

Djinn type to trade for are:

[V]-Venus

[M]-Mars

[J]-Jupiter

[Me]-Mercury

If you are looking for a certain psynergy, use Ctrl + F to bring up the Find box and type in the psynergy name.

2.1

Everyone

These are Psynergies gained by equipping items.

Catch

PP: 1

Affected: N/A

Description: Grab light objects from afar.

Item: Catch Beads

Where:

As you are leaving Vale to set out on your journey, Garet's sister gives them to you. They're from Dora.

Force

PP: 2

Affected: N/A

Description: Strike a distant object.

Item: Orb of Force

Where:

Complete the puzzles in Fuchin Falls Cave to get this. Force is not needed to complete the game, however.

Lift

PP: 2

Affected: N/A

Description: Lift an object vertically.

Item: Lifting Gem

Where:

Defeat the Hydros Statue in Altin Peak. Open the chest behind it to get the Lifting Gem.

Carry

PP: 2

Affected: N/A

Description: Lift and move light objects.

Item: Carry Stone

Where:

The Carry Stone is found in Vvenus Lighthouse.

Douse

PP: 5

Affected: ||| (3)

Description: Attack with a surge of water.

Item: Douse Drop

Where:

Defeat the Ape at the end of Mogall Forest, and he will drop the Douse Drop.

Halt

PP: 2

Affected: N/A

Description: Stop a moving object.

Item: Halt Gem

Where:

Revisit Vale later in the game. Use Lift to move the rock near Kraden's house, and enter the cave. You can find the Halt Gem in here.

Cloak

PP: 1

Affected: N/A

Description: Hide away in shadows.

Item: Cloak Ball

Where:

It is beside Babi's bed after you win in Colosso.

Frost

PP: 5

Affected: ||| (3)

Description: Attack with frigid blasts.

Item: Frost Jewel

Where:

Mia should already know this Psynergy. Otherwise, go to Altin Peak, and defeat the first Living Statue to get the Frost Jewel.

2.2

Isaac

|Psynergy| -|PP| - |Affected| - |Description|

| | | | |
|---------------|--------|-----|--|
| Move | 2PP | N/A | Move an object on the ground |
| Retreat | 6PP | N/A | Return to the dungeon's entrance |
| Cure | 3PP | | Restore 70 HP |
| Cure Well | 7PP | | Restore 150 HP |
| Potent Cure | 10PP | | Restore 300 HP |
| Revive | 15PP | | Revive a downed ally |
| Growth | * 4PP | | Attack with wild plants [M] |
| Mad Growth | * 10PP | | Attack with ferocious plants [M] |
| Wild Growth | * 19PP | | Attack with giant plants [M] |
| Planet Diver* | 7PP | | Leap skyward and lunge onto a foe [M] |
| Blast | * 7PP | | Attack with a massive explosion [M] |
| Nova | * 13PP | | Attack with a massive explosion [M] |
| Supernova | * 31PP | | Attack with a massive explosion [M] |
| Haunt | * 5PP | | Haunt a foe with an evil spirit [M] or [J] |
| Curse | * 6PP | | Draw the spirit of death to a foe [M] or [J] |

| | | | |
|----------------|--------|--|--|
| Condemn | * 8PP | | Disable your enemy with evil power [M] |
| Ragnarok | 7PP | | Strike with a massive sword |
| Quake | 4PP | | Attack with a powerful quake |
| Earthquake | 7PP | | Attack with a mighty tremor |
| Quake Sphere | 15PP | | Attack with a massive quake |
| Spire | 5PP | | Attack with earthen spire |
| Clay Spire | 13PP | | Attack with earthen spire |
| Stone Spire | 22PP | | Attack with earthen spire |
| Gaia | 7PP | | Attack with the earth's might |
| Mother Gaia | 17PP | | Attack with the earth's might |
| Grand Gaia | 32PP | | Attack with the earth's might |
| Astral Blast* | 5PP | | Attack with celestial force [J] |
| Weaken | * 4PP | | Drop enemy's resistance [J] |
| Enfeeble | * 6PP | | Drop enemy party's resistance [J] |
| Delude | * 4PP | | Wrap multiple foes in delusion [J] |
| Sleep | * 5PP | | Lull multiple enemies to sleep [J] |
| Drain | * 3PP | | Drain enemy's HP to yourself [J] |
| Psy Drain | 0PP | | Drain enemy's PP to yourself [J] |
| Cutting Edge* | 5PP | | Inflict damage with a shock wave [J] |
| Thorn | * 6PP | | Attack with stabbing thorns [Me] |
| Briar | * 11PP | | Attack with sharpened briars [Me] |
| Nettle | * 23PP | | Attack with stinging nettles [Me] |
| Cure Poison | * 2PP | | Cleanse the body of poison [Me] |
| Restore | * 3PP | | Remove sleep, stun, and delusion [Me] |
| Break | * 5PP | | Eliminate an enemy's bonuses [Me] |
| Wish | * 9PP | | Restore 80 HP to the whole party [Me] |
| Wish Well | * 13PP | | Restore 160 HP to the whole party [Me] |
| Pure Wish | * 20PP | | Restore 400 HP to the whole party [Me] |
| Gale | * 3PP | | Attack with the wind's might [M(3)] AND [J(4)] |
| Typhoon | * 12PP | | Attack with the wind's might [M(3)] AND [J(4)] |
| Hurricane | * 25PP | | Attack with the wind's might [M(3)] AND [J(4)] |
| Death Plunge* | 14PP | | Plunge your weapon into a foe [M(3)] AND [J(4)] |
| Shuriken | * 8PP | | Attack with a throwing knife [M(3)] AND [J(4)] |
| Annihalation* | 18PP | | Attempt to annihilate a foe [M(3)] AND [J(4)] |
| Punji | * 7PP | | Attack with a bamboo weapon [M(3)] AND [J(4)] |
| Punji Trap | * 13PP | | Attack with a bamboo weapon [M(3)] AND [J(4)] |
| Punji Strike* | 24PP | | Attack with a bamboo weapon [M(3)] AND [J(4)] |
| Fire Bomb | * 5PP | | Attack with a bomb blast [M(3)] AND [J(4)] |
| Cluster Bomb* | 11PP | | Attack with a bomb blast [M(3)] AND [J(4)] |
| Carpet Bomb | * 29PP | | Attack with a bomb blast [M(3)] AND [J(4)] |
| Thunderclap | * 9PP | | Attack with the storm's fury [M(3)] AND [J(4)] |
| Thunderbolt | * 19PP | | Attack with the storm's fury [M(3)] AND [J(4)] |
| Thunderstorm* | 39PP | | Attack with the storm's fury [M(3)] AND [J(4)] |
| Mist | * 4PP | | Wrap a foe in a cloud of delusion [M(3)] , [J(4)] |
| Dragon Cloud* | 6PP | | Strike an enemy with Dragon Cloud [M(4)] , [J(3)] |
| Demon Night | * 12PP | | Unleash a myriad of monsters [M(4)] AND [J(3)] |
| Helm Splitter* | 8PP | | Paralyze a foe with a mighty blow [M(4)] , [J(3)] |
| Quick Strike* | 12PP | | Blind an enemy with a rapid strike [M(4)] , [J(3)] |
| Rockfall | * 5PP | | Attack with a blast of rocks [M(4)] AND [J(3)] |
| Rockslide | * 15PP | | Attack with a blast of rocks [M(4)] AND [J(3)] |
| Avalanche | * 30PP | | Attack with a blast of rocks [M(4)] AND [J(3)] |
| Lava Shower | * 4PP | | Attack with a volcano's might [M(4)] AND [J(3)] |
| Molten Bath | * 12PP | | Attack with a volcano's might [M(4)] AND [J(3)] |
| Magma Storm | * 27PP | | Attack with a volcano's might [M(4)] AND [J(3)] |
| Demon Spear | * 7PP | | Boost attack with a demonic blade [M(4)] , [J(3)] |
| Angel Spear | * 12PP | | Boost attack with a heavenly blade [M(4)] , [J(3)] |
| Guardian | * 3PP | | Boost defence with divine might [M(4)] AND [J(3)] |
| Protector | * 5PP | | Boost defence with divine might [M(4)] AND [J(3)] |
| Magic Shell | * 3PP | | Boost elemental resistance [M(4)] AND [J(3)] |
| Magic Shield* | 5PP | | Boost elemental resistance [M(4)] AND [J(3)] |

| Move | PP | Affected | Description |
|---------------|--------|----------|---|
| Move | 2PP | N/A | Move an object on the ground |
| Heat Wave | 6PP | | Attack with fiery bolts |
| Flare | 4PP | | Attack with flaring flames |
| Flare Wall | 7PP | | Attack with searing flames |
| Flare Storm | 12PP | | Attack with incinerating flames |
| Fire | 6PP | | Attack with a scorching fireball |
| Fireball | 12PP | | Attack with a scorching fireball |
| Inferno | 23PP | | Attack with a scorching fireball |
| Volcano | 6PP | | Attack with volcanic might |
| Eruption | 14PP | | Attack with volcanic might |
| Pyroclasm | 29PP | | Attack with volcanic might |
| Guard | 3PP | | Boost ally's defence |
| Protect | 5PP | | Boost party's defence |
| Impair | 4PP | | Drop enemy's defence |
| Debilitate | 6PP | | Drop enemy party's defence |
| Astral Blast* | 5PP | | Attack with celestial force [J] |
| Weaken | * 4PP | | Drop enemy's resistance [J] |
| Enfeeble | * 6PP | | Drop enemy party's resistance [J] |
| Delude | * 4PP | | Wrap multiple foes in delusion [J] |
| Sleep | * 5PP | | Lull multiple enemies to sleep [J] |
| Drain | * 3PP | | Drain enemy's HP to yourself [J] |
| Psy Drain | 0PP | | Drain enemy's PP to yourself [J] |
| Cutting Edge* | 5PP | | Inflict damage with a shock wave [Me] |
| Blast | * 5PP | | Attack with an explosive blast [Me] |
| Mad Blast | * 9PP | | Attack with an explosive blast [Me] |
| Fiery Blast | * 19PP | | Attack with an explosive blast [Me] |
| Guard | * 3PP | | Boost ally's defence [Me] |
| Protect | * 5PP | | Boost party's defence [Me] |
| Break | * 5PP | | Eliminate an enemy's bonuses [Me] |
| Restore | * 3PP | | Remove sleep, stun, and delusion [Me] |
| Wish | * 9PP | | Restore 80 HP to the whole party [Me] |
| Wish Well | * 13PP | | Restore 160 HP to the whole party [Me] |
| Pure Wish | * 20PP | | Restore 400 HP to the whole party [Me] |
| Douse | * 5PP | | Attack with a surge of water [Me] |
| Spire | * 5PP | | Attack with earthen spire [V(4)] AND [M(3)] |
| Clay Spire | * 13PP | | Attack with earthen spire [V(4)] AND [M(3)] |
| Stone Spire | * 22PP | | Attack with earthen spire [V(4)] AND [M(3)] |
| Revive | * 15PP | | Revive a downed ally [V(4)] AND [M(3)] |
| Gale | * 3PP | | Attack with the wind's might [V(3)] AND [J(4)] |
| Typhoon | * 12PP | | Attack with the wind's might [V(3)] AND [J(4)] |
| Hurricane | * 25PP | | Attack with the wind's might [V(3)] AND [J(4)] |
| Death Plunge* | 14PP | | Plunge your weapon into a foe [V(3)] AND [J(4)] |
| Shuriken | * 8PP | | Attack with a throwing knife [V(3)] AND [J(4)] |
| Annihilation* | 18PP | | Attempt to annihilate a foe [V(3)] AND [J(4)] |
| Punji | * 7PP | | Attack with a bamboo weapon [V(3)] AND [J(4)] |
| Punji Trap | * 13PP | | Attack with a bamboo weapon [V(3)] AND [J(4)] |
| Punji Strike* | 24PP | | Attack with a bamboo weapon [V(3)] AND [J(4)] |
| Fire Bomb | * 5PP | | Attack with a bomb blast [V(3)] AND [J(4)] |
| Cluster Bomb* | 11PP | | Attack with a bomb blast [V(3)] AND [J(4)] |
| Carpet Bomb | * 29PP | | Attack with a bomb blast [V(3)] AND [J(4)] |
| Thunderclap | * 9PP | | Attack with the storm's fury [V(3)] AND [J(4)] |
| Thunderbolt | * 19PP | | Attack with the storm's fury [V(3)] AND [J(4)] |

| | | | |
|----------------|--------|--|---|
| Thunderstorm* | 39PP | | Attack with the storm's fury [V(3)] AND [J(4)] |
| Mist | * 4PP | | Wrap a foe in a cloud of delusion [V(3)] , [J(4)] |
| Dragon Cloud* | 6PP | | Strike an enemy with Dragon Cloud [V(4)] , [J(3)] |
| Demon Night * | 12PP | | Unleash a myriad of monsters [V(4)] AND [J(3)] |
| Helm Splitter* | 8PP | | Paralyze a foe with a mighty blow [V(4)] , [J(3)] |
| Quick Strike* | 12PP | | Blind an enemy with a rapid strike [V(4)], [J(3)] |
| Rockfall | * 5PP | | Attack with a blast of rocks [V(4)] AND [J(3)] |
| Rockslide | * 15PP | | Attack with a blast of rocks [V(4)] AND [J(3)] |
| Avalanche | * 30PP | | Attack with a blast of rocks [V(4)] AND [J(3)] |
| Lava Shower * | 4PP | | Attack with a volcano's might [V(4)] AND [J(3)] |
| Molten Bath * | 12PP | | Attack with a volcano's might [V(4)] AND [J(3)] |
| Magma Storm * | 27PP | | Attack with a volcano's might [V(4)] AND [J(3)] |
| Demon Spear * | 7PP | | Boost attack with a demonic blade [V(4)] , [J(3)] |
| Angel Spear * | 12PP | | Boost attack with a heavenly blade [V(4)], [J(3)] |
| Guardian | * 3PP | | Boost defence with divine might [V(4)] AND [J(3)] |
| Protector | * 5PP | | Boost defence with divine might [V(4)] AND [J(3)] |
| Magic Shell * | 3PP | | Boost elemental resistance [V(4)] AND [J(3)] |
| Magic Shield* | 5PP | | Boost elemental resistance [V(4)] AND [J(3)] |

2.4

Ivan

|Psynergy| -|PP| - |Affected| - |Description|

| | | | |
|--------------|--------|-----|--|
| Whirlwind | 5PP | | Attack with a swirling tornado |
| Tornado | 14PP | | Attack with a mighty tornado |
| Tempest | 27PP | | Attack with a fearsome windstorm |
| Mind Read | 1PP | N/A | Read someone's mind |
| Reveal | 1PP | N/A | Perceive hidden truths |
| Ray | 6PP | | Attack with a magnetic storm |
| Storm Ray | 10PP | | Attack with a magnetic storm |
| Destruct Ray | 21PP | | Attack with a magnetic storm |
| Plasma | 8PP | | Attack with a barrage of bolts |
| Shine Plasma | 18PP | | Attack with a barrage of bolts |
| Spark Plasma | 37PP | | Attack with a barrage of bolts |
| Impact | 7PP | | Boost ally's attack |
| High Impact | 12PP | | Boost party's attack |
| Sleep | 5PP | | Lull multiple foes to sleep |
| Bind | 4PP | | Block a foe's psynergy |
| Bolt | * 4PP | | Attack with a lightning bolt [V] |
| Flash Bolt | * 7PP | | Attack with a lightning bolt [V] |
| Blue Bolt | * 14PP | | Attack with a lightning bolt [V] |
| Drain | * 3PP | | Drain enemy's HP to yourself [V] |
| Psy Drain | * 0PP | | Drain enemy's PP to yourself [V] |
| Cure | * 3PP | | Restore 70 HP [V] |
| Cure Well | * 7PP | | Restore 150 HP [V] |
| Potent Cure | * 10PP | | Restore 300 HP [V] |
| Growth | * 4PP | | Attack with wild plants [V] |
| Mad Growth | * 10PP | | Attack with ferocious plants [V] |
| Wild Growth | * 19PP | | Attack with giant plants [V] |
| Slash | * 4PP | | Attack with a blade of focused air [M] |
| Wind Slash | * 9PP | | Attack with a blade of focused air [M] |
| Sonic Slash | * 20PP | | Attack with a blade of focused air [M] |
| Drain | * 3PP | | Drain enemy's HP to yourself [M] |
| Psy Drain | 0PP | | Drain enemy's PP to yourself [M] |
| Ward | 3PP | | Boost ally's resistance |
| Resist | 5PP | | Boost party's resistance |
| Wish | * 9PP | | Restore 80 HP to the whole party [Me] |

| | | | |
|---------------|--------|--|---|
| Wish Well | * 13PP | | Restore 160 HP to the whole party [Me] |
| Pure Wish | * 20PP | | Restore 400 HP to the whole party [Me] |
| Prism | * 7PP | | Attack with ice crystals [J(4)] AND [Me(3)] |
| Hail Prism | * 16PP | | Attack with ice crystals [J(4)] AND [Me(3)] |
| Freeze Prism* | 31PP | | Attack with ice crystals [J(4)] AND [Me(3)] |

2.5

Mia

|Psynergy| -|PP| - |Affected| - |Description|

| | | | |
|---------------|--------|-----|-------------------------------------|
| Ply | 4PP | | Restore 100 HP with faith's power |
| Ply Well | 8PP | | Restore 200 HP with faith's power |
| Pure Ply | 12PP | | Restore 1000 HP with faith's power |
| Wish | 9PP | | Restore 80 HP to the whole party |
| Wish Well | 13PP | | Restore 160 HP to the whole party |
| Pure Wish | 20PP | | Restore 400 HP to the whole party |
| Cure Poison | 2PP | | Cleanse the body of poison |
| Restore | 3PP | | Remove sleep, stun, and delusion |
| Frost | 5PP | | Attack with frigid blasts |
| Tundra | 8PP | | Attack with frigid blasts |
| Glacier | 15PP | | Attack with frigid blasts |
| Ice | 5PP | | Attack with spikes of ice |
| Ice Horn | 11PP | | Attack with spikes of ice |
| Ice Missile | 23PP | | Attack with spikes of ice |
| Break | 5PP | | Eliminate an enemy's bonuses |
| Prism | * 7PP | | Attack with ice crystals [J] or [M] |
| Hail Prism | * 16PP | | Attack with ice crystals [J] or [M] |
| Freeze Prism* | 31PP | | Attack with ice crystals [J] or [M] |
| Plasma | 8PP | | Attack with a barrage of bolts [J] |
| Shine Plasma | 18PP | | Attack with a barrage of bolts [J] |
| Spark Plasma | 37PP | | Attack with a barrage of bolts [J] |
| Impact | 7PP | | Boost ally's attack [J] |
| High Impact | 12PP | | Boost party's attack [J] |
| Bind | 4PP | | Block a foe's psynergy [J] |
| Drain | * 3PP | | Drain enemy's HP to yourself [J] |
| Psy Drain | 0PP | | Drain enemy's PP to yourself [J] |
| Froth | * 5PP | | Attack with frothing bubbles [J] |
| Froth Sphere* | 12PP | | Attack with frenzied bubbles [J] |
| Froth Spiral* | 31PP | | Attack with a bubble vortex [J] |
| Douse | * 5PP | | Attack with a surge of water [M] |
| Drench | * 10PP | | Attack with a torrent of water [M] |
| Deluge | * 20PP | | Attack with a deadly flood [M] |
| Avoid | * 5PP | N/A | Encounter fewer monsters [V] or [M] |

Mia also gains Growth, Mad Growth, Wild Growth, Cure, Cure Well, and Potent Cure from the trade of [M] for [V]. These are explained in the -Isaac- section.

If you notice a missing Psynergy, please e-mail me at nintendosown@hotmail.com

+-----+
|3. Frequently Asked Questions |
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These are questions I got in e-mails, and the replies.

Q. How do you get Growth?

A. I have been asked this many times, and the easiest solution is switching Djinn. To get Growth with Garet, give him all the Mars Djinn, and no others.

To get Growth with Isaac, give him one Mars Djinn, and make the rest Venus Djinn.

Q. By trading Djinn you mean trading with other people in your party, right?

A. Yes.

Q. Where can I find the teleport psynergy in the game Golden Sun 2?

A. This is not a Golden Sun 2 Psynergy Guide.

Q. Ivan can't use Whirlwind anymore. What's wrong?

A. Try switching all the Jupiter Djinn to Ivan. (He replied, and it worked.)

Q. How do I get carry?

A. You need the Carry Stone from Venus Lighthouse.

Q. How do I get the Halt Gem?

A. Later on in the game, you return to Vale with Lift. You go around the cliff, and lift a rock. Go down into the cave. You'll find it there, along with the Jupiter Djinn, Kite.

Q. Where do I get the Cloak Ball?

A. It is beside Babi's bed after you win in Colosso.

Q. I need the Catch Psynergy, but I don't have it :(How do I get it and where?

A. You get Catch Beads at the very start, after Sol Sanctum, just before you leave Vale. You should have them. Maybe they're just not equipped...

Q. Will you be listing all the Psynergies like in "Everybody"?

A. No. I only listed them like that to show where to find them, after receiving many e-mails asking where to find them.

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|4. Version History |
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ver 1.0 = First version of the FAQ. Most Psynergies accounted for.
= 18th January 2003

ver 1.1 = Thanks for the e-mails regarding missing Psynergies. More added, and names added to Credits. Also fixed the mistake with Mars and Mercury Djinn. I had them both as [M], but now Mercury is [Me].
= 28th March 2003

ver 1.5 = More Psynergies added. In the next version, I will add a section where they are listed by element (not in detail).
= 30th March 2003

ver 1.5a= Made a few minor changes. Nothing huge. I've been busy, but I will have the psynergies listed by element soon...
= 29th July 2003

ver 1.51= I am deciding whether I will do the psynergies by element. Haven't done anything on it yet. Only changes to the FAQ is formatting. No content added.
= 21st August 2003

ver 2.0 = Added a Frequently Asked Questions section, since I am getting many e-mails about certain Pysnergies.
= 13th September 2003

ver 2.01= A small change to the Legal Stuff, but that's it.
= 19th September 2003

ver 2.02= Changed the format to make things slightly easier to find.
= 23rd September 2003

ver 2.03= New question in FAQ section.
= 3rd November 2003

ver 3.0 = Re-vamped the format for the Psynergy List. Made 79 CPL.
= 20th November 2003

ver 3.0a= Changed headers in Psynergy section.
= 22nd November 2003

ver 3.01= Added 2 Frequently Asked Questions.
= 30th November 2003

ver 3.1 = Locations for Psynergies gained by equipping items added. No, I
won't be listing the rest like that. This could be the Final version,
but I don't Final versions - because they never are.
And Happy Christmas!
= 19th December 2003

ver 3.11= Ok, I'm thinking of adding the levels at which the characters learn
the Psynergies. This'll be a nice bit of work, so I just want to be
sure that you want it. If you do, e-mail me so I know it's really
worth my time. ^_^
= 24th February 2004

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|5. Credits |
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Thanks to MysticFlame and Joshua Gotlieb for information on missing psynergies.
Thanks to nnguyen11940 for rating my FAQ, and giving advice on formatting.
Thanks to CWall and Brian Sulpher, whose critiques/FotD convinced me to change
the headers in the Psynergy section.
And obviously thanks to Nintendo and Camelot for such a great game.
Also to Neoseeker, IGN and GameFAQs for putting up my FAQ.

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|6. Legal Stuff |
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If you have any questions on this FAQ, e-mail me at nintendosown@hotmail.com.

And hopefully, I'll be making an FAQ like this for The Lost Age soon.....

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