Dynamis – San d'Oria

Map 2 — the wave unlocked by defeating the megaboss. 25 spawn points.

RELIC GEAR DROPPED HERE

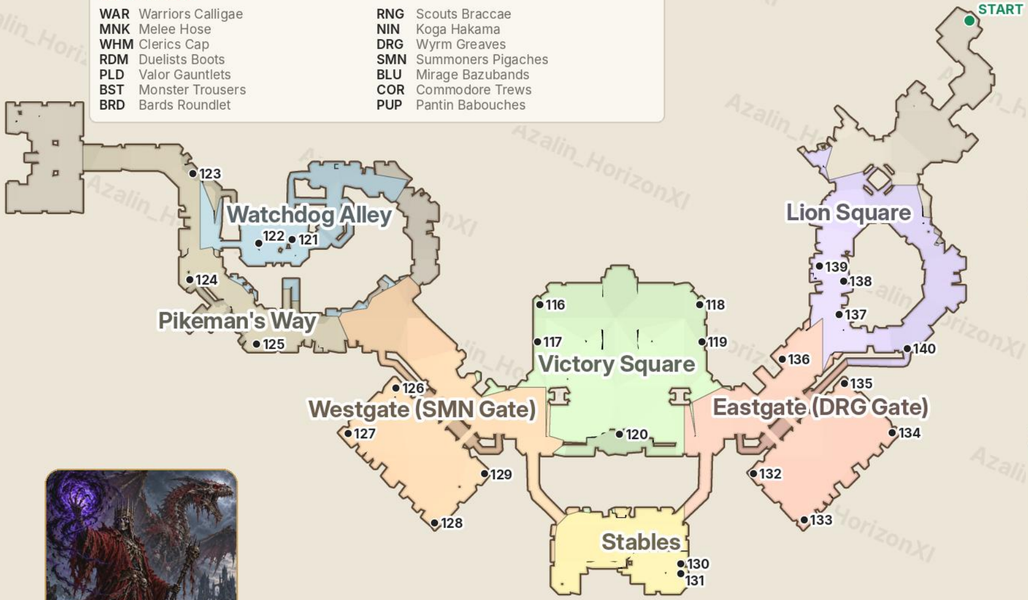
RELIC WEAPON — BASE FORM

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
- 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.

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
137	3 WHM	3
138	3 MNK	3
139	3 WAR	3
140	3 BLM	3

EASTGATE (DRG GATE)		mobs
132	3 THF	3
133	3 BST	3
134	3 DRK	3
135	3 PLD	3
136	3 RDM	3

VICTORY SQUARE		mobs
116	2 BLM, 3 DRK	5
117	3 BST	3
118	2 RDM, 2 BRD, 2 SAM	6
119	2 THF, 3 PLD	5
120	3 DRG	3

STABLES		mobs
130	3 THF, 2 BRD	5
131	2 BLM, 2 RDM, 2 SAM	6

WESTGATE (SMN GATE)		mobs
126	4 NIN	4
127	3 SAM	3
128	3 RNG	3
129	3 BRD	3

PIKEMAN'S WAY		mobs
123	2 BRD, 2 SMN	4
124	2 SMN	2
125	3 DRG	3

WATCHDOG ALLEY		mobs
121	2 WAR, 2 WHM	4
122	3 MNK, 2 WHM	5

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