

Golden Sun: The Lost Age Hard Mode Boss Guide

by Rena Chan

Updated to v1.4 on Apr 19, 2004

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|           Golden Sun: The Lost Age           |  
|                   Game Boy Advance           |  
|                   Hard Mode Boss Guide       |  
|                   Version 1.4(19/04/2004)    |  
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* Please inform me via e-mail if this FAQ is found at places other than the *
* above mentioned sites. Of course, it may be up and I just had not updated *
* the FAQ on this yet. But E-mail me anyway, I'll confirm. *
* * *

* The latest version of this FAQ is found at * *

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Revision History

| Version 1.0(09/06/2003) _____ |

| |
| Initial Release. I'm still quite early into Hard Mode in the game so I |
| haven't fought most of the bosses yet. |
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| Version 1.1(17/06/2003) _____ |

| |
| Added in boss strategies for Aqua Hydra and Serpent. It will be a while |
| before I'll be fighting the next boss. Also changed some Djinn Analysis |
| info around and added analysis of some of the Djinn by someone else. |

| Version 1.2(21/06/2003) \ _____
|
Added in boss strategies for Avimander and Poseidon.

| Version 1.3(14/10/2003) \ _____
|
| Added in the stats for all the bosses and first strategies for Moapa and |
Agatio and Karst. Also edited some of the info on the Djinn.

| Version 1.4(19/04/2004) \ _____
|
| Haven't touched Golden Sun: The Lost Age for a long time. Not much new |
| Strategies added, haven't fought Dullahan and Doom Dragon yet. Still |
| training for the battle against Dullahan --; Meh. Whatever. Still, edited |
| some Boss stats and added the AGL stats for the bosses. Elemental Power and |
| Elemental Defense of the Bosses added also. Credits edited. I'll probably |
| add in the Locations and Stats (If you need to fight them) of the Djinn on |
the next update.

Contents

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 - 2.3 Mars Djinn
 - 2.4 Jupiter Djinn

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1.0 The Bosses

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Use Ctrl+F and type in the keyword to jump to a specific boss. All stats of the bosses stated in the FAQ is taken from the normal mode of the game, multiplied by the percent boost in Hard Mode rounded up to the nearest whole number. If someone can hack and give me the actual stats of all the bosses in the game in Hard Mode and all their attacks, since this Guide is based on Hard Mode of the game, e-mail them to me. You will be given credit for your help. Thanks!

- Chestbeaters (Keyword: Chebe) *Attacks Added -Complete-
- King Scorpion (Keyword: KgSor) *Attacks Added -Strategy B to be completed-
- Briggs and the Sea Fighters (Keyword: BrSFg) *Strategy B added -Complete-
- Aqua Hydra (Keyword: AqHya) -Strategy B to be completed, Strategy C Pending-
- Serpent (Keyword: Sepnt) -Strategy B to be completed-
- Avimander (Keyword: Avmdr) -Strategy B to be completed-
- Poseidon (Keyword: Psidn) -Strategy B to be added-
- Moapa and the Knights (Keyword: MoaKn) -Strategy B pending-
- Agatio and Karst (Keyword: AgaKr) -Strategy B to be added-
- Flame Dragons (Keyword: FlDrn) -Strategies to be added-
- Doom Dragon (Keyword: DoDrn) -Strategies and Attacks to be added-
- Sentinel (Keyword: Sentn) -Strategies to be added-
- Valukar (Keyword: Valkr) -Strategies be added-
- Star Magician (Keyword: SrMag) -Strategies to be added-
- Dullahan (Keyword: Dlhan) -Strategies and Attacks to be added-

Chestbeaters (Chebe)

HP: 232 each (3 Chestbeaters altogether)
PP: 0
STR: 55
DEF: 13
AGL: 20
Weakness: Fire (Mars)
Elemental Power: Venus 100, Mercury 80, Mars 70, Jupiter 80
Elemental Defense: Venus 48, Mercury 48, Mars 25, Jupiter 72
Attacks: Claw Attack (Attack/single)
 Beat Dance (Raises Attack by 25%/single)

==== Strategy A (Base Classes/With Summon) ====

Recommended Level: 7
Djinn: Felix: Squire (Echo/set)
 Jenna: Flame User (None)
 Sheba: Wind Seer (None)

Ah, your very first boss battle and it's one of the easier ones. Very simple really. You shouldn't have much problems, even though it's hard mode. Just be sure to divide whatever Herbs you have between Jenna and Sheba in-case you need more than Felix's Cure Psynergy to heal.

Strategy? Very simple. Have Felix ready to cast Cure at all times. These guys shouldn't be faster than you anyway. If you need to heal more than one person, then use the Herbs that are on Jenna and Sheba. If you do not need to heal with Felix, then unleash Echo on em and summon Venus for the extra damage. You do not need to use your PP on Felix for anything else besides Cure, so you should have enough PP. Jenna should cast Beam on the middle Chestbeater until it is downed then switch to casting Fume targeting the left and right ones until one of them dies then go to the next one. Sheba should just cast Ray. They will all be downed in about a minute or two.

King Scorpion (KgSor)

HP: 1596
PP: 0
STR: 126
DEF: 40
AGL: 39
Weakness: Fire (Mars)
Elemental Power: Venus 95, Mercury 85, Mars 90, Jupiter 85
Elemental Defense: Venus 72, Mercury 72, Mars 48, Jupiter 100
Attacks: Twin Shear (Attack/single)
 Paralytail (Attack + Stun/single)
 Desert Gasp (Attack + Lower Defense/range 3)

==== Strategy A (Base Classes/With Summon) ====

Recommended Level: 10
Djinn: Felix: Knight (Echo/set, Iron/set)
 Jenna: Flame User (Cannon/set, Fog/standby)
 Sheba: Magician (Breath/set, Blitz/set)

King Scorpion isn't very difficult to beat, although he has multiple target attacks in addition to its normal attack, one of which lowers your defense, and the other, damages you, plus an attack that may stun one of your characters, but he doesn't really use it often. You may want to divide whatever Elixers

you've found so far between the three of them to heal the stun stat, but it's not really necessary. But if Felix is stunned, then you will need to cure it, as he's going to be your primary healer. Hopefully you have bought a few Herbs back at Madra too. They can come in handy. Divide them among Jenna and Sheba.

Start off the battle by unleashing Iron with Felix to boost your party's defense and unleash Cannon with Jenna and unleash Blitz with Sheba. Then on the next turn, cast Cure with Felix on anyone who needs healing, or just unleash Breath if only one person needs healing. Summon Zagan with Felix or Jenna. Don't summon Ramses in this battle. It won't do much damage anyway. When you have both Breath and Blitz on standby, summon Atalanta with Sheba. Cast Fume with Jenna when she doesn't need to heal or summon or unleash a Djinni. Sheba should just continually unleash her Djinn to heal and attack and summon Atalanta and cast Ray and also heal with Herbs when necessary. Never cast any attack Psynergy with Felix. If he doesn't need to heal, then unleash Iron to boost defense and just have him summon.

==== Strategy B (Non Base Classes/No Summon) =====

Recommended Level: 10

Djinn: Felix: Knight (Echo/set, Iron/set)

Jenna: Defender (Cannon/set, Fog/set, Sour/set)

Sheba: Magician (Breath/set, Blitz/set)

Battle Description Coming

Briggs and the Sea Fighters (BrSFg)

Briggs Sea Fighter (x4)

HP: 1476 HP: 296

PP: 0 PP: 0

STR: 161 STR: 149

DEF: 37 DEF: 35

AGL: 76 AGL: 61

Weakness: Earth (Venus), Water (Mercury), Fire (Mars), Wind (Jupiter)

Elemental Power: Venus 100, Mercury 100, Mars 100, Jupiter 100

Elemental Defense: Venus 100, Mercury 100, Mars 100, Jupiter 100

Attacks: Signal Whistle (Briggs only, Summon Sea Fighter)

Echo Cut (Damage/single)

Items: Herbs, Smoke Bombs, Oil Drops

==== Strategy A (Base Classes/With Summon) =====

Recommended Level: 10

Weapon: Felix (Thermis Axe)

Jenna (Pirate's Sword)

Sheba (Blow Mace)

Djinn: Felix: Squire (Echo/set, Iron/set)

Jenna: Flame User (Cannon/set, Fog/standby)

Sheba: Magician (Breath/set, Blitz/set)

Ugh, they are tough when at this low level, but believe it or not, I somehow still managed to beat them with this level and setup. You may want to go and beat Air's Rock first to gain some levels and pick up Spark, Sour and Ether Djinn on the way. If you do, then put Spark on standby on Felix and set both Sour and Fog Djinn on Jenna to give her the Defender Class where she will be able to cast Ply.

Of course, if you hate detouring, like me, due to inconvenience, you still can beat them, but they are harder. You will have to be REAL violent against them, or you probably won't survive. Be sure to save right before this battle, cause

you may have to try against them again, cause I know I did, especially when I want everyone to survive the battle >_<

Anyway, Briggs will start off with one of the sea fighters together with him, and he will summon another one at the first or second turn. There will be 2 more Sea Fighters you need to down before Briggs will finally be alone. DO NOT I repeat, DO NOT unleash any Djinn with Sheba. This is the only way where Sheba is GUARANTEED to be faster than even the Sea Fighters. You will need her to use Herbs to heal those with low HP. This is one battle you probably will want to use the Defend command, when one runs low on HP. Felix should cast Cure every turn on someone, it's a matter of survival now. Jenna should use Herbs when needed, or else, continuously cast Beam, targeting Briggs where Sheba should continuously cast Plasma, again targeting Briggs and using Herbs to heal where necessary. You're in luck if the Sea Fighters use Smoke Bombs and Herbs instead of attacking. You can then get in an attack of your own with Felix or catch up on healing your party members. Echo Cut is a killer, and when concentrated on someone, it can down one of your party members, and the Sea Fighters and Briggs can use it. Of course, the most dangerous is probably their ability to use Oil Drops (I think they have a limited supply of these) where it will hit every single one of your party member.

When you finally downed all 4 Sea Fighters, the battle becomes easier. But then, you will probably be out of PP to cast any Psynergy with Jenna and Sheba will probably be low on PP. Use whatever PP you have left with Jenna and cast Fume on Briggs, use normal attack, unleashing Cannon and summoning Mars whenever possible. Of course, you shouldn't slack, or an Oil Drop can still down someone. Normal attack with Felix when you get the chance and if he unleashes Stone Justice, Briggs' Agility will be lowered by 38 (Who!) That is when you can start unleashing Echo and Iron and Breath and Blitz and summon Ramses and Atalanta on him. Continue to have Felix use Cure when needed and Jenna and Sheba to heal with Herbs when needed or unleash Breath with Sheba. Continue like this and eventually Briggs will go down.

===== Strategy B (Base and Non Base Classes/No Summon) =====

Recommended Level: 12

Weapon: Felix (Thermis Axe)

Jenna (Pirate's Sword)

Sheba (Blow Mace)

Djinn: Felix: Knight (Echo/set, Iron/set)

Jenna: Defender (Cannon/set, Fog/set, Sour/set)

Sheba: Magician (Breath/set, Blitz/set)

At Lv 12, Sheba would have learned Sleep. Sleep works on the Sea Fighters. It also works on Briggs, but it works more easily on the Sea Fighters. Sheba should be casting Sleep to try and put the Sea Fighters to sleep most of the time. By doing this, you will focus all your attacks on Briggs first until he is downed, then down the 2 Sea Fighters. You will only have to deal with 2 Sea Fighters throughout the entire battle. Or you could have Jenna and Sheba both use Group Psynergies, targeting Briggs, and down all 4 Sea Fighters before concentrating on Briggs. Neither way is easier than the other, the Sea Fighters may not be put to sleep. Be sure to have a good stock of Herbs on all 3 characters, with most of them on Sheba. Try not to use Breath to heal, it will lower Sheba's class. At this level, there is still a chance that the Sea Fighters are faster than you, so Sheba is needed for critical healing.

Felix is your main healer. He should be healing most of the time and use a normal attack on Briggs when he gets an opening to do so. If you use the Sleep Strategy with Sheba, have Jenna use Cutting Edge on Briggs. Jenna is also your backup healer here. You may run out of PP using Cutting Edge with Jenna, which is partly the reason for everyone having a stock of herbs. Felix is not so in

danger of running out of PP. He's only using it for healing. But do have a few Herbs on Felix too just in case.

If you choose to down all 4 Sea Fighters before concentrating on Briggs, then you'll need Jenna to cast the strongest Group Psynergy she knows. The same goes for Sheba. As usual, Jenna is your secondary healer with Felix as your main healer. After you've downed all 4 Sea Fighters, have Jenna Cutting Edge Briggs if she has any PP left until she runs out of it. Sheba should still be casting the strongest Psynergy she knows until she too run out of PP. Herbs should be used for healing when you've run out of PP for healing.

Aqua Hydra (AqHya)

HP: 3414

PP: 70

STR: 216

DEF: 47

AGL: 63

Weakness: Fire (Mars)

Resist: Water (Mercury)

Elemental Power: Venus 95, Mercury 115, Mars 85, Jupiter 95

Elemental Defense: Venus 100, Mercury 175, Mars 25, Jupiter 100

Attacks: Raging Flood (Water attack/range 7)

Triple Chomp (Attack/single)

Slaver (Drops Defense by about 25%/range 5)

Rising Venom (Damage + Poison/single)

Drench (Water Psynergy/range 3)

==== Strategy A (Base Classes/With Summon) ====

Recommended Level: 18

Djinn: Felix: Knight (Echo/standby, Iron/set, Steel/standby, Chill/standby)

Jenna: Hex (Cannon/set, Spark/set, Kindle/set, Char/set)

Sheba: Mage (Breath/standby, Blitz/standby, Ether/standby, Waft/standby)

Piers: Commander (Fog/set, Sour/set, Spring/set, Shade/set)

Before you get into battle, be sure to equip the Unicorn Ring on Sheba and divide any Antidotes you have between Felix and Jenna. Of course, you can give about 1 or 2 to Sheba, in-case the Unicorn Ring breaks. But it's fine.

Aqua Hydra is not really very difficult to beat. It only gets one attack per turn which shouldn't really give you much problems. Start off the battle by unleashing Iron with Felix to increase the party's defense. Cast Fume with Jenna and summon Thor with Sheba. Piers should just unleash and set Shade back every turn, stopping to only use Cure Poison to get rid of the Poison state if needed. Piers Psynergy won't do much damage to Aqua Hydra since it's a water enemy.

On the next turn, summon Cybele with Felix and do any healing with Jenna's Aura/Healing Aura Psynergy. From here, it's practically easy. Just use Ragnarok with Felix continuously and do any healing with Jenna, and use Fume when she doesn't need to heal. Have Sheba use Ether to keep Felix's and Jenna's PP up and cast Tornado. When anyone is poisoned, just use the Antidotes and the Unicorn Ring to cure it. Try to cure Poison with the same person that got poisoned on himself/herself or someone faster than the character so that the poison condition won't take effect.

==== Strategy B (Base and Non Base Classes/With Summon) ====

Recommended Level: 18

Djinn: Felix: Knight (Echo/set, Iron/set, Steel/set, Chill/standby)

Jenna: Hex (Cannon/standby, Spark/standby, Kindle/standby, Char/standby)
Sheba: Scholar (Fog/set, Sour/set, Spring/set, Shade/set)
Piers: Scholar (Breath/set, Blitz/set, Ether/set, Waft/set)

Start off the battle by summoning Meteor with Jenna. Both Sheba and Piers should Impact Felix once each to boost his attack power. You don't need to unleash Shade for protection for this battle at all. Aqua Hydra only attacks once every turn, and unleashing Shade at any point is completely pointless. A Wish Psynergy from the both of them is enough to heal back any damage.

Felix and Jenna are your attackers this entire battle. Jenna should ignore all healing and leave the healing to either Sheba or Piers. If you only need either Sheba or Piers to heal, have the other one attack Aqua Hydra also. They should also Impact Felix again when it wears off. Jenna should be using Fume and Felix should be using Ragnarok on Aqua Hydra throughout the entire battle. Unleash Ether to restore PP when needed and set it back.

Serpent (Sepnt)

HP: 5304

PP: 160

STR: 311

DEF: 99

AGL: 135

Weakness: Wind (Jupiter)

Resist: Earth (Venus)

Elemental Power: Venus 110, Mercury 95, Mars 95, Jupiter 90

Elemental Defense: Venus 152, Mercury 100, Mars 100, Jupiter 48

Attacks: Mighty Press (Damage + May Downed/single)

Black Ice (Damage/range 3)

Toxic Breath (Damage + Poison/range 3)

Quake Sphere (Earth Psynergy/range 7)

Briar (Earth Psynergy/range 3)

Cure Well (Earth Psynergy/single/Heals 150 HP + Elemental Power/100)

Extras: Restores 30 HP per turn, 2 attacks per turn (With 4 Lights on it)

Restores 90 HP per turn, 2 attacks per turn (With 3 Lights on it)

Restores 270 HP per turn, 2 attacks per turn (With 2 Lights on it)

Restores 810 HP per turn, 2 attacks per turn (With 1 Light on it)

Restores 2430 HP per turn, 2 attacks per turn (With 0 Lights on it)

==== Strategy A (Base Classes/With Summon) =====

Recommended Level: 24

Djinn: Felix: Gallant (Echo/set, Iron/set, Steel/set, Mud/set, Flower/set)

Jenna: Hex (Cannon/set, Spark/set, Kindle/set, Char/set)

Sheba: Mage (Breath/standby, Blitz/standby, Ether/standby, Waft/standby)

Piers: Commander (Fog/set, Sour/set, Spring/set, Shade/set, Chill/set)

Oh yes. If you couldn't tell, I went to Gaia Rock first before Aqua Rock, not like that is important. Higher Levels make bosses easier, but seriously, this guy is not difficult, unless you screwed up and didn't weaken it first by shining Sunlight on it, which is done by exploring the rest of Gaia Rock first before taking on the boss. Besides, this boss is impossible to beat without first weakening it, Cure Well heals uber a lot, which probably means that this guy has a very high Earth Elemental Power without weakening it and very low Earth Elemental Power when you fully weaken it. (Cure Well heals only 165 HP) Of course, you knew all these pointless crap I'm saying since you've probably already beaten Normal and know that you have to weaken it before fighting this Serpent. But that's not the point. Hard Mode Boss Strategies can also be used in Normal Mode, only the boss will go down earlier :P

Before going into battle, be sure to put your Djinn in the above setting which I've used. Equip the Unicorn Ring on Sheba and give any Antidotes that you've got to Felix. If you sold all that away, or you don't have any or enough, you better buy some from Izumo. I recommend at least 5 Antidotes, but it never hurts to have extra, right?

Now the battle begins. Start off the battle by casting Ragnarok with Felix, attacking with Jenna, summoning Thor with Sheba, and unleashing Shade with Piers. Now the boss will start plummeting you. On the next turn, heal any injuries with Jenna's Aura Psynergy, cast Ragnarok with Felix, cast Tornado with Sheba, and set Shade back onto Piers.

Now, for the rest of the battle, have Piers continuously unleash and set Shade back. Always have Felix ready to cast Revive in case Mighty Press downs someone. DO NOT UNLEASH Spark to revive a downed character or any of Jenna's Djinn for that matter (unless you have 5, but I still don't recommend it), cause she will be your healer for the rest of the battle, unless it's Felix who's downed (You better keep your finger crossed). Keep everyone's HP at max or close to max at all times. Have Felix unleash Flower if extra healing is needed and immediately set it back. Sheba should just cast Tornado while waiting for her Djinn to set back.

Sheba and Felix should be used to cure anyone who's Poisoned, and Piers as a backup Poison curer. Jenna won't be doing any Poison curing, her hands are full trying to keep the party's HP high. Felix should just cast Ragnarok when he has nothing to do and Jenna should use a normal attack when you don't need to heal. Sheba should be unleashing and setting Ether to keep Felix and Jenna's PP high at one point of the battle, when they are left with less than 50% PP. Otherwise, unleash all of Sheba's Jupiter Djinn one by one when they are all set back to her, and summon Thor. Of course if you have 5 Jupiter Djinn, just unleash 4 of them. I recommend keeping Ether set if you happen to have 5 Jupiter Djinn for this battle (Yes, it's possible for you to have 5 Jupiter Djinn. I don't cause I'm an lazy ass who hates to detour >_>) Because of the defensive nature of this strategy, you need to summon Thor to deal huge damage to the dragon, otherwise you will be battling Serpent for a long time ~_~

===== Strategy B (Non Base Classes/No Summon) =====

Recommended Level: 24

[If go Gaia Rock first]

Djinn: Felix: Cavalier (4 Mercury) *All Set

Jenna: Enchanter (4 Jupiter, 1 Venus) [w/ Flower] *All Set

Sheba: Shaman (4 Venus, 1 Mercury) [w/ Shade] *All Set

Piers: Ascetic (4 Mars) *All Set

[If go Aqua Rock first without going to Thundaria Tower]

Djinn: Felix: Cavalier (5 Mercury) *All Set

Jenna: Enchanter (4 Jupiter, 1 Venus) [w/ Flower] *All Set

Sheba: Shaman (4 Venus, 1 Mercury) [w/ Shade] *All Set

Piers: Ascetic (4 Mars) *All Set

[Note: If you have Wheeze Jupiter Djinni, set Ether on Piers]

[If go Aqua Rock & Thundaria Tower first]

Djinn: Felix: Cavalier (5 Mercury) *All Set

Jenna: Enchanter (5 Jupiter, 1 Venus) [w/ Flower] *All Set

Sheba: Shaman (4 Venus, 1 Mercury) [w/ Shade] *All Set

Piers: Ascetic (5 Mars) *All Set

[Note: You can set Ether on either Jenna or Piers, recommended is Jenna]

Battle Description Coming

Avimander (Avmdr)

HP: 5688

PP: 87

STR: 351

DEF: 111

AGL: 94

Weakness: Water (Mercury)

Resist: Fire (Mars)

Elemental Power: Venus 95, Mercury 85, Mars 115, Jupiter 95

Elemental Defense: Venus 100, Mercury 25, Mars 175, Jupiter 100

Attacks: Heat Stun (Damage + Stun/single)

Star Mine (Damage/range 7)

Fire Breath (Fire Attack/range 3)

Fiery Blast (Fire Psynergy/range 5)

Guard (Fire Psynergy/single/Raises Defense by 25%, Max 50%)

Impair (Fire Psynergy/single/Drops Defense by 25%, Max 50%)

Extras: 2 attacks per turn

==== Strategy A (Base Classes/With Summon) =====

Recommended Level: 25

Djinn: Felix: Lord (4 Venus/standby, Flower/set, Iron/set)

Jenna: Fire Master (6 Mars/set)

Sheba: Magister (4 Jupiter/standby, Breath/set, Ether/set)

Piers: Captain (4 Mercury/standby, Spring/set, Shade/set)

Avimander really shouldn't pose much problems against you. Just be sure at least 2 or 3 people can cure the Stun Condition. I recommend Piers' Restore Psynergy and dividing any Elixirs you have between Felix and Sheba. If you don't have any, just stop by at the shop in Champa and buy some.

Now to start off the battle, Summon Judgement with Felix, Normal Attack with Jenna, Summon Thor with Sheba, Summon Boreas with Piers. After the summon rush, you would have done ~3000 HP of damage to the boss.

After that, Jenna should be using her Aura/Healing Aura Psynergy to heal any injuries that come up, using a normal attack when she doesn't need to heal. Piers should be unleashing and setting Shade every turn or use to cure Stun. You can start using Diamond Berg once all his Djinn is set back again, but it would be better to keep the Shade defense up, since Avimander is capable of doing 200+HP of damage per turn to your party, which Healing Aura won't be able to completely heal all wounds. Felix should be casting Ragnarok on Avimander every turn to damage the guy, switching to Odyssey when all his Djinn are set back. If your party's health gets critical, have Felix unleash Flower one turn to accompany Jenna's Aura Psynergies to get your party's health up and set it back on the next turn. Sheba should be casting Tornado/Shine Plasma and unleashing Ether to keep both Felix and Jenna's PP high so that they can use their Psynergies. You may want to have Sheba use Impact on Felix twice to get his damage with his Ragnarok/Odyssey Psynergy's damage up (Yes. The spell's damage is dependant on the caster's Attack Power, not Elemental Power).

This battle is quite simple. Just keep your defense up with Shade and keep your party's HP high and you'll survive the battle. Remember to cure that annoying Stun condition! No one in your party can afford to be out of action for a few turns. Things could turn ugly.

==== Strategy B (Base and Non Base Classes/No Summon) =====

Recommended Level: 25

Djinn: Felix: Cavalier (5 Mercury, 1 Jupiter) *All Set
Jenna: Fire Master (6 Mars) *All Set
Sheba: Enchanter (6 Venus) *All Set
Piers: Savant (5 Jupiter, 1 Mercury) [w/ Shade] *All Set

Battle Description Coming

Poseidon (Psidn)

HP: 7357
PP: 162
STR: 377
DEF: 125
AGL: 185
Weakness: Fire (Mars)
Resist: Water (Mercury)
Elemental Power: Venus 95, Mercury 115, Mars 85, Jupiter 95
Elemental Defense: Venus 100, Mercury 175, Mars 25, Jupiter 100
Attacks: Typhoon Blow (Attack/range 3)
Ocean Fist (Attack/single)
Watery Grave (Water Attack + May Downed/range 7)
Counter-rush (Counter with normal attack/single)
Ice Missile (Water Psynergy/range 3)
Deluge (Water Psynergy/range 5)
Extras: 2 attacks per turn

===== Strategy A (Base Classes/With Summon) =====

Recommended Level: 26

Djinn: Felix: Lord (4 Venus/standby, Flower/set, Iron/set)
Jenna: Fire Master (6 Mars/set)
Sheba: Magister (4 Jupiter/standby, Breath/set, Ether/set)
Piers: Captain (4 Mercury/standby, Spring/set, Shade/set)

Poisedon isn't very difficult, though the battle may be a bit long. Of course, if you don't have the Trident, you're screwed. You can never beat Poisedon without the Trident since it is the only thing that can destroy the Force Field.

Anyway, equip the Trident on Felix and if possible, make him your fastest character with AGL boosting Equip. If you can't, then it's okay. It doesn't matter. Give any Water of Life you have to Piers. If you can, equip both Felix and Piers to have 10+ LUCK. If you're lucky, Watery Grave won't do a number on you. It only downed Jenna twice and that's it :P Of course, you may not be so lucky :(

Anyway, if Felix is your fastest character, then on the first turn, have Felix use the Trident on Poisedon, Jenna cast Serpent Fume, Sheba Summon Thor, Piers unleash Shade. If Jenna or Sheba is faster than Felix, then you'll need to have them Defend for that turn instead. Not recommended especially for Jenna since by the next turn, she will probably need to heal (Serpent Fume did 200 HP of damage! @_@). If it's Sheba, then just have her summon Thor on the next turn.

Now Felix should be using the Trident every turn to damage Poisedon. This way, he can conserve PP to cast Revive if anyone gets downed by Watery Grave. The Water of Life on Piers should ONLY BE USED to revive Felix (I didn't need it since it was Jenna who got downed. Besides, Water of Life is a bit hard to come by at this point of the game). If only one person needs healing, possible with Counter-rush + Ocean Fist Combo, you may just want to have Felix heal instead of Jenna. Jenna should be healing with her Aura/Healing Aura Psynergy

and casting Serpent Fume when healing is not needed. Try not to unleash Spark to revive unless you're dire >_>. Piers should just be unleashing and setting Shade every turn to keep the Party's defenses up. As for Sheba, she should be unleashing and setting Ether to keep Felix and Jenna's PP up. If not, just cast Shine Plasma while waiting for all her Djinn to set back to her. After that, unleash Blitz, Waft, Wheeze and Haze (Use your judgement on when and who to use it on. Don't use it on the same turn Shade is unleashed) and summon Thor once again. You can use Breath for summoning, but NEVER EVER use Ether to summon. You may need Ether at any point in the battle. Continue like this for the rest of the battle and you will be fine.

----- If you want to get some extra Water of Life -----
The Living Armor enemy found at the Ankohl Ruins & Thundaria Tower drops Water of Life. But there is one huge problem. If you insist on trying to get extra Water of Life, I recommend you use an RNG Method on the Living Armor.

Moapa and the Knights (MoaKn)

Moapa	Knight
HP: 4563	HP: 2931
PP: 0	PP: 0
STR: 442	STR: 401
DEF: 273	DEF: 188
AGL: 133	AGL: 143
Weakness: Earth (Venus), Water (Mercury), Fire (Mars), Wind (Jupiter)	
Elemental Power: Venus 100, Mercury 100, Mars 100, Jupiter 100	
Elemental Defense: Venus 100, Mercury 100, Mars 100, Jupiter 100	
Attacks: Boasa Hit (Moapa only, Damage/single)	
Strong Hit (Knight only, Damage/single)	
Items: Nuts, Bramble Seeds, Crystal Powders	

===== Strategy A (Base Classes/With Summon) =====

Recommended Level: 30

Djinn: Felix: Lord (4 Venus/standby, Flower/set, Iron/set, Steel/set)

 Jenna: Fire Master (7 Mars/set)

 Sheba: Magister (6 Jupiter/standby)

 Piers: Captain (2 Mercury/standby, Sour/set, Spring/set, Shade/set,
 Chill/set, Steam/set)

Dispite the Djinn recommendation listing Ether as standby, when standing by the Jupiter Djinn on Sheba, be sure to put Ether on standby first over other Djinn, so that Ether will be the first Djinni to set back to Sheba.

The enemy uses a few items, among them are Bramble Seeds and Crystal Podwers. But they have a limited supply of these and only use it on you at the early parts of the battle. Then they have a small supply of Nuts to heal themselves and each possesses a strong physical attack that targets a single character.

Start off the battle by Summoning Judgement with Felix, Summoning Eclipse with Jenna and Summoning Procne with Sheba. Piers should just unleash Shade for protection. After summon rushing, start loping Ragnarok on one of the knights with Felix until he is downed, before going for the other one. When Odyssey is available, use it. Use Impact on Felix with Sheba when her Djinn is set back once again to allow her to use the spell, otherwise just cast Shine Plasma to damage the enemy. Piers as usual, should just unleash and set Shade back until both Knights are downed. Then start using Diamond Berg on Moapa, together with Felix using Odyssey. With Moapa left, you do not need to hold up your defenses with Shade anymore. Jenna as usual, should just heal and cast Serpent Fume for

attacking when she doesn't need to heal.

Sheba also needs to use Ether to keep Felix and Jenna's PP up so that they can cast their spells. Be sure to cast Revive cause Sheba may get downed by their attacks at any point in the battle. You can also just unleash Spark or Tinder to revive her, but I recommend using Revive. Just continue attacking and they will fall pretty soon. Not too difficult.

Agatio and Karst (AgaKr)

Agatio

HP: 6372

PP: 280

STR: 471

DEF: 180

AGL: 178

Weakness: Water (Mercury)

Resist: Fire (Mars)

Elemental Power: Venus 100, Mercury 90, Mars 110, Jupiter 100

Elemental Defense: Venus 100, Mercury 72, Mars 175, Jupiter 127

Attacks: Stun Muscle (Damage + Stun/single)

Meteor Blow (Fire Attack/range 7)

Cage (Stops action for that turn/single)

Rising Dragon (Fire Attack/single)

Rolling Flame (Fire Attack/range 3)

Eruption (Fire Psynergy/range 3)

Supernova (Fire Psynergy/range 7)

Debilitate (Fire Psynergy/range 3)

Karst

HP: 4779

PP: 320

STR: 442

DEF: 134

AGL: 235

Weakness: Water (Mercury)

Resist: Fire (Mars)

Elemental Power: Venus 100, Mercury 95, Mars 105, Jupiter 100

Elemental Defense: Venus 127, Mercury 72, Mars 175, Jupiter 100

Attacks: Death Scythe (Damage + May Downed/single)

Heat Kiss (Drops Attack/range 3)

Djinnfest (Randomly drains one Djinn per target/range 5)

Fiery Blast (Fire Psynergy/range 5)

Supernova (Fire Psynergy/range 7)

Break (Water Psynergy/All)

Healing Aura (Fire Psynergy/all/Heals 100 HP + Elemental Power/100)

==== Strategy A (Base Classes/With Summon) ====

Recommended Level: 33

Djinn: Felix: Slayer (8 Venus/set)

Jenna: Justice (8 Mars/set)

Sheba: Sorcerer (4 Jupiter/standby, 3 Jupiter/set, Ether/set)

Piers: Admiral (8 Mercury/set)

Before I start, I should tell you that you do not need to win this battle. Of course, if you do win, you get a Dark Matter, a bunch of EXP and Gold. So I guess it's up to you whether you want the stuff :3

I fought the battle with a Lv 32 Jenna, which is a bit more difficult. Before

you even think about it, level her to 33 so that she will learn her Cool Aura Psynergy. It will make the battle easier on you. Otherwise you will need to have Felix unleash Flower together with Jenna's Healing Aura Psynergy when your party's HP goes critical (Damn! Meteor Blow does ~100 - 250 damage per character!!!)

You will start off the battle with just Felix and Piers. It is important to have all their Djinn set on them, so that they will be at their strongest to survive Agatio and Karst's attacks. Start off the battle by casting Odyssey and Diamond Berg on Karst. On the second turn, depending on what you got hit with, you may just want to unleash Flower to heal the both of them, and Piers uses Diamond Berg again on Karst. But if their HP is quite critical, you may just want to use them to heal themselves, without attacking on this turn.

Now Jenna will join you on the third turn. Now your healer is here ^_~. Jenna won't do much damage with her Psynergies, so it's better to just dedicate her to healing your party. Use her healing psynergies accordingly, to how much damage your party took. Now start protecting your party with Shade. So, for the rest of the battle, just have Piers unleash and set Shade only. Felix will continue to use Odyssey on Karst.

Sheba will now join you on the fifth turn. When she gets into battle, immediately have her Summon Thor, targeting Karst. After the summon, have Sheba cast Impact on Felix twice quickly to up Felix's damage with Odyssey. If Karst uses Break, or the effect of Impact disappears, Impact Felix twice again. Sheba's second job would be to keep both Felix and Jenna's PP high, so that Felix can continue to use Odyssey and Jenna heals. If not, just have her cast Shine Plasma, targeting Karst. Be sure to have all your attacks target Karst until she is downed.

If Karst's Death Scythe attack downs someone, quickly cast Revive or unleash Tinder. Remember, if you need healing, Flower can always act as a backup healing. Use Water of Life to revive if needed. Of course, it all depends on who is downed. If healing is needed and either Felix or Jenna is downed, use Water of Life. Otherwise, just use Revive or Unleash Tinder.

When Karst is downed, continue to keep your Shade defense up. There is a possibility that Jenna need not heal on a turn. If that's the case, then normal attack with her. Felix continues using Odyssey on Agatio. If you're sure you can keep your party's HP high with Jenna's healing psynergies from Agatio's strong attacks, then Diamond Berg with Piers, while Sheba continues to unleash and set Ether to keep their PP high. Don't forget to Impact Piers too if you decide to use Diamond Berg. You can just High Impact of course.

Well, that wasn't too hard at all :P So why the heck would you want to not win this battle?

Flame Dragons (FlDrn)

Flame Dragon (Left, Larger one)

HP: 8586

PP: 250

STR: 500

DEF: 171

AGL: 158

Weakness: Water (Mercury)

Resist: Fire (Mars)

Elemental Power: Venus 95, Mercury 85, Mars 115, Jupiter 95

Elemental Defense: Venus 100, Mercury 25, Mars 175, Jupiter 100

Attacks: Flame Breath (Fire Attack/range 3)
Stun Muscle (Damage + Stun/single)
Meteor Blow (Fire Attack/range 7)
Cage (Stops action for that turn/single)
Rising Dragon (Fire Attack/single)
Rolling Flame (Fire Attack/range 3)
Eruption (Fire Psynergy/range 3)
Supernova (Fire Psynergy/range 7)
Debilitate (Fire Psynergy/range 3)

Flame Dragon (Right, Smaller one)

HP: 8022

PP: 320

STR: 486

DEF: 167

AGL: 215

Weakness: Water (Mercury)

Resist: Fire (Mars)

Elemental Power: Venus 95, Mercury 85, Mars 115, Jupiter 95

Elemental Defense: Venus 100, Mercury 25, Mars 175, Jupiter 100

Attacks: Flame Breath (Fire Attack/range 3)

Heat Kiss (Drops Attack/range 3)

Djinnfest (Randomly drains one Djinn per target/range 5)

Fiery Blast (Fire Psynergy/range 5)

Supernova (Fire Psynergy/range 7)

Break (Water Psynergy/all)

Healing Aura (Fire Psynergy/all/Heals 100 HP + Elemental Power/100)

Doom Dragon (DoDrn)

HP: 21600

PP: 500

STR: 587

DEF: 193

AGL: 200

Weakness: Wind (Jupiter)

Resist: Earth (Venus), Fire (Mars)

Elemental Power: Venus 110, Mercury 100, Mars 105, Jupiter 95

Elemental Defense: Venus 190, Mercury 130, Mars 175, Jupiter 98

Attacks:

Extras:

Sentinel (Sentn)

HP: 13104

PP: 180

STR: 760

DEF: 270

AGL: 171

Weakness: Earth (Venus)

Resist: Wind (Jupiter)

Elemental Power: Venus 100, Mercury 110, Mars 120, Jupiter 130

Elemental Defense: Venus 72, Mercury 152, Mars 127, Jupiter 193

Attacks: Armor Crush (Attack + Drop Defense by 50%, Max 100%/single)

Blue Bolt (Wind Psynergy/range 3)

Destruct Ray (Wind Psynergy/range 3)

Searing Beam (Fire Psynergy/range 7)

Spark Plasma (Wind Psynergy/range 7)

Guard (Fire Psynergy/single/Raises Defense by 25%, Max 50%)
Break (Water Psynergy/all)
Extras: 3 attacks per turn, Immune to all Psynergies that target it

Valukar (Valkr)

HP: 19440
PP: 0
STR: 687
DEF: 219
AGL: 206
Weakness: Water (Mercury)
Resist: Fire (Mars)
Elemental Power: Venus 95, Mercury 85, Mars 105, Jupiter 95
Elemental Defense: Venus 100, Mercury 60, Mars 175, Jupiter 100
Attacks: Stun Jip (Damage + Stun/single)
 Djinn Stun (Randomly puts one Djinn on each character on standby)
 Summon using the Djinn (Depending on how many Djinn are on standby)
Extras: 2 attacks per turn

Star Magician (SrMag)

HP: 11229
PP: 560
STR: 319
DEF: 173
AGL: 268
Weakness: Fire (Mars)
Resist: Water (Mercury)
Elemental Power: Venus 90, Mercury 105, Mars 85, Jupiter 95
Elemental Defense: Venus 130, Mercury 180, Mars 72, Jupiter 150
Attacks: Mine Ball (Attack/range 5)
 Mystic Call (Summons a Guardian, Refresh, Anger or Thunder Ball)
 Mega Cool (Water Psynergy/range 7)
 Spark Plasma (Wind Psynergy/range 7)
Extras: 2 attacks per turn

Guardian Ball

HP: 780
PP: 43
STR: 397
DEF: 159
AGL: 780
Weakness: Wind (Jupiter)
Resist: Earth (Venus)
Elemental Power: Venus 110, Mercury 95, Mars 95, Jupiter 90
Elemental Defense: Venus 152, Mercury 100, Mars 100, Jupiter 48
Attacks: Guard Aura (Reduces all damage except Curative by 90%/single)

Refresh Ball

HP: 540
PP: 100
STR: 396
DEF: 155
AGL: 136
Weakness: Fire (Mars)
Resist: Water (Mercury)
Elemental Power: Venus 95, Mercury 115, Mars 85, Jupiter 95

Elemental Defense: Venus 100, Mercury 175, Mars 25, Jupiter 100
Attacks: Earnest Ply (Restores 1000 HP/single)

Anger Ball

HP: 690
PP: 43
STR: 446
DEF: 156
AGL: 173
Weakness: Water (Mercury)
Resist: Fire (Mars)
Elemental Power: Venus 95, Mercury 85, Mars 115, Jupiter 95
Elemental Defense: Venus 100, Mercury 25, Mars 175, Jupiter 100
Attacks: Angry Mine (Self-Sacrificing Fire Attack/range 3)

Thunder Ball

HP: 420
PP: 100
STR: 412
DEF: 154
AGL: 420
Weakness: Earth (Venus)
Resist: Wind (Jupiter)
Elemental Power: Venus 90, Mercury 95, Mars 95, Jupiter 110
Elemental Defense: Venus 48, Mercury 100, Mars 100, Jupiter 152
Attacks: Flash Bolt (Wind Psynergy/range 3)
Storm Ray (Wind Psynergy/range 3)
Shine Plasma (Wind Psynergy/range 5)

Dullahan (Dlhan)

HP: 24000
PP: 300
STR: 845
DEF: 336
AGL: 241
Weakness: Wind (Jupiter)
Resist: Earth (Venus)
Elemental Power: Venus 110, Mercury 100, Mars 100, Jupiter 100
Elemental Defense: Venus 190, Mercury 150, Mars 130, Jupiter 110
Attacks:
Extras: Restores 200 HP and 30 PP per turn, 3 attacks per turn

2.0 Djinn Analysis

Some of these info on the Djinn and what they do are from Terence Fergusson's Battle Mechanics FAQ. He's the guy who created the RNG methods for use on both Golden Sun and Golden Sun 2 (How does he hack anyway?) Thanks to him. Hmm, maybe you can help me hack the enemy stats in Hard Mode? :P

If you want the locations on where to find the Djinn of Golden Sun 2, then refer to Aspartate's Djinn Guide also here at GameFAQs for it. Please do not e-mail me on where to find the Djinn. Aspartate's FAQ explains them all in full detail and there are even ASCII Diagrams where necessary. I do not wish to entertain questions on locations of the Djinn. I hope I make myself clear.

This section is an analysis of all Djinn found in both Golden Sun and Golden Sun 2 and how useful they can be for bosses. Djinn can be life savers

when used at the right time and can effectively help you beat them when used correctly.

2.1 Venus Djinn

-- Flint --

Target: One Enemy

Unleash: Strikes a blow that can cleave stone.

Stats Boost: +8 HP, +4 PP, +3 ATK

Flint is one of those Djinn that attacks the enemy when unleashed. Good for using to summon after unleash, or just left to standby before a boss battle.

-- Granite --

Target: All Allies

Unleash: Create a mighty earthen Barrier.

Stats Boost: +9 HP, +2 DEF, +2 AGL, +1 LUCK

This Venus Djinni actually casts a shield on your party members that reduces all damage, except Curative Psynergy by 50%. Useful for reducing damage from the boss for a turn, thus you won't take as much damage as you should. Worth setting back after an unleash or just use to summon. One of the more useful Djinni to unleash.

-- Quartz --

Target: One Ally

Unleash: Revives a downed ally. (50% Max HP)

Stats Boost: +10 HP, +3 PP, +3 AGL

Quartz can be used to revive in place of Revive, especially when you will be healing your entire party on this turn and the person healing is slower than whoever is unleashing. You can also unleash when you REALLY need to revive someone and cannot afford to wait to use Revive. If you heal a lot, then you'll probably won't be unleashing this guy a lot, only when the boss has an attack that can immediately down a character.

-- Vine --

Target: All Enemies

Unleash: Tangle foes to drop agility. (-50% Max AGL, reduce up to 50% of Max AGL)

Stats Boost: +12 HP, +4 PP, +3 DEF, +1 LUCK

Useful if you want to reduce the agility of the bosses, but not really necessary, unless the boss is faster than you. Use to summon after unleash.

-- Sap --

Target: One Enemy

Unleash: Attacks a foe and steals its HP (Heals 50% damage as HP on user)

Stats Boost: +10 HP, +3 ATK, +1 LUCK

Unleash this if you need to a bit of healing and want to damage the enemy at the same time. Use to summon after unleash.

-- Ground --

Target: One Enemy

Unleash: Use gravity to hold a foe. (Stops the enemy from acting for a turn)

Stats Boost: +9 HP, +3 PP, +3 AGL

If you really need to stop a turn on a boss, then unleash this. Not really very practical, since most bosses get more than one turn in the same turn as your party gets a turn each later in the game. But if you're lucky, this may just stop an attack which you wouldn't want to get hit by.

-- Bane --

Target: One Enemy

Unleash: Attack with nature's venom.

Stats Boost: +12 HP, +4 ATK

Poisons an enemy, what can I say? But Poison doesn't really work on bosses, so not exactly useful. And to think in Golden Sun, Poison actually does decent damage. I kinda wish they work on bosses. Unleash for damage and then just use to summon or put it on standby before a boss battle for summoning.

-- Echo --

Target: One Enemy

Unleash: Attack with a double strike.

Stats Boost: +9 HP, +4 PP, +3 ATK

Basically the same as Flint. Use to unleash an earth based attack, then use it to summon after unleash or just put it on standby before a boss battle for summoning.

-- Iron --

Target: All Allies

Unleash: Bolster the party's Defense. (+25% Max DEF, boost up to 50% of Max DEF)

Stats Boost: +11 HP, +2 DEF, +3 AGL

Unleash this to boost your party's Defense. A little bit extra of Defense never hurts. Use to summon after unleash.

-- Steel --

Target: One Enemy

Unleash: Siphon a foe's HP with a kiss. (Heals 50% damage as HP on user)

Stats Boost: +9 HP, +4 ATK, +2 DEF, +1 LUCK

This is the same as using Sap. Unleash when you need a bit of healing and to damage the enemy at the same time, then use to summon.

-- Mud --

Target: All Enemies

Unleash: Slows foes with sticky mud. (-50% Max AGL, reduce up to 50% of Max AGL)

Stats Boost: +10 HP, +4 PP, +3 AGL

Same as unleashing Vine. Use to summon after unleash.

-- Flower --

Target: All Allies

Unleash: Refresh allies and restore HP. (30% of Max HP)

Stats Boost: +12 HP, +4 PP

Useful unleash, especially on a Venus Adept, since they don't have Psynergy that heals the entire party on their Aligned Classes. Set it back after use, or quickly use to summon.

-- Meld --

Target: One Enemy

Unleash: Launch a powerful team strike.

Stats Boost: +9 HP, +4 AGL, +1 LUCK

~~ From Terence Fergusson's Battle Mechanics FAQ ~~

Meld selects your strongest companion out of the current active party to join you in a double attack. This attack is worked out as if it came from them, not from the character unleashing Meld.

Their Attack is increased by 25% of the Meld Character's Attack, and they then hit the target with an Elemental Physical Attack with 0 Add Mod and 1.0 Mult Mod. The chosen companion's Earth Power is used in elemental calculations.

Other than the percentage of Attack, the character using Meld adds nothing more to the damage calculations.

To summarise, Meld is an Earth EPA coming from the strongest out of the three companions you have in battle, with their Attack given a bonus of 25% of the Meld Character's Attack.

~~ End Copy and Paste ~~

Use Meld's unleash if you need the extra Djinn on Standby for summoning. Or you can leave it on standby for summoning at the beginning of the battle. Meld does not take the character's turn when doing the team attack.

-- Petra --

Target: One Enemy

Unleash: Turns a foe to stone.

Stats Boost: +11 HP +3 DEF

I don't quite get how Petra works, since there is no status ailment called 'stone'. According to Terence Fergusson's FAQ, he stated that "Target cannot move for next Action". If this is true, then it probably works the same way as Ground, prevents the enemy from acting a turn. So yeah, it works the same way as Ground.

From <matthew11740@yahoo.com>

This Djinn's effect is exactly the same as Ground including the always goes first except if there are other Djinns that always go first.

-- Salt --

Target: All Allies

Unleash: Restore allies' status to normal.

Stats Boost: +9 HP, +5 PP, +1 LUCK

Very useful if multiple party members are inflicted with a status ailment other than 'downed'. If a boss has the ability to put a status ailment on your party members, it will serve you well to set it back after you unleash it. Note that Restore can cure Curse, but not Haunt.

-- Geode --

Target: One Enemy

Unleash: Strike with a clod of earth.

Stats Boost: +12 HP, +6 ATK

This just unleashes an Earth based attack. Usefulness about that of Flint and Echo. Use to summon after unleash. I've noticed that this Djinni does significantly more damage than either Flint or Echo.

From <matthew11740@yahoo.com>

This actually does the highest damage of any of the earth-based Djinnns by a lot, out-classes Oddessy.

-- Mold --

Target: One Enemy

Unleash: Strike a foe.

Stats Boost: +8 HP, +4 ATK, +2 AGL, +1 LUCK

It seems that Mold gets the enemy to either strike itself or another ally. If I'm not wrong, this may very well use the stats of the enemy Mold is targeted at.

-- Crystal --

Target: All Allies

Unleash: Restore HP to all allies. (50% Max HP)

Stats Boost: +10 HP, +5 PP, +2 DEF

This is the best healing Djinni. Heals 50% of your Max HP on the entire party. You can use this to heal in place of Pure Wish. Then set it back after unleash. Very useful in the hands of a Venus Adept, especially with Base Classes.

2.2 Mercury Djinn

-- Fizz --

Target: One Ally

Unleash: Restores HP with calming water. (60% Max HP)

Stats Boost: +9 HP, +4 PP, +3 DEF

Fizz can be useful for healing a bunch of HP on a single character, but bosses tend to attack multiple targets, making setting this guy back pointless. Use to summon after unleashing.

-- Sleet --

Target: One Enemy

Unleash: Drench a foe to drop its attack. (-25% Max ATK, reduce up to 50% of Max ATK)

Stats Boost: +12 HP, +3 ATK, +1 LUCK

Unleash for attacking and reducing Attack, use to summon after unleash.

-- Mist --

Target: One Enemy

Unleash: Lulls a foe into deep sleep.

Stats Boost: +11 HP, +4 ATK

Sleep do work on certain bosses, but more often than not, they cannot be put to Sleep, if they can be put to Sleep. Just unleash for the damage and use to summon after unleash.

-- Spritz --

Target: All Allies

Unleash: Restores party's HP with soothing mist. (30% Max HP)

Stats Boost: +8 HP, +4 PP, +3 AGL

Same as Flower, but is under a different element. Spritz is more useful on Piers than Mia, since Piers base classes does not have the Wish Psynergies. Set it back after unleash.

-- Hail --

Target: One Enemy

Unleash: Freeze a foe to drop its Defense. (-25% Max DEF, reduce up to 50% of Max DEF)

Stats Boost: +9 HP, +4 ATK, +1 LUCK

Unleash for attacking and reducing Defense, use to summon after unleash.

-- Tonic --

Target: All Allies

Unleash: Heals all party ailments.

Stats Boost: +8 HP, +3 PP, +2 DEF, +2 LUCK

Very useful if multiple party members are inflicted with a status ailment other than 'downed'. If a boss has the ability to put a status ailment on your party members, it will serve you well to set it back after you unleash it. Note that Restore can cure Curse, but not Haunt.

-- Dew --

Target: One Ally

Unleash: Revives a downed ally. (80% Max HP)

Stats Boost: +13 HP, +4 PP, +4 AGL

Good in the hands of a Mercury Adept since Mercury doesn't have any Revive Psynergy. Set back after use. This is one of the Revive Djinn that revives for a lot of HP.

-- Fog --

Target: One Enemy

Unleash: Blind an enemy with a fog. (Delusion)

Stats Boost: +9 HP, +2 DEF, +2 AGL, +1 LUCK

Delusion is one of those conditions that works the most often on bosses, and yet inflicting Delusion on them is useless especially if they never use their normal attacks. It would do you well to just unleash for the damage and use to summon after unleash.

-- Sour --

Target: One Enemy

Unleash: Reduce a foe's resistance. (-40% Max Resist, reduce up to 80% Max Resist)

Stats Boost: +8 HP, +4 PP, +3 ATK

Unleash to attack and reduce Elemental Resistance. Use to summon after unleash.

-- Spring --

Target: One Ally

Unleash: Restore HP with healing herbs. (70% Max HP)

Stats Boost: +11 HP, +5 PP

Usefulness is practically the same as Fizz. Unleash to heal, and use to summon after unleash.

-- Shade --

Target: All Allies

Unleash: Create a watery shield.

Stats Boost: +9 HP, +3 DEF, +2 LUCK

This Mercury Djinni actually casts a shield on your party members that reduces all damage, except Curative Psynergy by 60%. Useful for reducing damage from the boss for a turn, thus you won't take as much damage as you should. Worth setting back after an unleash or just use to summon. One of the more useful Djinni to unleash.

-- Chill --

Target: One Enemy

Unleash: Strike to reduce a foe's defense. (-25% Max DEF, reduce up to 50% of Max DEF)

Stats Boost: +10 HP, +3 PP, +2 DEF

Unleash for attacking and reducing Defense, use to summon after unleash.

-- Steam --

Target: All Allies

Unleash: Increases all allies Elemental strength. (+40% Max Resist, boost up to 80% Max Resist)

Stats Boost: +10 HP, +5 ATK

Unleash this to raise your party's resistance to the elements, then use to summon after unleash.

-- Rime --

Target: One Enemy

Unleash: Seal a foe's Psynergy.

Stats Boost: +10 HP, +6 PP

Psynergy Seal only works on enemies that are able to use Psynergy. It doesn't always work and doesn't do any damage. But go ahead if you want to try. If you do unleash it, use to summon after use.

-- Gel --

Target: One Enemy

Unleash: Weaken a foe's Attack. (-25% Max ATK, reduce up to 50% of Max ATK)
Stats Boost: +9 HP, +5 ATK, +2 AGL

Unleash for attacking and reducing Attack, use to summon after unleash.

-- Eddy --

Target: All Allies

Unleash: Speed up Djinn recovery time.

Stats Boost: +9 HP, +3 AGL, +2 LUCK

Useful when you need your Djinn to be set back to a character faster. Basically it reduces the Recovery time of all Djinn on Recovery by one turn.

-- Balm --

Target: All Allies

Unleash: Revive all downed allies. (60% Max HP)

Stats Boost: +13 HP, +4 PP

You probably won't be unleashing Balm that often, but this Djinni is the ultimate Revive Djinn. One move and everyone that has been downed will be revived. Of course, you can also just unleash to revive one single ally.

-- Serac --

Target: One Enemy

Unleash: Strike a chilling finishing blow. (Downed)

Stats Boost: +12 HP, +3 ATK

This unleash may inflict 'downed' on the target, not that it will work on bosses. Unleash for damage, the use to summon after unleash.

2.3 Mars Djinn

-- Forge --

Target: All Allies

Unleash: Boosts party's attack with flame fury. (+25% Max ATK, boosts up to 50% Max Attack)

Stats Boost: +10 HP, +2 ATK, +2 AGL, +2 LUCK

Unleash on your party to boost attack, then use to summon after unleash.

-- Fever --

Target: One Enemy

Unleash: Wraps a foe in feverish delusion. (Delusion)

Stats Boost: +8 HP, +3 ATK, +2 AGL

Delusion is one of those conditions that works the most often on bosses, and yet inflicting Delusion on them is useless especially if they never use their normal attacks. It would do you well to just unleash for the damage and use to summon after unleash.

-- Corona --

Target: All Allies

Unleash: Boosts party's defense with a heat aura. (+25% Max DEF, boost up to

50% of Max DEF)

Stats Boost: +9 HP, +5 PP, +1 LUCK

Unleash to boost Defense, use to summon after unleash.

-- Scorch --

Target: One Enemy

Unleash: Stun a foe with a blast attack. (Stun)

Stats Boost: +8 HP, +3 ATK

Stun don't work very well on most bosses either. Unleash for the damage and use to summon after unleash.

-- Ember --

Target: All Allies

Unleash: Restores party's PP with passion flames. (7% Max PP)

Stats Boost: +9 HP, +4 PP, +2 DEF, +2 AGL

Not really very practical to unleash to restore PP, since it doesn't restore a lot, but still worth unleashing then use to summon.

-- Flash --

Target: All Allies

Unleash: Blocks damage to party with a firewall.

Stats Boost: +14 HP, +3 PP, +2 DEF

This Mars Djinni actually casts a shield on your party members that reduces all damage, except Curative Psynergy by 90%. Useful for reducing damage from the boss for a turn, thus you won't take as much damage as you should. Set back after use. The best Defensive Djinni.

-- Torch --

Target: One Enemy

Unleash: Penetrate defense with a melting blast. (Pierce 50% DEF)

Stats Boost: +9 HP, +3 ATK, +1 LUCK

Unleash for damage, then use to summon after unleash.

-- Cannon --

Target: One Enemy

Unleash: Strike with the power of Mars.

Stats Boost: +10 HP, +3 ATK

Unleash for a powerful attack. Use to summon after unleash.

-- Spark --

Target: One Ally

Unleash: Revive an ally with cheers of support. (60% Max HP)

Stats Boost: +11 HP, +6 PP

A Revive Djinni. Use to Revive a downed ally, then either set back for use again, or just leave it and use to summon.

-- Kindle --

Target: All Allies

Unleash: Increases all allies' Attack. (+25% Max ATK, boosts up to 50% Max Attack)

Stats Boost: +8 HP, +5 ATK, +1 LUCK

Use to boost attack, then use to summon after unleash.

-- Char --

Target: One Enemy

Unleash: Paralyze a foe with a strong blow. (Stun)

Stats Boost: +9 HP, +2 ATK, +2 AGL, +1 LUCK

Stun don't work very well on most bosses either. Unleash for the damage and use to summon after unleash.

-- Coal --

Target: All Allies

Unleash: Rally your allies to boost Agility. (+100% Max AGL, boosts to 100% Max AGL)

Stats Boost: +11 HP, +3 PP, +3 AGL

This Djinni boosts 100% of your Max Agility. Use this if you're slower than the enemy. Then use to summon after unleash.

-- Reflux --

Target: One Ally

Unleash: Counter an enemy's attack.

Stats Boost: +9 HP, +3 DEF, +2 LUCK

Counters with Fire Elemental Physical Attack. Not really very useful, unleash if you have nothing better to do, then use to summon.

-- Core --

Target: One Enemy

Unleash: Strike through an enemy's Defense. (Pierce 50% Defense)

Stats Boost: +8 HP, +4 ATK, +2 DEF

Unleash for damage, use to summon after unleash.

-- Tinder --

Target: One Ally

Unleash: Revive a downed ally. (100% Max HP)

Stats Boost: +12 HP, +5 PP

This is the strongest Revive Djinni. It's as strong as the Revive Psynergy. Set back after use, or quickly use to summon.

-- Shine --

Target: One Enemy

Unleash: Dazzle foes and strike decisively. (Delusion)

Stats Boost: +9 HP, +3 ATK, +3 DEF, +2 AGL

Delusion is one of those conditions that works the most often on bosses, and

yet inflicting Delusion on them is useless especially if they never use their normal attacks. It would do you well to just unleash for the damage and use to summon after unleash. Delusion will also affect the other enemies within range.

From <matthew11740@yahoo.com>

Can cause Delusion to any enemy not just the targeted enemy.

-- Fury --

Target: One Enemy

Unleash: Call forth wandering souls to attack. (Haunt)

Stats Boost: +12 HP, +4 PP

Haunt don't really work on bosses, but this Djinni does pretty nice damage.

Unleash for the damage, then use to summon.

-- Fugue --

Target: All Enemies

Unleash: Fatigue your foes to drop their PP.

Stats Boost: +11 HP, +4 PP, +2 DEF

This Djinni does not do any damage, but rather attack their PP instead. PP reduction works pretty nicely on bosses, but only if they have PP in the first place of course.

2.4 Jupiter Djinn

-- Gust --

Target: One Enemy

Unleash: Attack with mighty wind gusts.

Stats Boost: +9 HP, +2 ATK, +2 AGL

This Djinni just does a normal attack that may deal double damage. Unleash then use to summon.

-- Breeze --

Target: All Allies

Unleash: Boost party Resistance. (+40% Max Resist, boost up to 80% Max Resist)

Stats Boost: +12 HP, +5 PP, +2 DEF, +1 LUCK

Unleash to boost party's Resistance, then use to summon.

-- Zephyr --

Target: All Allies

Unleash: Boost party Agility with swift wind. (+100% Max AGL, boosts to 100% Max AGL)

Stats Boost: +11 HP, +3 PP, +2 AGL, +1 LUCK

This Djinni boosts 100% of your Max Agility. Use this if you're slower than the enemy. Then use to summon after unleash.

-- Smog --

Target: One Enemy

Unleash: Veil a foe's vision in smoke. (Delusion)

Stats Boost: +9 HP, +3 ATK

Delusion is one of those conditions that works the most often on bosses, and yet inflicting Delusion on them is useless especially if they never use their normal attacks. It would do you well to just unleash for the damage and use to summon after unleash.

-- Kite --

Target: One Ally

Unleash: Attacks twice next round.

Stats Boost: +8 HP, +4 PP, +3 AGL

This Djinni's unleash is pretty neat. It's like having 5 turns on 4 party members for the next turn. Unleash on an ally when you need the extra turn.

-- Squall --

Target: One Enemy

Unleash: Paralyzes a foe with a storm. (Stun)

Stats Boost: +10 HP, +5 ATK

Stun don't work very well on most bosses either. Unleash for the damage and use to summon after unleash.

-- Luff --

Target: One Enemy

Unleash: Seals a foe's Psynergy.

Stats Boost: +11 HP, +5 PP

Psynergy Seal only works on enemies that are able to use Psynergy. It doesn't always work and doesn't do any damage. But go ahead if you want to try. If you do unleash it, use to summon after use.

-- Breath --

Target: One Ally

Unleash: Restore HP quickly. (40% Max HP)

Stats Boost: +9 HP, +3 DEF, +4 AGL

Does not heal as much as some of the other healing Djinn, but Breath will always come before the enemy. Use to quickly heal someone if you're slower than the enemy.

-- Blitz --

Target: One Enemy

Unleash: Numb a foe with a lightning strike. (Stun)

Stats Boost: +10 HP, +4 PP, +3 ATK

Stun don't work very well on most bosses either. Unleash for the damage and use to summon after unleash.

-- Ether --

Target: One Ally

Unleash: Focus will restore PP. (30% Max PP)

Stats Boost: +8 HP, +4 PP, +3 AGL, +2 LUCK

Nice, since this Djinni restores the most PP on any one ally. Set back after unleash if needed, or leave it and use to summon.

-- Waft --

Target: One Enemy

Unleash: Calm a foe with soothing scents. (Sleep)

Stats Boost: +11 HP, +4 ATK

Sleep do work on certain bosses, but more often than not, they cannot be put to Sleep, if they can be put to sleep. Just unleash for the damage and use to summon after unleash.

-- Haze --

Target: One Ally

Unleash: Hide away to avoid damage.

Stats Boost: +10 HP, +2 DEF, +3 AGL, +3 LUCK

This unleash is quite useful, when you need to protect one party member from all damage until you can heal him/her. Curative Psynergy still works on an ally who has been affected by Haze, so if someone is dying, you can unleash Haze on that ally without worrying that he/she will get hurt before you can heal him/her.

-- Wheeze --

Target: One Enemy

Unleash: Poison a foe as you strike. (Poison)

Stats Boost: +9 HP, +3 PP, +5 ATK

Poisons an enemy, what can I say? But Poison doesn't really work on bosses, so not exactly useful. And to think in Golden Sun, Poison actually does decent damage. I kinda wish they work on bosses. Unleash for damage and then just use to summon or put it on standby before a boss battle for summoning.

-- Aroma --

Target: All Allies

Unleash: Restore everyone's PP. (10% Max PP)

Stats Boost: +11 HP, +3 AGL, +2 LUCK

Restores more PP on your party than Ember, not a lot, but good enough. Unleash to restore PP, then use to summon or set it back if needed.

-- Whorl --

Target: One Enemy

Unleash: Takes a deep breath, and strike. (Downed)

Stats Boost: +9 HP, +3 PP, +5 ATK

This unleash may inflict 'downed' on the target, not that it will work on bosses. Unleash for damage, the use to summon after unleash.

-- Gasp --

Target: All Enemies

Unleash: Call the Grim Reaper on your foes. (Countdown)

Stats Boost: +12 HP, +5 PP

Useless on bosses, doesn't do any damage either. Might as well either leave it set or put it on standby before a boss battle and use to summon.

-- Lull --

Target: One Enemy

Unleash: Negotiate a temporary cease-fire. (Ends current turn immediately)

Stats Boost: +11 HP, +6 PP

Very useful on the much tougher bosses. The greatest thing is that if you unleash Lull with a character that's slower than the rest of your party members but faster than the boss, the rest of your party will get their turns and before the boss can attack, the turn ends. One of the key Djinn used to beat Dullahan without Summon Rush.

From <matthew11740@yahoo.com>

The Djinn, as soon as it comes into effect stops all action that is going to happen this turn for both you and your opponent, and immediatly goes to applying stuff that happens automatically at the end of the turn, and at the end of your charecter's turn. Basically it speeds up Djinn recovery, applies poison, and regen. What it is effective for is adding an extra jupiter djinn so you can summon in the next turn or speeding those djinns back to you. It's very conditional.

-- Gale --

Target: One Enemy

Unleash: Blast enemies with a wind strike. (May force enemy to escape)

Stats Boost: +10 HP, +5 AGL, +3 LUCK

Not very practical to use against normal enemies, since you may lose EXP when enemy escapes, but it doesn't matter against bosses, since you cannot run away from bosses. Unleash for damage, and use to summon.

Credits

- Me for typing out this FAQ.
- Terence Fergusson, Aspartate, Link Kirby and Torrent Lord for their great FAQs which I got some of the information from. (See Link Kirby's RNG FAQ at GameFAQs for info on RNGs)
- Ismaddict <ismaddict@yahoo.com> for the stats on PP, STR, DEF, and AGL.
- Any other FAQ writers that too wrote FAQs for Golden Sun 2 which I have used.
- Nintendo and Camelot for making the game.
- Any sites that put my FAQ up.

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