

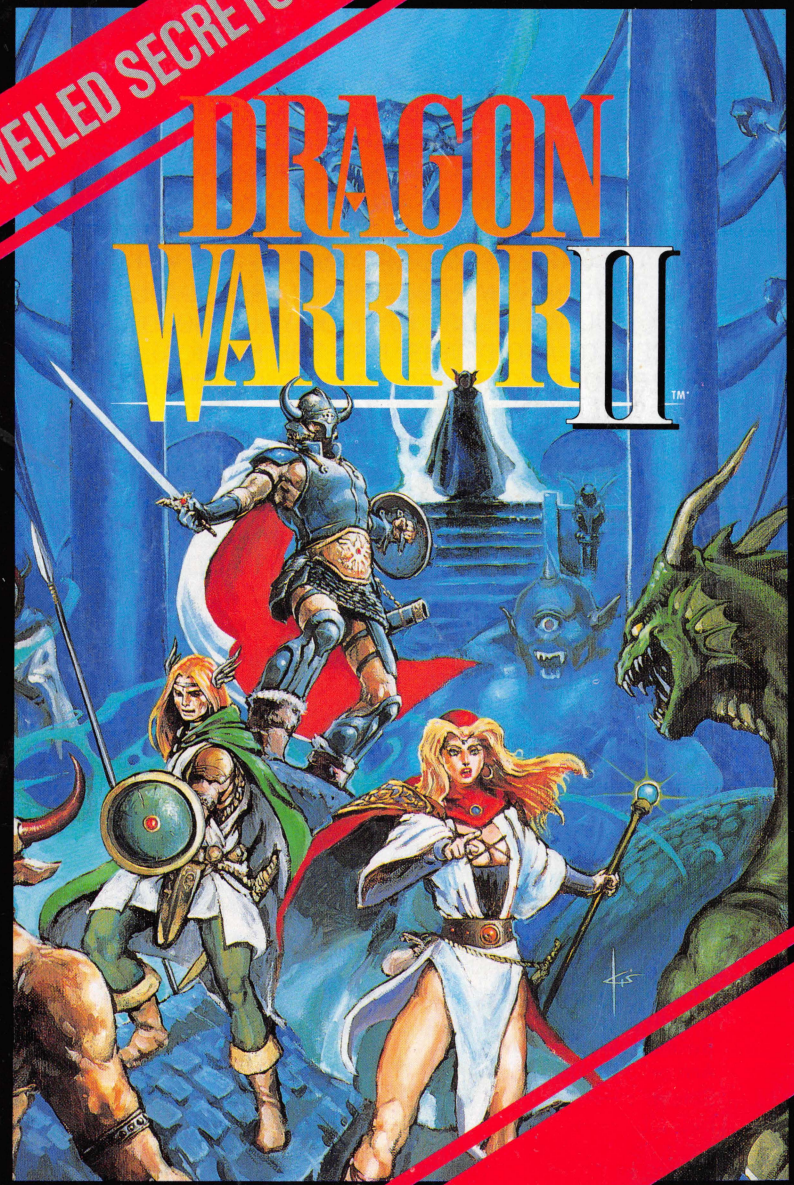


ENIX AMERICA CORPORATION

4030 148TH AVENUE N.E. Bldg. N REDMOND WA. 98052-5516

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WELCOME TO THE WORLD OF DRAGON WARRIOR II. MY NAME IS DON MAHONE. I WILL BE A VALUABLE AID TO YOU AS YOU PROGRESS IN THE GAME. BEFORE LEAVING ON YOUR JOURNEY, MAY I OFFER SOME "INSIDE" HINTS. FIRST, ALWAYS CARRY SOME MEDICAL HERBS WITH YOU. IF YOUR CHARACTER IS DEFEATED DURING PLAY, YOU WILL LOSE HALF OF YOUR GOLD PIECES. TO AVOID THIS, USE THE MEDICAL HERB TO RESTORE YOUR HPS. DECISIONS ON WHERE AND WHEN TO USE THE HERB ARE VERY IMPORTANT. SECOND, UPON RAISING YOUR EXPERIENCE LEVEL, IT'S IMPORTANT TO MOVE OUT AND EXPLORE NEW LANDS. ALSO, REMEMBER TO KEEP YOU AND YOUR PARTY EQUIPPED WITH THE BEST ARMOR AND WEAPONS POSSIBLE. BELOW IS AN EXAMPLE OF ARMOR AND WEAPONS YOUR PARTY SHOULD HAVE EQUIPPED BY THE TIME YOU REACH LIANPORT.

*** Prince of Midenhall**

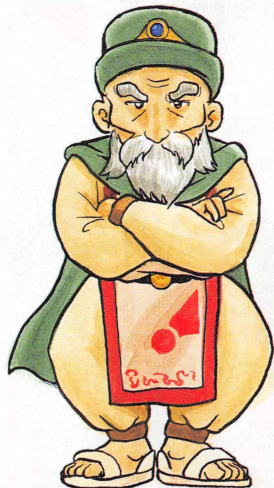
Sword : Broad Sword
 Armor : Full Plate Armor
 Shield : Steel Shield
 Helmet : Iron Helmet

*** Prince of Cannock**

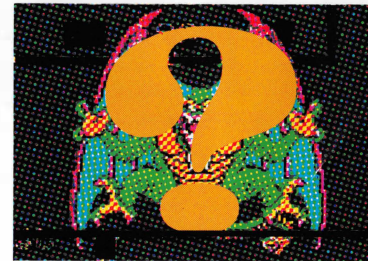
Sword : Iron Spear
 Armor : Chain Mail
 Shield : Leather Shield
 Helmet : —

*** Princess of Moonbrooke**

Sword : Wizard's Wand
 Armor : Clothes Hiding
 Shield : —
 Helmet : —



FINALLY MALROTH HAS APPEARED!



MALROTH IS THE LAST OF THE EVIL ENEMIES BETWEEN YOU AND THE FAITHFUL COMPLETION OF YOUR MISSION. IN DOING BATTLE WITH MALROTH, YOU HAVE A DIFFICULT DECISION TO MAKE. DO YOU BATTLE MALROTH WITH THE WEAPONS AND ARMOR YOU NOW USE, OK ELECT TO USE A LITTLE MORE "RISKY" METHOD? IF YOU HAVE CHOSEN THE MORE RISKY METHOD, THEN I MUST SHARE SOME PROTECTED SECRETS WITH YOU. AS YOU KNOW, THE CURSED WEAPONS AND ARMOR YOU'VE FOUND POSSESS GREAT STRENGTH. HOWEVER, TO EQUIP THEM HAS MEANT RISKING DAMAGE TO YOURSELF. WAIT! YOU ARE NOW IN HARGON'S CURSED CASTLE. IF YOU HAVE POSSESSION OF THE SWORD OF DESTRUCTION AND GREMLIN'S ARMOR, YOU CAN EQUIP YOURSELF WITH THEM AND RECEIVE NO DAMAGE TO YOURSELF. I MUST CAUTION YOU THOUGH, RAISING YOUR EXPERIENCE LEVEL OR USING THE "EQUIP" COMMAND COULD INTERFERE WITH THE SUCCESS OF YOUR MISSION.

FOR INFORMATION ABOUT DRAGON WARRIOR III

Please send us your name, address and indicate that you would like information about DRAGON WARRIOR III.

ENIX AMERICA CORPORATION

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DRAGON WARRIOR II

Strategy Guide Corrections

PAGE 5/THIRD SENTENCE:

SHOULD READ — "AFTER FINDING THE PRINCE, keep a keen eye out for the Silver Key."

PAGE 10/LEVEL 11/ROUTE 15:

SHOULD READ — "The little dog in Moonbrooke would love to see its reflection in the MIRROR of Ra."

PAGE 12/LOWER LEFT TEXT:

SHOULD READ — "After finding your ship , it would BE best to sail directly to Alefgard."

PAGE 16/UPPER RIGHT TEXT:

SHOULD READ — "Why is this WOMAN alone in this building?"

PAGE 16/EIGHTH SENTENCE:

SHOULD READ — "You may find the Sun Crest BEHIND the Fire Monolith."

PAGE 28/UPPER RIGHT TEXT:

SHOULD READ — "What IS THIS MIDENHALL CASTLE?"

PAGE 28/LOWER LEFT TEXT:

SHOULD READ — "Use CHARM of Rubiss as indicated in the screen shot."

FINAL PAGE/THIRD SENTENCE:

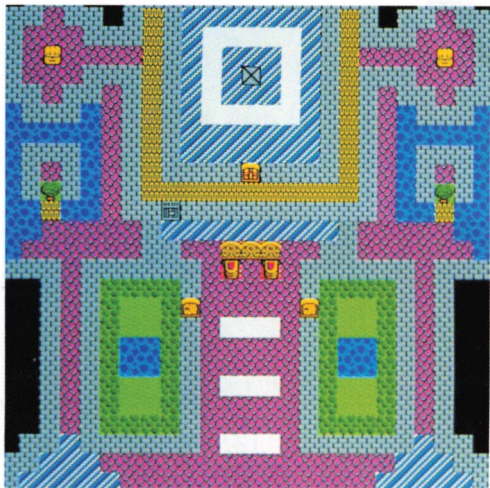
SHOULD READ — "Do you battle Malroth with the weapons and armor you now use, OR elect to use a little more risky method?"

FINAL PAGE/SEVENTH SENTENCE:

SHOULD READ — "If you have possession of the Sword of DESTRUCTION and Gremlin's armor, you can equip yourself and receive no damage to yourself."

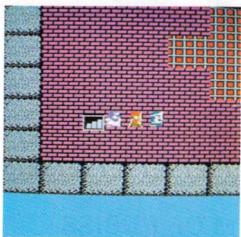
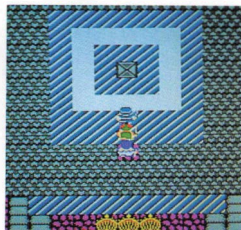
AT LAST! HARGON'S CASTLE

**LEVEL
35**



WHERE IS HARGON?

"USE" the Eye of Malroth as indicated in the screen shot.



QUICKLY, TO HARGON THE SORCERER'S CHAMBERS.

You will have to battle three strong monsters before reaching Hargon's chambers. Then you must do battle with Hargon.



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PLACES WHERE YOU CAN USE THE SILVER KEY	7
PLACES WHERE YOU CAN USE THE GOLDEN KEY	20
PLACES WHERE YOU CAN USE THE JAILOR'S KEY	22

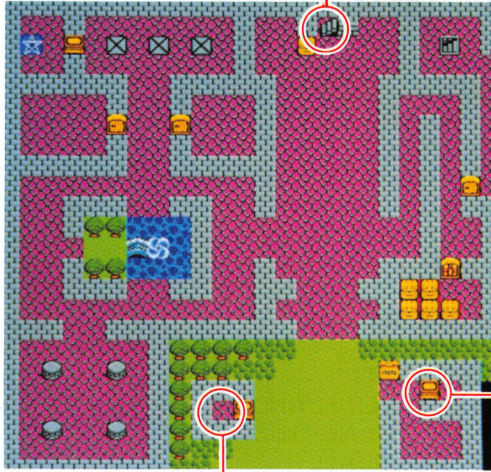
ROUTE 1

MIDENHALL CASTLE

LEVEL 1

Recommended level to reach while at this location.

You can save your game here!



A visit to the king will allow you to save the game.

ITEM STORE

INN

4 GOLD PIECES PER PERSON

ITEM STORE

MEDICAL HERB, ANTIDOTE HERB

Are you ready to begin your quest to defeat Hargon? Your traveling companions, spoken of by the king, are descendants of the great Erdick. Finding the Prince of Cannock and the Princess of Moonbrooke will not be easy but with your courage...

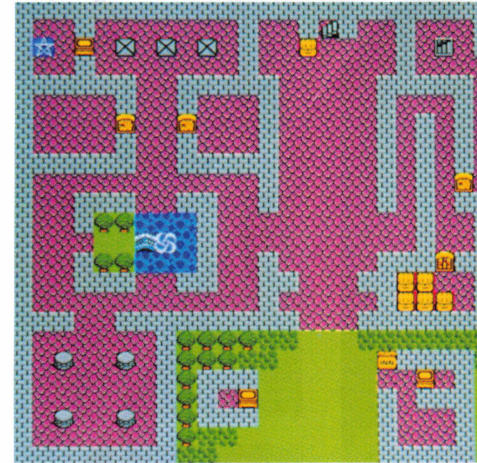
To the west of Midenhall lies Leftwyne, but before leaving on your journey remember to equip yourself with the Copper Sword given to you by the king. (use the "EQUIP" command) You are already equipped with the Leather Armor.

ROUTE 46

MIDENHALL???

CAREFUL NOT TO BE DECEIVED.

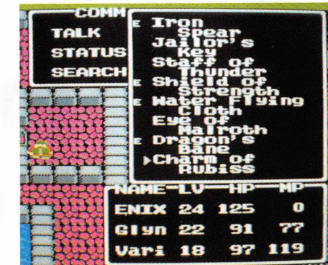
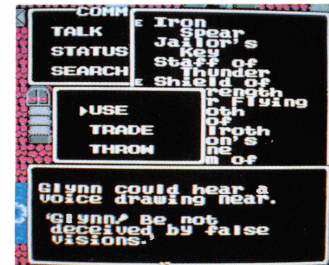
LEVEL 35



What's this? Midenhall Castle? It does appear to be the castle. But... Hargon's magic has created this illusion! Take heed!



"USE"
CHRM OF RUBISS
as indicated in the screen shot

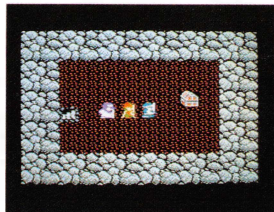
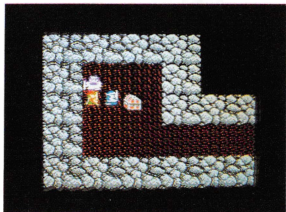


ROUTE 44

CAVE TO RHONE

LEVEL
30

SUCH A TERRIBLE LABYRINTH. ONCE YOU LOSE YOUR WAY, YOU MAY NEVER FIND IT AGAIN. TO SURVIVE YOU MUST OBTAIN THE **THUNDER SWORD**, A MOST POWERFUL WEAPON.



REFER TO THE LABYRINTH MAP.

Hold on as you go through the Ultimate Loop Maze!

ROUTE 45

RHONE

LEVEL
30

LOOK, THE CAVE!!



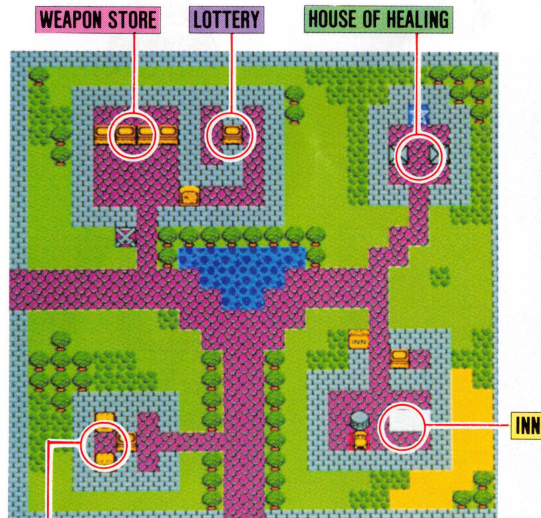
You can save and fill up your HPs here.



ROUTE 2

LEFTWYNE

LEVEL
3



ITEM STORE

MEDICAL HERB,
ANTIDOTE HERB,
WING OF THE
WYVERN

WEAPON STORE

CLUB, COPPER SWORD,
MAGIC KNIFE,
CHAIN SICKLE,
CHAIN MAIL,
LEATHER SHIELD

HOUSE OF HEALING

AT THE HOUSE OF HEALING, YOU HAVE THE CHANCE TO SELECT ONE OF THE FOLLOWING REMEDIES; DETOXICATE, UNCURE OR REVIVE. THIS WILL ALLOW YOU TO RESTORE YOUR CHARACTER TO GOOD HEALTH. BUT THERE WILL BE A CHARGE. AS YOU KNOW, MONEY TALKS.

ITEM STORE

INN

6 GOLD PIECES PER PERSON ONE NIGHT'S LODGING AT AN INN WILL COST YOU ... GOLD PIECES. THE COST FOR YOUR LODGING DEPENDS ON THE NUMBER IN YOUR TRAVELING PARTY.

Begin your search for the Prince to the north of Leftwyne. To find the Princess you must pass through the monolith west of Leftwyne. But first focus your energies on finding the Prince. You need not fear for the Princess, the two of you will be able to rescue her. Don't forget to carry an antidote herb with you.

ROUTE 3

CANNOCK CASTLE

LEVEL
4

You can save your game here!

HOUSE OF HEALING



Don't delay!

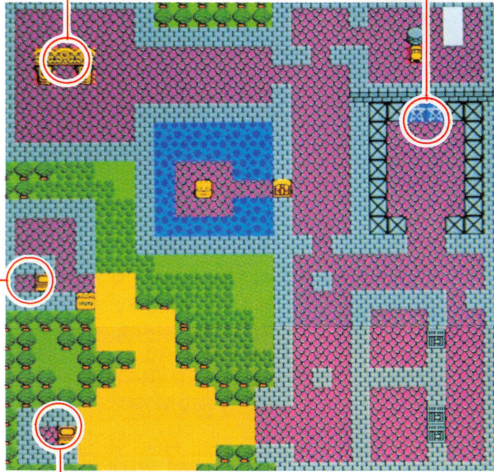
INN

8 GOLD PIECES PER PERSON

HOUSE OF HEALING

ITEM STORE

MEDICAL HERB,
ANTIDOTE HERB,
WING OF THE
WYVERN,
FAIRY WATER



ITEM STORE

Don't delay, you've just missed the Prince of Cannock. He left word that he's traveling to the Spring of Bravery. During your travels, keep a keen eye out for the Silver Key. This key will be very helpful in talking with those who may be locked up.

ROUTE 41

THIS IS THE ENTRANCE TO RHONE



USE THE EYE OF MALROTH AT THE SMALL POND SOUTH OF RHONE.

ROUTE 42

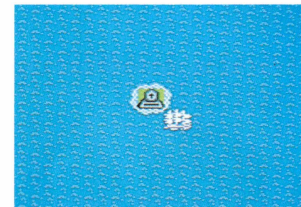
LOOK FOR THE LIFE CREST HERE



Searching the left corner of the first floor of the cave may offer a reward. Beware of the Horks.

ROUTE 43

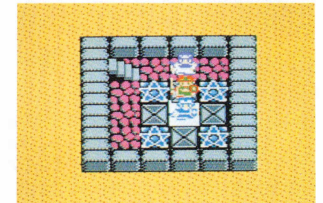
MONOLITH ISLAND



A FABULOUS PRESENT FROM THE HOLY SPIRITS!

THE CHARM OF RUBISS

If you can keep possession of all the Crests, a trip to the Monolith of Rubiss could lead to obtaining the Charm of Rubiss.



ROUTE 40

SEA CAVE

LEVEL
28

TO CROSS THE ISLAND SHOAL...

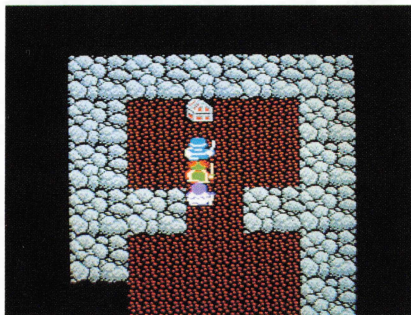


"USE" the Moon Fragment as indicated in this screen shot.



Proceed into the cave, but watch out for two ferocious monsters.

POSSESSION OF THE **EYE OF MALROTH** WILL UNLOCK THE PATH TO RHONE.



If you are not careful while in the cave, Evil Eye and Puppet Man may reduce your MPs. Safeguard your MPs, for you will need your attack and restore spells. Wandering into the Magma Zone will cause a loss of HPs.

ROUTE 4

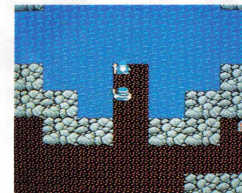
SPRING OF BRAVERY

LEVEL
6

"WELCOME TO THE SPRING OF BRAVERY! ARE THOU SEEKING THE PRINCE OF CANNOCK?"

YES

"ONLY MOMENTS AGO HE WAS HERE. I THINK HE IS GOING TO MIDENHALL CASTLE"



NO

"I SHALL ANOINT THEE WITH THIS WATER AND WISH THEE WELL"

ROUTE 5

MIDENHALL CASTLE

ROUTE 6

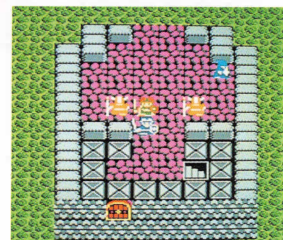
CANNOCK CASTLE

ROUTE 7

AFTER A LENGTHY JOURNEY, YOU'VE FOUND **THE PRINCE OF CANNOCK** IN LEFTWYNE.

ROUTE 8

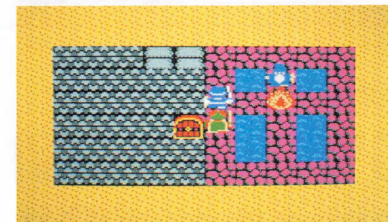
GWAELIN'S CAVE



This wise man will give you some important information.

ROUTE 9

MONOLITH SOUTH OF MIDENHALL

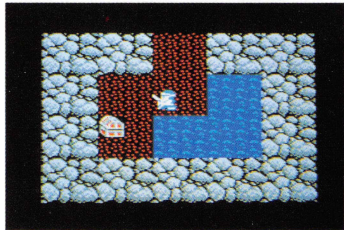


This wise man will instruct you in the use of both the Golden Key and Silver Key.

ROUTE 10

LAKE CAVE

LEVEL
9



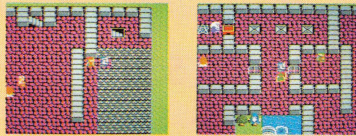
On your journey to Moonbrooke, you happened by Gwaelin's cave. Because of new information received here, you have changed your destination point. The monolith south of Midenhall will lead you to the Lake Cave. Look very closely for the **Silver Key**.

USE THE SILVER KEY

YOU WILL FIND SILVER DOORS IN MIDENHALL AND LEFTWYNE!

MIDENHALL CASTLE

The Silver Key will be very useful in Midenhall castle.



LEFTWYNE

If you have a lottery ticket, you can draw lots here.



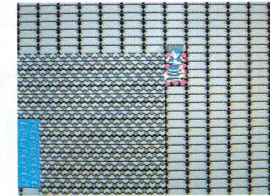
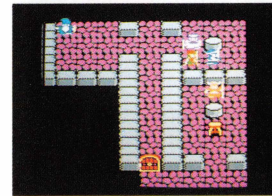
ROUTE 11

GWAELIN'S CAVE

Beware of the monster in Gwaelin's Cave. After passing through the cave, a new continent will spread before you. In your exploring you will discover new monsters and places of refuge. Prepare yourself with the strongest armor you can.

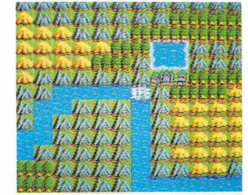
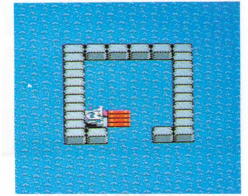
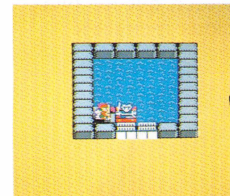
ROUTE 37

SEARCH FOR ROGE FASTFINGER



ROUTE 38

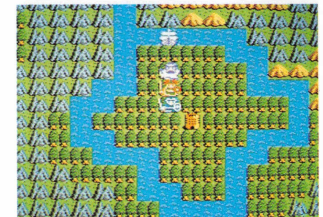
USE THE WATER GATE KEY HERE!



ROUTE 39

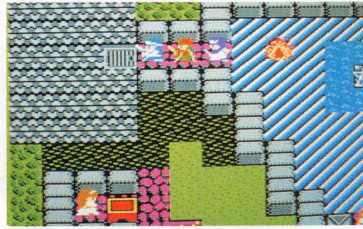
TOWER OF THE MOON

Without the **Moon Fragment**, you will not be allowed to take the Eye of Malroth.



ROUTE 33

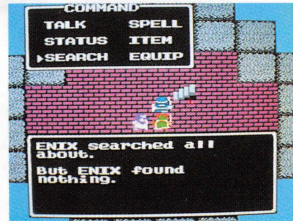
ZAHAN IS THE KEY TO FINDING THE MAGIC LOOM.



ROUTE 34

THE DEW'S YARN CAN BE FOUND IN THE DRAGON'S HORN NORTH TOWER.

A detailed "SEARCH" of the third floor will uncover the Dew's Yarn.



ROUTE 35

FIND DON MAHONE AND YOU WILL ALSO FIND THE SECRETS TO THE WATER FLYING CLOTH.

When can I get the Water Flying Cloth?

If I, the Weaving Master, Don Mahone, have not woven the Water Flying Cloth each time you check, try taking a short break. (push the reset button) Also make sure that one of your companions has room to carry the Water Flying Cloth.

SPECIAL TECHNIQUE You can possess two Water Flying Clothes.

Before saving the game, bring the Dew's Yarn and the Magic Loom a second time, for an additional Water Flying Cloth.

ROUTE 36

MONOLITH NORTHEAST OF MIDENHALL

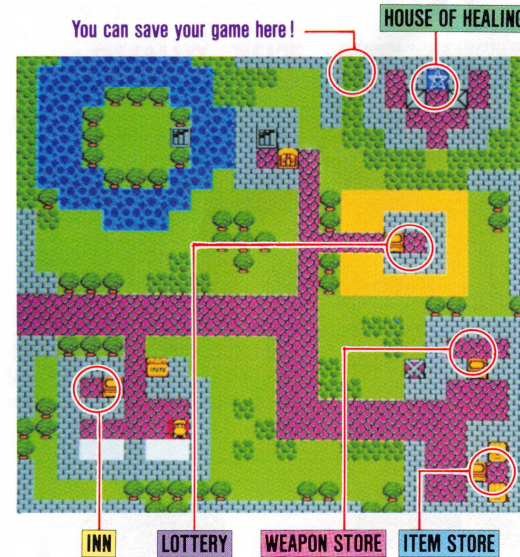
If you take the Moon Fragment to the Sea Cave, you will be given permission to take the Eye of Malroth. With this in hand, proceed to Rhone.

ROUTE 12

HAMLIN

LEVEL
9

You can save your game here!



INN

12 GOLD PIECES PER PERSON

Since you have journeyed far from Midenhall, lodging will be more expensive. (Lodging for a party of two will be 24G.)

HOUSE OF HEALING

LOTTERY

ITEM STORE

MEDICAL HERB, ANTIDOTE HERB, WING OF THE WYVERN, FAIRY WATER

IT WOULD BE WISE TO CARRY WING OF THE WYVERN WITH YOU.

WEAPON STORE

BROAD SWORD, IRON SPEAR, CHAIN SICKLE, STEEL SHIELD, FULL PLATE ARMOR, CHAIN MAIL

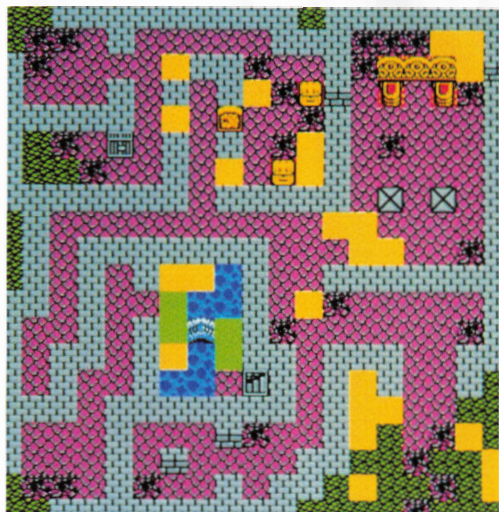


Hints you have collected along the way, say the third member of your party may be in Moonbrook. One of the king's trusted foot soldiers said the Princess may be in danger.

There's no time to waste. You must raise your levels as quickly as possible, and equip yourselves with the weapons that will help you win upcoming battles. Don't forget to search for the Cloak of Wind. The Tower of Wind may be a good place to begin.

MOONBROOKE CASTLE

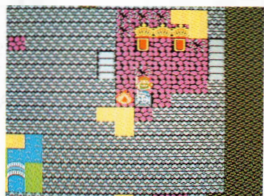
LEVEL
10



THE RUINS OF MOONBROOKE

HOW CAN I COLLECT THE CLUES I NEED?

Although this appears to be fire, it really is a soul of the dead. You may want to talk to it.

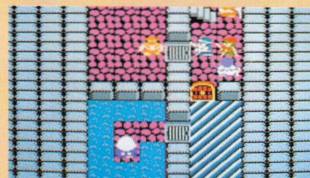


The information you've gathered on the Princess tells you her enemies transformed her into a dog. Keep your eyes peeled for a cute little dog. You will need help in restoring the Princess. Find the small pond, from which you can see the four bridges, and there you will discover the help you need. Be sure to search for the dog.

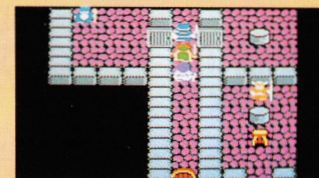
USE THE JAILOR'S KEY

Using the Jailor's Key will allow you to collect important items and information. Always remember to make some notes.

MIDENHALL CASTLE



WELLGARTH



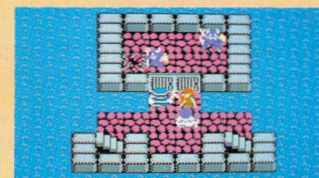
TUHN



BERAN



HAMLIN

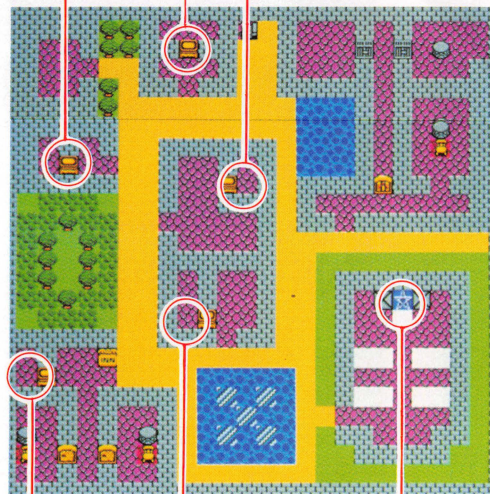


ROUTE 32

WELLGARTH

LEVEL
23

ITEM STORE WEAPON STORE ITEM STORE



INN 40 GOLD PIECES PER PERSON

HOUSE OF HEALING

LOTTERY

ITEM STORE

MEDICAL HERB,
ANTIDOTE HERB,
FAIRY WATER,
DRAGON'S BANE

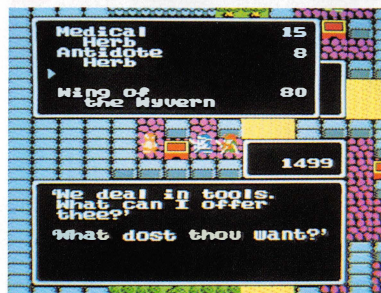
ITEM STORE

MEDICAL HERB,
ANTIDOTE HERB,
WING OF THE WYVERN
ODD AS IT MAY SEEM, THERE ARE TWO ITEM STORES IN THIS TOWN AND THEY BOTH DEAL IN MOSTLY THE SAME ITEMS. WHY WOULD THIS BE?

WEAPON STORE

GIANT HAMMER,
DRAGON KILLER,
LIGHT SWORD, MINK COAT, SHIELD OF STRENGTH
IRON HELMET

INN **LOTTERY** **HOUSE OF HEALING**



An underground city! It is full of mysteries and secrets. Where are the Roge Fastfinger and the Jailor's Key?

ROUTE 14

LOOK TO THE FOUR BRIDGES AND THERE YOU WILL ALSO FIND THE SMALL POND.

LEVEL
11



ROUTE 15

SEARCH FOR THE PRINCESS OF MOONBROOKE IN HAMLIN

Step into the pond and use the "SEARCH" command.

The little dog in Moonbrooke would love to see its reflection in the **Millor of Ra**.



ROUTE 16

TOWER OF THE WIND

LEVEL
12



LOOK, THE **CLOAK OF WIND!**

There was no Cloak of Wind in the treasure chest you found at the top of the tower? Maybe you should search for another treasure chest hidden in a back room on the second floor. It may be difficult to reach. After entering the fifth floor, look for a downward staircase. At last! the Cloak of Wind.

ROUTE 17

THE DESERT CAN BE REACHED THROUGH THE MONOLITH SOUTHWEST OF MOONBROOKE

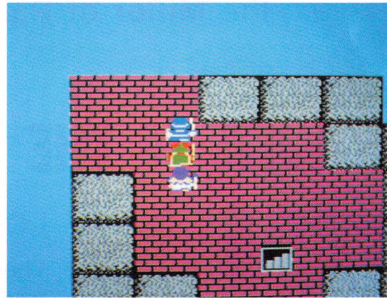
LEVEL
13

After passing through the monolith, a new world will appear before you. Before traveling too far, make sure you have enough medical herbs for the three of you. With the journey that lies ahead, you have no way of knowing where the next lodging may be. You will also be called on to use your strength in protecting the delicate Princess during battle.

ROUTE 18

DRAGON'S HORN (SOUTH)

LEVEL
13

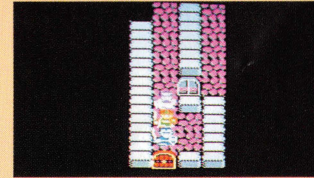


Putting on the Cloak of Wind will allow you to leap from the north part of the top floor. (the "USE" command will equip the Cloak)

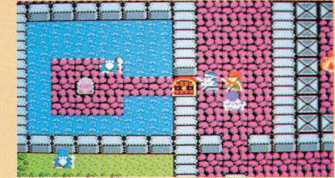
USE THE GOLDEN KEY

As you open the Golden Doors and collect items and information, don't forget to make some notes.

MIDENHALL CASTLE



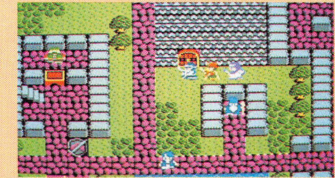
CANNOCK CASTLE



HAMLIN



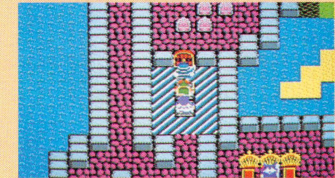
TANTEGEL CASTLE



TANTEGEL CASTLE



CHARLOCK CASTLE

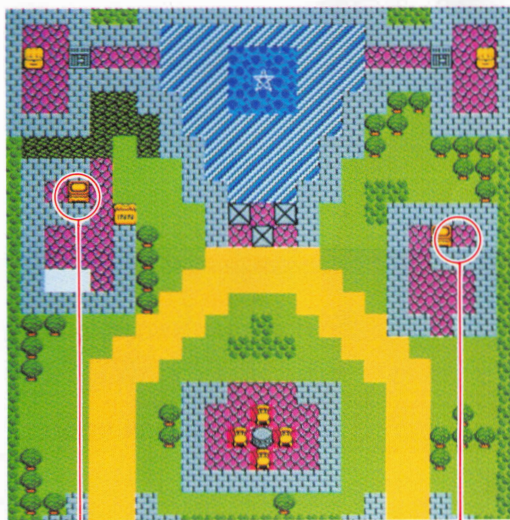


TUHN



OSTERFAIR CASTLE





INN

ITEM STORE

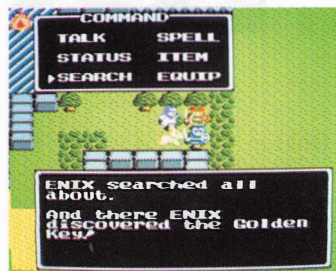
INN 30 GOLD PIECES PER PERSON

A KIND LADY WILL WELCOME YOU. REFRESH YOURSELF.

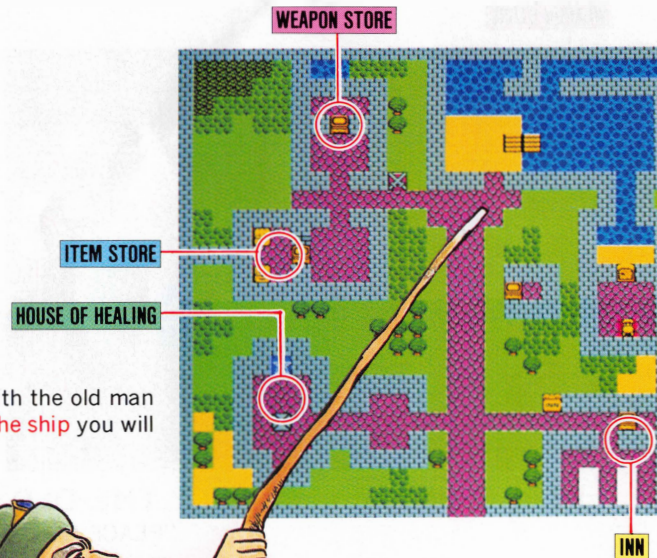
ITEM STORE

MEDICAL HERB, WING OF THE WYVERN, FAIRY WATER, DRAGON'S BANE
THIS IS A FISHING VILLAGE. THERE ARE NO WEAPONS SOLD HERE.

How can I get the Golden Key ?



Follow the dog, use the "SEARCH" command, and...



ITEM STORE

HOUSE OF HEALING

WEAPON STORE

INN

A brief talk with the old man may get you **the ship** you will need.



INN

20 GOLD PIECES PER PERSON

HOUSE OF HEALING

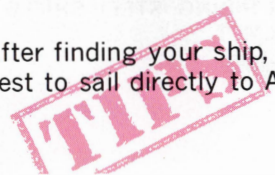
ITEM STORE

MEDICAL HERB, ANTIDOTE HERB, WING OF THE WYVERN, FAIRY WATER, DRAGON'S BANE

WEAPON STORE

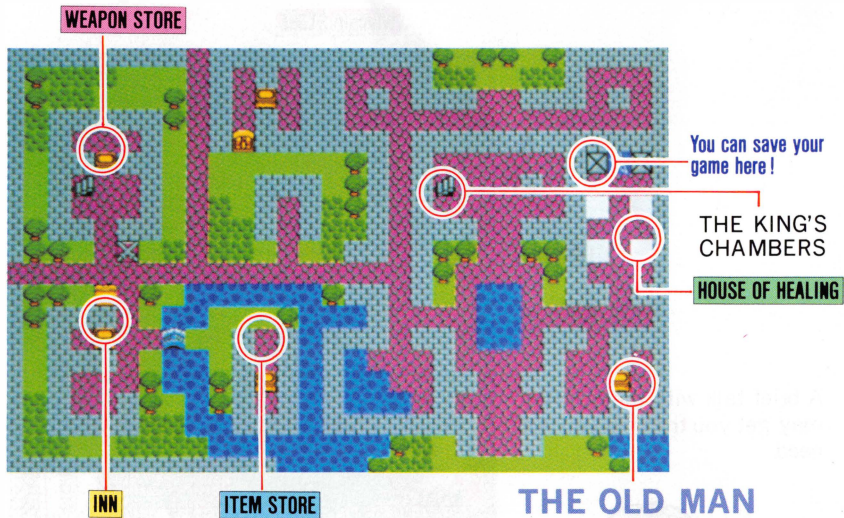
MAGIC KNIFE, BROAD SWORD, WIZARD'S WAND, FULL PLATE ARMOR, CLOTHES HIDING, STEEL SHIELD

After finding your ship, it would best to sail directly to Alefgard.



TANTEGEL CASTLE

LEVEL 15



THE OLD MAN
"PEACE BE WITH THEE!"

A TALK WITH THIS OLD MAN WILL BE REWARDED WITH A RESTORATION OF MPs.

During your journey someone has told you the story of the **sunken treasures**, which the merchant of Lianport has long been searching for. Carefully search for a small shoal off the north shore. What you see in the distance, on the other side of Tantegel Castle, seems to be Charlock Castle. Passing by Charlock would be a mistake.

INN
2 GOLD PIECES PER PERSON

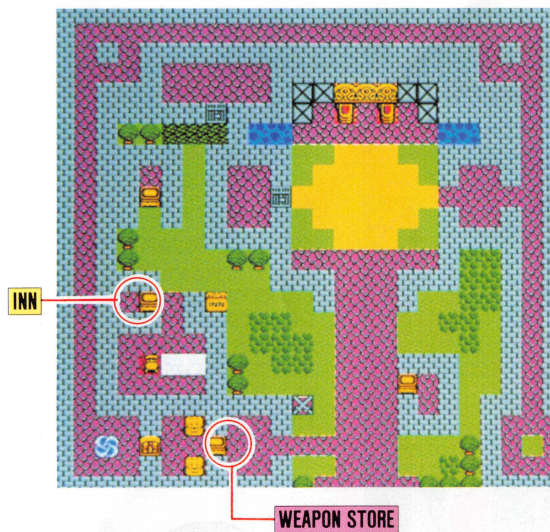
ITEM STORE
MEDICAL HERB, ANTIDOTE HERB, WING OF THE WYVERN, FAIRY WATER, DRAGON'S BANE

WEAPON STORE
BROAD SWORD, GIANT HAMMER, WIZARD'S WAND, CLOTHES HIDING, STEEL SHIELD, IRON HELMET

HOUSE OF HEALING

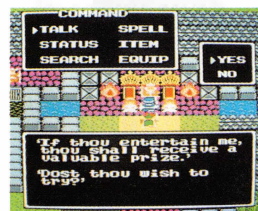
OSTERFAIR CASTLE

LEVEL 22



INN 25 GOLD PIECES PER PERSON

WEAPON STORE
BROAD SWORD, GIANT HAMMER, DRAGON KILLER, CLOTHES HIDING, MAGIC ARMOR, IRON HELMET



ACCEPT THIS KING'S OFFER!

After battling with your might to defeat the foe, it would be wise to go and talk with the king. He will reward your efforts. **THE MOON CREST!**

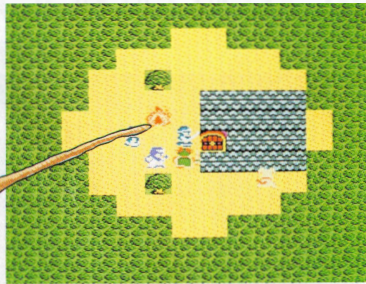


Having collected information about the Golden Key, the Armor of Gaia, and the use of the Echoing Flute, proceed to Zahan.

ROUTE 27

ENTRANCE TO WELLGARTH

Search the seashore south of Rhone for a small town.



ROUTE 28

WORLD TREE ISLAND

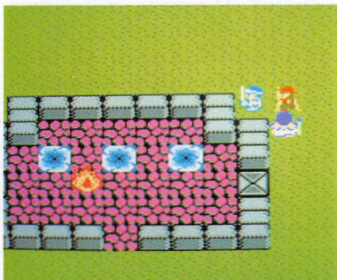
Look! Here is the **world tree** island.

Try selecting the "SEARCH" command at the tree located in the center of a small island.



ROUTE 29

FIRE MONOLITH



MIGHT THE SUN CREST BE HERE!

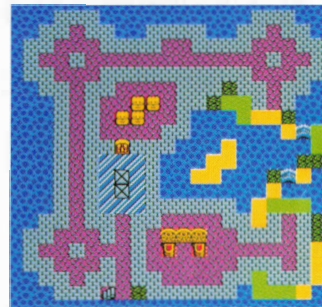
Search this point!



ROUTE 21

CHARLOCK CASTLE

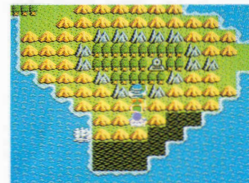
LEVEL 17



Charlock Castle still exists. Unbelievable! The **Sword of Erdrick** has been long hidden here! The Dragon Lord of Charlock, whose ancestors have long been enemies of Erdrick, may give you a helpful hint.

ROUTE 22

MONOLITH OF ALEFGARD

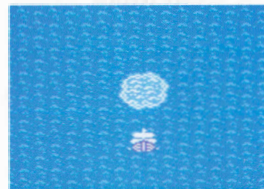


THE TRAVEL DOOR WITH THE OLD MAN

ROUTE 23

ISLAND SHOAL

Travel north to Lianport. Look, something seems to be floating on the oceans surface. It could be the shoal you have been looking for.

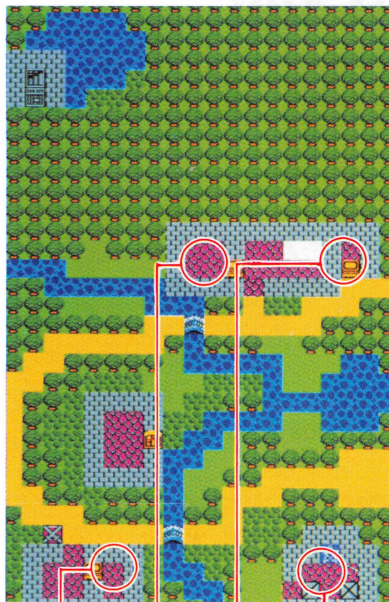


A SPLENDID REWARD IN EXCHANGE FOR THE TREASURE.

Deliver all the recovered treasures to the merchant of Lianport. As a reward you will receive the **Echoing Flute**.

ROUTE 24**LIGHTHOUSE****LEVEL 18****TALK WITH THE OLD MAN ON THE SEVENTH FLOOR.**

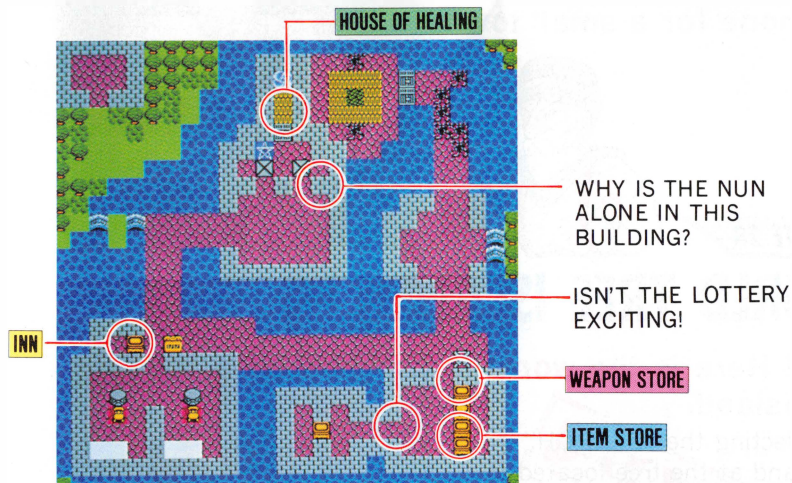
Follow the old man, and you may discover a treasure chest. Contain your excitement as you open the chest, because, alas... it is empty. Brace yourself! Prepare for battle! Four gremlins have suddenly surrounded you. Defeat them and a great reward awaits you.

ROUTE 25**TUHN****LEVEL 20****INN** 40 GOLD PIECES PER PERSON

YOU HAVE FINALLY ARRIVED, BUT NOT BEFORE PASSING THROUGH MOUNTAINS FILLED WITH DANGEROUS ENEMIES. RESTING AT THIS INN WILL BE MORE EXPENSIVE HERE.

HOUSE OF HEALING**ITEM STORE** WING OF THE WYVERN, FAIRY WATER, DRAGON'S BANE**WEAPON STORE** WIZARD'S WAND, FALCON SWORD, DRAGON KILLER, MAGIC ARMOR, SHIELD OF STRENGTH, IRON HELMET

You will need to retrieve the Watergate Key from Roge Fastfinger. Capture him, and the key is yours. To obtain the Moon Fragment, you will need to open the Watergate and follow the river. Waste no time in finding Roge Fastfinger!

ROUTE 26**BERAN****LEVEL 21**

WHY IS THE NUN ALONE IN THIS BUILDING?

ISN'T THE LOTTERY EXCITING!

WEAPON STORE**ITEM STORE****INN** 30 GOLD PIECES PER PERSON**ITEM STORE**

MEDICAL HERB, ANTIDOTE HERB, WING OF THE WYVERN, FAIRY WATER

WEAPON STORE

GIANT HAMMER, WIZARD'S WAND, DRAGON KILLER, STEEL SHIELD, SHIELD OF STRENGTH, IRON HELMET
THE WEAPON AND ITEM STORES IN THIS TOWN ARE IN THE SAME PLACE. THE BIG MAN ON THE OTHER SIDE OF THE COUNTER DEALS IN WEAPONS AND THE WOMAN BESIDE HIM DEALS IN ITEMS.

Beran has provided you with much information. Now you must devote time to locating the Leaf of the World Tree. This item, which can be found on a small island in the eastern sea, can restore life. Only the Weaving Master of Tuhn is able to use the Magic Loom to weave the Water Flying Cloth of Dew's Yarn. While in Beran, you may also find information about the Thunder Sword. Even the Prince of Midenhall, without knowing the spell, can create thunder with this sword. The King of Osterfair is said to have the Moon Crest. You may find the Sun Crest in the Fire Monolith. Now, it's off to Osterfair.