:

073	1 NIN	1

From 074:

075	1 RNG	1
076	—	

From 077:

078	1 BLM, 1 PLD	2
079	1 WHM, 1 DRK	2

From 080:

081	1 RDM	1
082	1 BLM	1
083	HP 1 SMN	1

From 084:

085	2 DRK	2
086	1 PLD	1
087	1 WHM, 1 RDM	2

From 089:

090	1 RDM	1

From 091:

092	1 RDM	1

From 097:

098*	1 DRK → 099	1

From 098:

099*	1 BST → 100	1

From 099:

100	HP 1 PLD, 1 BRD	2

From 116:

117*	HP 1 BLM, 1 RDM → 119, 120	2
118	MP 1 BLM, 1 RDM	2

From 117:

119	1 BST, 1 RNG, 1 SAM	3
120	1 MNK, 1 BLM, 1 NIN	3

From Tzee Xicu Manifest: TE 30

122	1 BLM, 1 BST, 1 SAM	3
123	1 WAR, 1 MNK, 1 BLM	3
124	—	
125	—	