Dynamis – Bastok

Map 2 — the wave unlocked by defeating the megaboss. 31 spawn points

RELIC GEAR DROPPED HERE

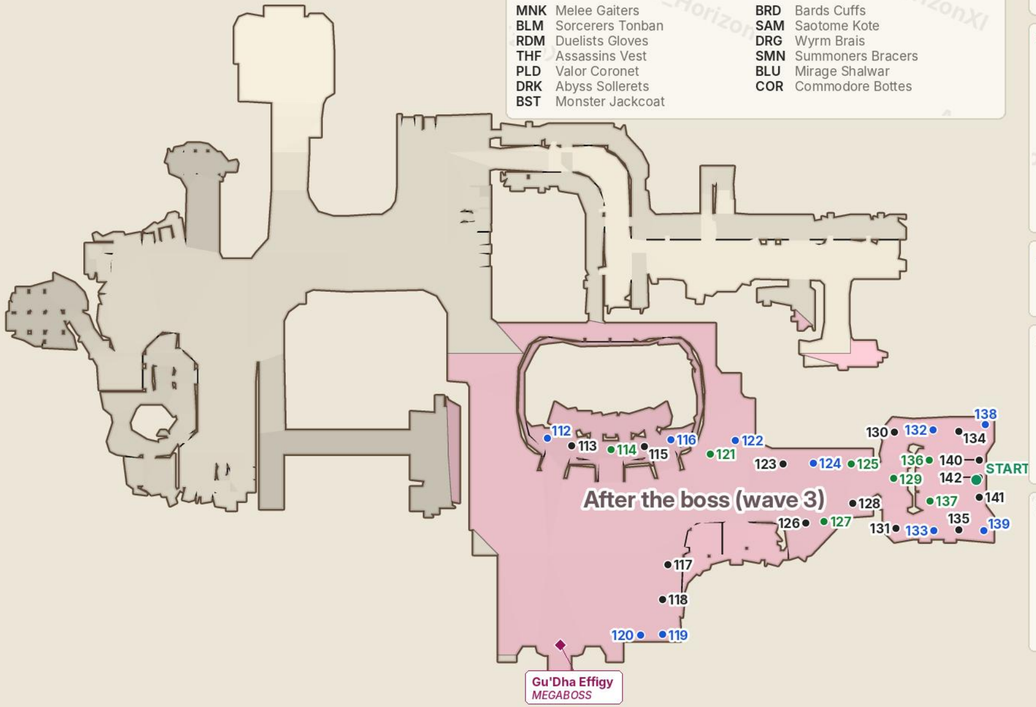
RELIC WEAPON — BASE FORM

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

- Relic Axe
- Relic Blade
- Relic Scythe

RELIC ARMOUR

MNK	Melee Gaiters	BRD	Bards Cuffs
BLM	Sorcerers Tonban	SAM	Saotome Kote
RDM	Duelists Gloves	DRG	Wyrm Brais
THF	Assassins Vest	SMN	Summoners Bracers
PLD	Valor Coronet	BLU	Mirage Shalwar
DRK	Abyss Sollerets	COR	Commodore Bottes
BST	Monster Jackcoat		



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 — 30 min TE
- ● Entrance

List: right-hand number = total mobs that pop

DANGER MOBS

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

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

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

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

Defender (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 · Defender (PLD) · Vigilante (DRK) · Undertaker (SMN) · Thaumaturge (BLM) · Constable (WHM) · Protector (RDM) · Avatar · Scorpion · Wyvern

SILENCE ASAP

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

Scorpion (BST pet) — casts Breakga: petrifies the party; nobody acts until it wears

Minstrel (BRD) · Thaumaturge (BLM) · Constable (WHM) · Protector (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).

AFTER THE BOSS (WAVE 3)		mobs
112	HP 3 WAR	3
113	3 BLM	3
114	MP 3 MNK	3
115	3 DRK	3
116	HP 3 RNG	3
117	3 DRG	3
118	4 THF	4
119	HP 4 WHM	4
120	HP 4 PLD	4
121	MP 3 SMN	3
122	HP 4 SAM	4

AFTER THE BOSS (WAVE 3) (CONT.)		mobs
123	4 BRD	4
124	HP 3 NIN	3
125	MP 3 RDM	3
126	1 WAR, 1 THF, 1 BRD	3
127	MP 1 BLM, 1 PLD, 1 DRK	3
128	1 MNK, 1 WHM, 1 RNG	3
129	MP 2 SMN	2
130	1 MNK, 1 DRG	2
131	1 RNG, 1 DRG	2
132	HP 1 RNG, 1 SAM, 1 NIN	3
133	HP 1 RDM, 1 THF, 1 BRD	3

AFTER THE BOSS (WAVE 3) (CONT.)		mobs
134	1 PLD, 1 DRK	2
135	1 PLD, 1 DRK	2
136	MP 1 WHM, 1 SAM, 1 DRG	3
137	MP 1 WAR, 1 BLM, 1 DRG	3
138	HP 1 THF, 1 BRD	2
139	HP 1 RNG, 1 NIN	2
140	1 WAR, 1 MNK, 1 SAM	3
141	1 WHM, 1 BLM, 1 RDM	3
142	3 BST	3



Azalin_HorizonXI
dynamiscafe.com

v1.0 · Built from AirSkyBoat 75-era Dynamis spawn data · Floor plan from LandSandBoat navmesh · Danger/aspir/silence lists by Tek (HorizonXI) · Map by Azalin (HorizonXI)