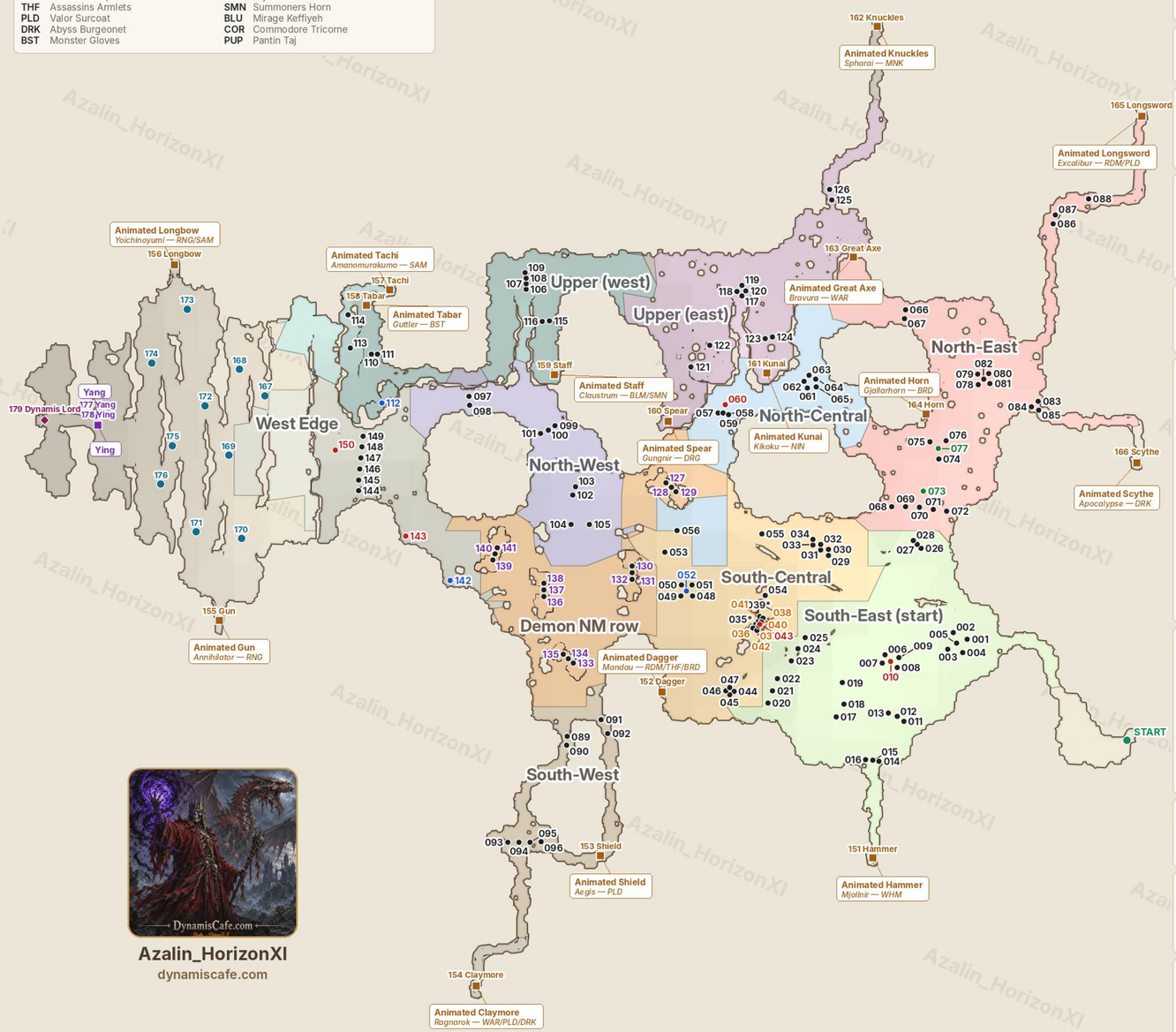
Dynamis – Xarcabard

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

RELIC GEAR DROPPED HERE

RELIC ARMOUR

WAR	Warriors Lorica	BRD	Bards Cannions
MNK	Melee Crown	RNG	Scouts Jerkin
WHM	Clerics Mitts	SAM	Saotome Kabuto
BLM	Sorcerers Petasos	NIN	Koga Tekko
RDM	Duelists Chapeau	DRG	Wyrm Armet
THF	Assassins Armlets	SMN	Summoners Horn
PLD	Valor Surcoat	BLU	Mirage Keffiyeh
DRK	Abyss Burgeonet	COR	Commodore Tricorne
BST	Monster Gloves	PUP	Pantin Taj



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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 demon NM — name and job in the list
- 000* Pops more statues when aggroed or defeated
- 000 Chain spawn — appears when its * statue is aggroed or defeated

■ Animated weapon ● Vanguard Dragon ■ Ying / Yang
◆ Dynamis Lord ● Entrance

List: right-hand number = total mobs that pop

TIME EXTENSIONS (30 MIN EACH)

010 Tombstone Prototype · 043 Icon Prototype · 060 Tombstone Prototype
143 Statue Prototype · 150 Statue Prototype

EXTRA SPAWNS

035 pops 036–038 on aggro · 039 pops 040–042 on aggro
Kill both 035 and 039 → 043 (30 min TE) appears
Kill 058 → 060 (30 min TE) appears
Kill 144–149 → 150 (30 min TE) appears

DEMON NMS, DRAGONS AND THE BOSS

Statues 127–141 each pop one demon NM on aggro (list on the right).
Kill all 15 demon NMs → 142–149 statues, the 16 Animated weapons, the 10 Vanguard Dragons, and Yng + Yang all appear.
Every Animated weapon pops 4 Satellite weapons of its own type on aggro.
Ying and Yang must die within 20 seconds of each other or they revive.
Kill Ying and Yang → 179 Dynamis Lord (far west) appears.

CHECKED AGAINST THE OLD MAP

All 5 time extensions, all 15 demon-NM statues and both chain pops (035, 039) match Vlacatocc's map exactly. No disagreements found in this zone.

NOTORIOUS MONSTERS

Each Animated weapon always drops the Fragment its relic needs:
Animated Claymore — Intricate Fragment → Ragnarok (WAR/PLD/DRK)
Animated Dagger — Ornate Fragment → Mandau (RDM/THF/BRD)
Animated Great Axe — Seraphic Fragment → Bravura (WAR)
Animated Gun — Ethereal Fragment → Annihilator (RNG)
Animated Hammer — Heavenly Fragment → Mjolnir (WHM)
Animated Horn — Mysterial Fragment → Gjallarhorn (BRD)
Animated Knuckles — Mystic Fragment → Spharai (MNK)
Animated Kunai — Demoniac Fragment → Kikoku (NIN)
Animated Longbow — Snarled Fragment → Yoichinoyumi (RNG/SAM)
Animated Longsword — Holy Fragment → Excalibur (RDM/PLD)
Animated Scythe — Tenebrous Fragment → Apocalypse (DRK)
Animated Shield — Supernal Fragment → Aegis (PLD)
Animated Spear — Stellar Fragment → Gungnir (DRG)
Animated Staff — Celestial Fragment → Claustrum (BLM/SMN)
Animated Tabar — Runaeic Fragment → Guttler (BST)
Animated Tachi — Divine Fragment → Amanomurakumo (SAM)
Yang
Ying

DANGER MOBS

These resist sleep, and each has a two-hour that can end a pull.
Kindred Ninja (NIN) — Mijin Gakure: self-destructs for heavy damage to everything around it; keep the melee from stacking on it.
Kindred White Mage (WHM) — Benediction: heals itself to full and clears every debuff you landed on it; silence it or burn it down first.
Kindred Ranger (RNG) — Eagle Eye Shot: one enormous hit, enough to drop a light-armour job outright; keep it off the back line.
Kindred Paladin (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 · Kindred Paladin (PLD) · Kindred Dark Knight (DRK) · Kindred Summoner (SMN) · Kindred Black Mage (BLM) · Kindred White Mage (WHM) · Kindred Red Mage (RDM) · Avatar · Wyvern

SILENCE ASAP

Kindred Bard (BRD) · Kindred Black Mage (BLM) · Kindred White Mage (WHM) · Kindred Red Mage (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 Prototype Eye, Vanguard Eye, all 15 demon NMs, Ying and Yang, the Vanguard Dragons, the Animated weapons and their Satellites and the Dynamis Lord. Lullaby is blocked on them too.
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).

SOUTH-EAST (START)	mobs
001 2 SAM	2
002 2 SMN	2
003 2 DRG	2
004 2 NIN	2
005 —	
006 3 BST	3
007 1 PLD, 2 DRG	3
008 1 PLD, 2 DRK	3
009 1 PLD, 2 DRK	3
010 TE 30 —	
011 1 WAR, 1 MNK, 1 WHM, 1 BLM, 1 RDM, 1 THF	6
012 —	
013 1 WAR, 1 MNK, 1 WHM, 1 BLM, 1 RDM, 1 THF	6
014 1 RDM, 1 PLD	2
015 1 MNK, 1 WHM	2
016 1 RDM, 1 PLD	2
017 1 BRD, 3 NIN	4
018 3 WAR, 1 BRD	4
019 1 BRD, 3 SAM	4
020 1 RNG, 2 SAM	3
021 1 THF, 1 NIN	2
022 1 RNG, 2 SAM	3
023 2 THF, 1 NIN	3
024 1 THF, 1 NIN	2
025 2 THF, 1 NIN	3
026 2 DRG	2
027 2 BST	2
028 2 SMN	2

SOUTH-CENTRAL	mobs
029 2 WAR	2
030 2 MNK	2
031 2 WHM	2
032 2 BLM	2
033 2 RDM	2
034 2 THF	2
035* → 036, 037, 038	
039* → 040, 041, 042	
043 TE 30 —	
044 1 BLM, 1 RNG	2
045 1 BLM, 1 RNG	2
046 1 BLM, 1 RNG	2
047 1 BLM, 1 RNG	2
048 1 WHM, 2 BST, 1 BRD	4
049 1 MNK, 1 NIN, 1 SMN	3
050 1 WHM, 2 BST, 1 BRD	4
051 1 MNK, 1 NIN, 1 SMN	3
052 HP —	
053 1 SAM, 1 NIN, 1 DRG, 1 SMN	4
054 1 PLD, 1 DRK, 1 BST, 1 BRD, 1 RNG	5
055 1 SAM, 1 NIN, 1 DRG, 1 SMN	4

NORTH-CENTRAL	mobs
056 1 PLD, 1 DRK, 1 BST, 1 BRD, 1 RNG	5
057 1 RNG, 1 SAM, 1 DRG	3
058 1 THF, 1 PLD, 1 SMN	3
059 1 BLM, 1 DRK, 1 NIN	3
060 TE 30 —	
061 1 WAR, 1 MNK, 1 WHM	3
062 1 BLM, 2 THF	3
063 3 RDM	3

NORTH-CENTRAL (CONT.)	mobs
064 1 BLM, 2 THF	3
065 1 WAR, 1 MNK, 1 WHM	3

NORTH-EAST	mobs
066 1 BLM, 3 DRK	4
067 1 BLM, 3 SAM	4
068 1 WHM, 1 BLM	2
069 2 PLD	2
070 2 PLD	2
071 3 MNK	3
072 1 WHM, 1 BLM	2
073 MP —	
074 2 DRG	2
075 2 BST	2
076 3 SMN	3
077 MP —	
078 2 BST	2
079 2 DRK	2
080 2 RNG	2
081 2 PLD	2
082 2 BRD	2
083 2 WAR, 1 RDM	3
084 2 BLM	2
085 2 WAR, 1 RDM	3
086 1 MNK, 1 THF	2
087 1 MNK, 1 THF	2
088 2 WHM	2

SOUTH-WEST	mobs
089 2 WAR, 1 BRD	3
090 2 MNK, 1 BRD	3
091 2 WAR, 1 BRD	3
092 2 MNK, 1 BRD	3
093 2 RNG	2
094 3 SAM	3
095 2 RNG	2
096 3 THF	3

NORTH-WEST	mobs
097 1 WAR, 1 RDM, 1 BRD	3
098 1 MNK, 1 WHM, 1 BST	3
099 1 MNK, 1 BRD	2
100 1 WAR, 1 BRD	2
101 1 WAR, 1 WHM	2
102 1 WHM, 1 RDM, 1 BRD	3
103 1 WHM, 1 RDM, 1 BRD	3
104 2 DRK, 1 BRD	3
105 2 DRK, 1 BRD	3

UPPER (WEST)	mobs
106 2 PLD	2
107 1 RDM, 2 NIN	3
108 1 RDM, 2 NIN	3
109 3 DRG	3
110 2 SMN	2
111 2 BST	2
112 HP —	
113 2 BST	2
114 3 SMN	3
115 1 RNG, 1 DRG	2
116 1 RNG, 1 DRG	2

UPPER (EAST)	mobs
117 1 PLD, 1 SMN	2
118 1 PLD, 1 SMN	2
119 3 RNG	3

UPPER (EAST) (CONT.)	mobs
120 1 PLD, 1 SMN	2
121 1 RDM	1
122 2 NIN	2
123 1 RDM	1
124 1 RDM, 2 DRG	3
125 1 RDM, 2 SAM	3
126 2 DRK	2

DEMON NM ROW	mobs
127 + Marquis Decarabia (BRD)	1
128 + Count Zaebos (WAR)	1
129 + Duke Berith (RDM)	1
130 + Prince Seere (WHM)	1
131 + Duke Gomory (MNK)	1
132 + Marquis Andras (BST)	1
133 + Marquis Gamygyn (NIN)	1
134 + Duke Scox (DRK)	1
135 + Marquis Orias (BLM)	1
136 + Count Raum (THF)	1
137 + Marquis Sabnak (PLD)	1
138 + Marquis Nebiros (SMN)	1
139 + King Zagan (DRG)	1
140 + Count Vine (SAM)	1
141 + Marquis Cimeries (RNG)	1

WEST EDGE	mobs
142 HP —	
143 TE 30 —	
144 1 WHM, 1 BLM	2
145 1 WHM, 1 BLM	2
146 1 WHM, 1 BLM	2
147 2 DRG	2
148 2 DRK	2
149 2 PLD	2
150 TE 30 —	

CHAIN SPAWNS — APPEAR LATER

From 035:
036 —
037 —
038 —

From 039:
040 —
041 —
042 —