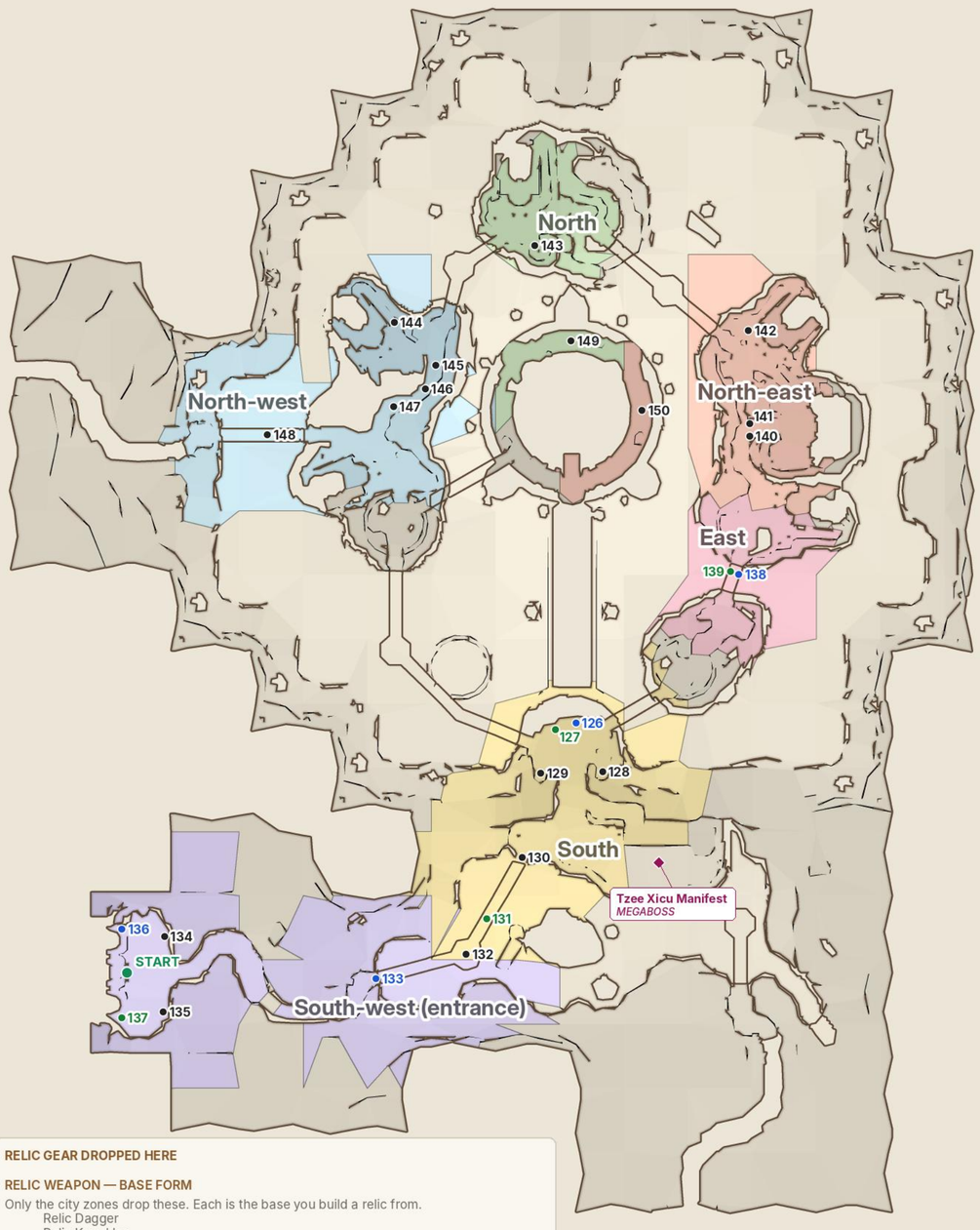
Dynamis – Windurst

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



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.

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).

SOUTH-WEST (ENTRANCE) mobs

132	1 BLM, 1 RDM, 1 SMN	3
133	HP 1 BLM, 1 RDM, 1 DRK, 1 RNG, 1 DRG	5
134	1 MNK, 1 DRK, 1 BRD	3
135	1 PLD, 1 DRG	2
136	HP 1 WHM, 1 THF	2
137	MP 1 WAR, 1 THF, 1 NIN	3

NORTH mobs

143	1 WHM, 1 BST, 1 BRD, 1 NIN	4
149	1 THF, 1 BST, 1 SAM, 1 DRG, 1 SMN	5

NORTH-EAST mobs

140	1 WAR, 1 THF, 1 BRD, 1 NIN	4
141	1 WHM, 1 PLD, 1 SAM, 1 NIN	4
142	1 RDM, 1 DRK, 1 BST, 1 DRG	4
150	1 WAR, 1 MNK, 1 BLM, 1 PLD, 1 RNG	5

SOUTH mobs

126	HP 1 PLD, 1 DRK, 1 NIN	3
127	MP 1 RDM, 1 THF, 1 BST, 1 RNG	4
128	1 MNK, 1 SMN	2
129	1 MNK, 1 NIN	2
130	1 MNK, 1 BST, 1 SAM	3
131	MP 1 WHM, 1 BRD, 1 RNG	3

NORTH-WEST mobs

144	1 WAR, 1 THF, 1 RNG, 1 SAM, 1 SMN	5
145	1 MNK, 1 PLD, 1 DRK, 1 BRD	4
146	1 WHM, 1 BST, 1 SMN	3
147	1 WAR, 1 BLM, 1 SAM, 1 DRG	4
148	1 RDM, 1 PLD, 1 DRK, 1 BRD, 1 NIN	5

EAST mobs

138	HP 1 WAR, 1 BLM, 1 SAM	3
139	MP 1 THF, 1 RNG, 1 DRG	3

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		



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