Dynamis – Jeuno

Map 2 — the wave unlocked by defeating the megaboss. 30 spawn points.

RELIC GEAR DROPPED HERE

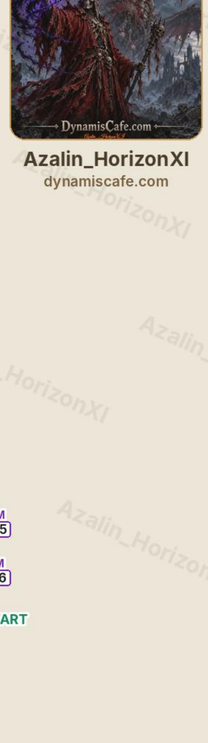
RELIC WEAPON — BASE FORM

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



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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

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).

SOUTH-WEST		mobs
121	1 WAR, 1 BLM, 1 DRG	3
122	MP 1 MNK, 1 THF, 1 SMN	3
123	HP 1 BST, 1 SAM	2
124	1 PLD, 1 BST, 1 BRD, 1 RNG + Tymexox Ninefingers (DRK)	5

SOUTH (ENTRANCE)		mobs
144	1 WHM, 1 BLM	2
147	1 DRG, 1 SMN	2
148	1 WHM, 1 BLM, 1 BRD, 1 NIN + Jabbrox Grannyguise (RDM)	5
149	1 WAR, 1 MNK, 1 THF, 1 SAM + Prowlox Barrelbelly (RNG)	5

EAST		mobs
135	1 WAR, 1 MNK, 1 WHM, 1 BLM, 1 RDM + Mobpix Mucousmouth (THF)	6
136	1 SMN	1
137	1 DRG	1
138	1 BST	1
139	3 PLD, 1 BRD	4
140	1 WAR, 1 SAM	2
141	1 MNK, 1 THF	2
142	1 DRK, 1 RNG, 1 NIN + Scruffix Shaggychest (PLD)	4
143	1 RDM, 1 BRD	2
145	1 RDM, 1 PLD, 1 DRK, 1 BRD, 1 NIN + Blazox Boneybod (BST)	6
146	1 WAR, 2 MNK, 1 WHM, 1 RNG + Eremix Snottynostril (BLM)	6

NORTH-WEST		mobs
125	2 RNG, 3 NIN + Slystix Megapeepers (NIN)	6
126	HP 1 WHM, 1 DRK	2
127	MP 1 RDM, 1 DRG	2
128	HP 1 RDM, 1 SMN	2
129	MP 1 WHM, 1 DRK	2
130	1 BST, 1 SAM	2
131	1 BLM, 1 BST	2
132	1 MNK, 1 BST	2
133	1 WAR, 1 BLM, 1 DRK, 1 RNG, 1 SMN + Bootrix Jaggedelbow (MNK)	6
134	1 THF, 1 BRD, 2 SAM, 1 DRG + Anvilix Sootwrists (WAR)	6
150	MP 1 RDM, 1 THF, 1 PLD, 1 BRD, 1 NIN + Distilix Stickytoes (WHM)	6

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)