

Golden Sun: The Lost Age Djinn Guide

by Android50

Updated to v2.5 on May 22, 2003

Golden Sun 2 - The Lost Age
Djinn Guide
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About this Guide
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This guide is used for locating Djinnns that you might be missing or ones that you have a hard time finding. This guide will show all the Djinn that are possible to get in GS2, plus their effects. If you have any trouble finding one, trying to get it, found at another spot, or it's a wrong location, then just send me an email.

I just started the English version. Please be patient.

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History
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- v.0.5 (July 31, 2k2) - Just started with as much information as I have
- v.1.4 (August 1, 2k2) - Finished the rest of the Djinn locations. Added some names
- v.1.7 (August 5, 2k2) - More names were added.
- v.1.72 (August 10, 2k2) - Minor changes
- v.1.73 (August 13, 2k2) - Added Neoseeker
- v.2.0 (April 29, 2k3) - English version added. Wait for more
- v.2.1 (April 30, 2k3) - Add more
- v.2.5 (May 22, 2003) - Add more. Close to the end

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Djinn Guide
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Here it is. These aren't in order, as people progress at different speeds.

[Venus Djinn]

Echo

After passing through the first town, this Venus Djinn should automatically join you.

Iron

Found around Madra. I've found two ways to get it. One way is go to the 2nd forest DIRECTLY WEST of the town or the forest north of the bridge to the right of the town.

Steel

Find this one in the Gobomba Statue. After reversing the gears, go back to where the mouse showed you how to get through the gears. Find the two PINK gears. Jump on the left one and drop down to the Venus Djinn.

Mud

Found in the Gobomba Statue. Once you get the black orb in the Gobomba Statue, go visit the mayor of Madra to get the Cyclone Chip. Then come back to the gear tower where you found the black orb. There should be a ladder leading down. When you are down, find the area of leaves blocked by rocks. There's an opening on the south end. Use Cyclone.

Petra

On the continent as Shaman Village (the north one on the Western Sea). Find the Shaman Village Cave but don't go in. Instead, head and follow the forest trail northwest all the way north and east. Once you get to a fork in the road, take the southern path to a dead-end at a mountain. Search here.

Geode

Found in Anteka Inlet. Find the boulder and use Lift after getting it from Isaac and Co. Then use Cyclone on the leaf.

Salt

Found in Contigo. Once entered, immediately go right and u should find some leaves in a circle. Use Scoop in the middle.

Meld

Found in Islet Cave. Instead of taking he teleporter, head east. Move the log right. Skip down and move the other log up.

[Note] Check out the Frequently Asked Questions to find out how to get to Islet Cave

Find one at the Swamp Mt. to the left of the Blacksmith Town.

North of the Pink Mt. is a cave. A Djinn is in there once you have teleport. Use Shovel on it once it is in front of u. Try the Select button.

One is at Kojima, the last town before the Mars Lighthouse. Find the Djinn and use Shovel on the snow.

[Mars]

Cannon

Found in Dekhan Plateau. Chase until the end, then jump in the same hole the Djinni went in. It drops the Pound Cube. Chase the Djinni again. But this time, use Pound on the weak, gray pillar to halt the Djinni.

Char

Found in Madra. First get the Healing Fungus in Gondowan Cliffs. Then trade it for the Djinni in Madra from some old couple in a house.

Kindle

Found in Gondowan Cliffs. Go pass the puddle at the top.

Spark

Found in Mikasalla. Use Scoop on the ground between the chicken and the sheep. Free

Reflux

Found in Tundaria Tower. Find the ice puzzle with this Djinn. Start from the middle. Left, Up, Right, Up, Right, Left, Down, Right, Up, Right. Bump into the Djinn move Right

Coal

Found in Izumo. First get the Dancing Idol in Gaia Rock. Go back to Izumo. Go to the house with the pink roof up top. Give it to the middle girl with the pink suit.

Core

Land on the northwestern beach on the southern continent on the Western Sea. Follow the river south and east to a dead-end. Search the forest where the lake makes a U-turn.

Tinder

Found in Hasperia Settlement. This is a little house on the southwestern side of the northern continent in the Western Sea). First use Growth on the plant. Push the box down the first non-fenced section to the left. Move the box under the steps and claim your Djinn

Shine

Found in Contigo. Use Force on the stump behind the inn.

Fury

Found in Magma Rock. Once inside, go to the 2nd floor. Take the middle door on the floor. Then the southwest door. Go all the way west and find the Djinn

Samba

There's one in the Mars Lighthouse. Go around some ice to get it.

Forgot exactly where.

[Jupiter]

Breath

Found in Shrine of the Sea God. Follow the Djinn to a lit pillar. Push the pillar up to block the Djinn.

Blitz

Found in Yampi Desert. You should easily see this one high on a cliff.

Ether

Found in Garoh. The chief, Maha, gives you it.

Waft

Found in Kibombo Mts. Need Piers -> Frost

Hydro

Found in Apojii Islands. Use sand on the beach and go right. And jump off the waterfall and go up into a cave. Use Whirlwind on the third leaf patch.

Wheeze

Southwest of the Tundaria Tower is a little region surrounded by a lake as the entrance and mountains. Search The grey/light blue area.

Aroma

Found in Shaman Village. Cross the first eastern bridge and go in the house. Go upstairs and out through the door. Go to the next screen. Use Move on the pillar. Then go to the basement of Hoabna's house. Go through the door and use Lash on the rope. Go to the next screen to grab the Djinn

At the end of the race in the Shaman Village is a purple glowing bird thing. Use your new psynergy here. BUT, you need Lift to continue.

Whorl

Jupiter Lighthouse, no questions asked. It's hard to miss it.

Gasto

One is at Treasure island.

Piece

This one is at the Dwarf town. After you've gotten through the Red Mt., go to the Dwarf town and use the item with the cannon. Then go and get the Djinn/

[Mercury]

Fog

Found in Kandorean Temple. After getting Lash Pebble, go back and use it on the rope to get into a battle with

Sour

Found northeast of Mikasalla. In a forest shaped almost exactly like a right triangle with curvy corners.

Chill

Found southwest of Gondowan Cliffs. Go northwest past a bridge, then all the way south to the beach. Search in the rightmost forest of the beach.

Spring and Shade

Two Djinn should already be with Piers once you get him.

Steam

Found in Aqua Rock. You need Parch first. Find the river and the Djinn. Use Parch on the head north of the stairs.

Rime

Head to Lemuria, but take the west path instead of east. Find the dock. Use Cyclone on the SOUTHWESTERN MOST leaf. The Djinn will pop out and hide under a statue. Use Tremor on it.

Gel

Found on Kalt Island, before you go north to Kojima. Here's the ice puzzle solution. Left, Down, Right, Up, Left, Up, Right, Up, Left, Up, Right, Up, Left, Down, Left and use Lash on the rope.

Mosquito cis

In the cave leading to the Shaman Village, there is a Mercury Djinn. Use lift on the right-most rock, then lift the rock to the left of it. Lift the left-most rock. Use Frost on the puddle and Whirlwind the bush. The rest is kind of obvious.

One Djinn is in the Mars Lighthouse in an ice puzzle.

Zero

There's one in Turtle Island. It's under a shaking statue. Use Slide around there

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Frequently Asked Questions

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Q. How do I get to Turtle Island (Islet Cave)?

A. Start by going to E Tundaria Islet on the east side of the southernmost continent on the south end of the map. Push the log into the river. Then push the Penguin too the other Penguin. One of them gives you the Shining Stone. Then travel to SE Angara Islet, the island northwest of Lemuria. Use Frost on the puddle. Push the TOP right box down first, then the box on the left on top. If you pushed the box on the left, you can't push the

other on top of the other box. Then use Mind Read on the bird and give it the Shining Stone for a Red Cloth. Then go to N Osenia Islet, the island southwest of Lemuria. Use Sand on the sand on the left and Mind Read the cow and give it the Red Cloth for some Milk. Head between the little strait that leads to the Western Sea. There's a little paradise house. Give the dog the Milk for Li'l Turtle. Then head to the Sea of Time Islet, the island southeast of Lemuria, and give the Lonesome Turtle, the turtle, the Li'l Turtle. Lonesome George takes you to Islet Cave.

Q. Where's a good place to earn EXP?

A. From santiagogonzalesi@hotmail.com

It's in "Islet cave", in the long hallway (I think in the third or the fourth room). There you will find some enemies called "wonder bird". These are worth about 9000 exp. each when you kill them. Sometimes they'll come in a pair, you have to look around since they are quite difficult to appear in pairs. If you kill one of them the other bird may use "Regen dance" and summon another wonder bird. So if you do this some time you can get lots and lots of exp.!! The thing is that they tend to run away quite often, and you should pay attention to they HP because you may kill them accidentally, specially if you use a weapon with high criticals. Also if one of them runs away the other one won't use "regen dance". This is place is really cool, I leveled up from level 45 to 55 in 2-3 hours, it's really worth a try!!!

To be Cont...

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Thanks

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AltaVista - Translation names, even though I cant understand everything.
Raimeiken - For helping with Djinn locations
advancewaraddict - For translation names
Neo2x - For a mistake I made.
Magus - For the Turtle Island guide

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