Finding Light Miniguide Contents:

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1a: Notes

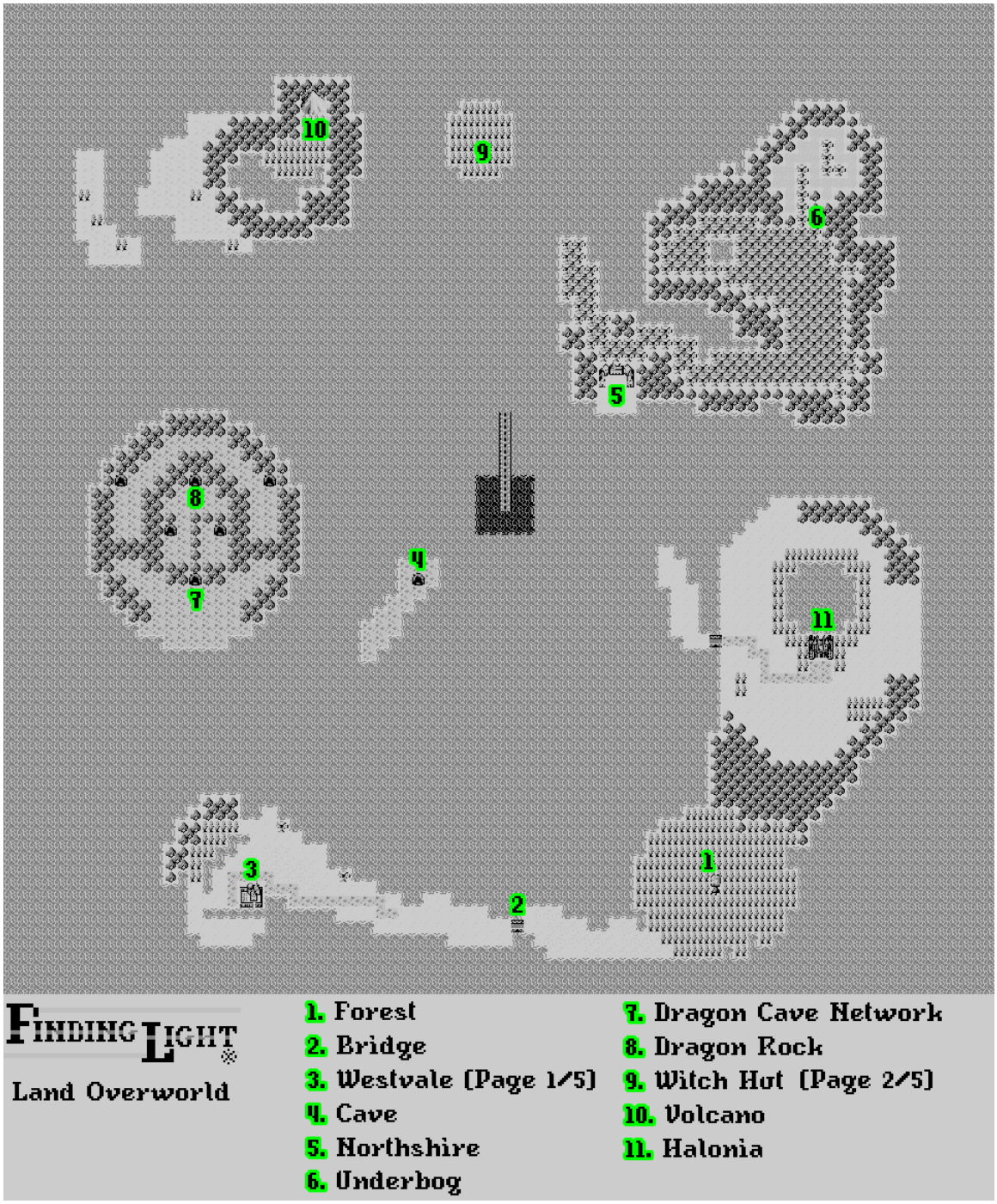
Thank you for purchasing Finding Light! Below you'll find maps of the more difficult dungeons as well as steps to take for the game's main subquests.

If you encounter any bugs or have suggestions, feel free to email me at Jkweath@gmail.com.

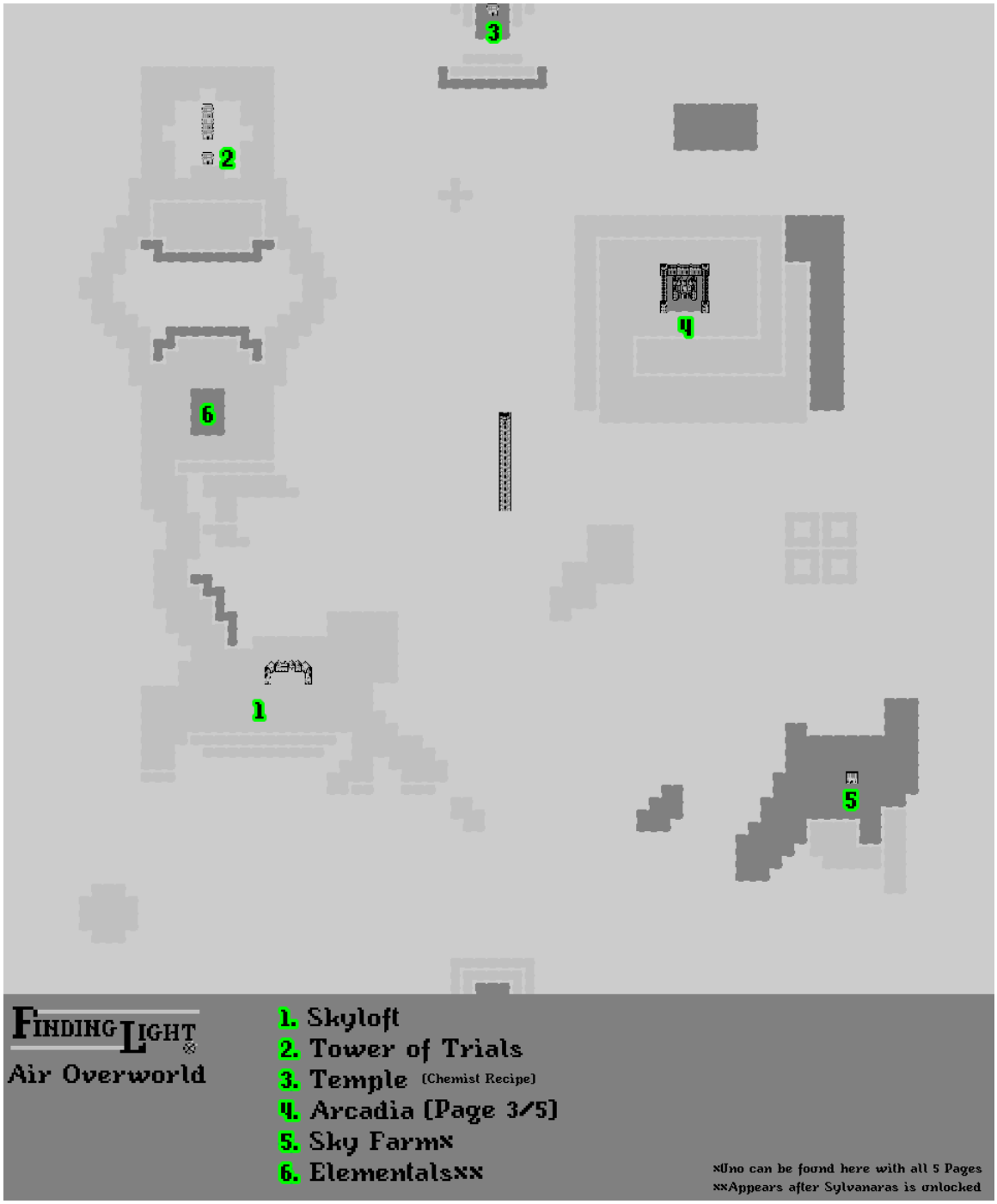
Known bugs:

- Shop menus may show stats increasing or decreasing when browsing Spell Orbs. This is a visual bug as spell orbs do not modify stats in any way.
- When sneaking through Arcadia, the guards may sort of… "flip out" when they spot you.
- When saving the game underwater, your party will appear in the save menu as crabs. This is Totally, Definitely Intentional.

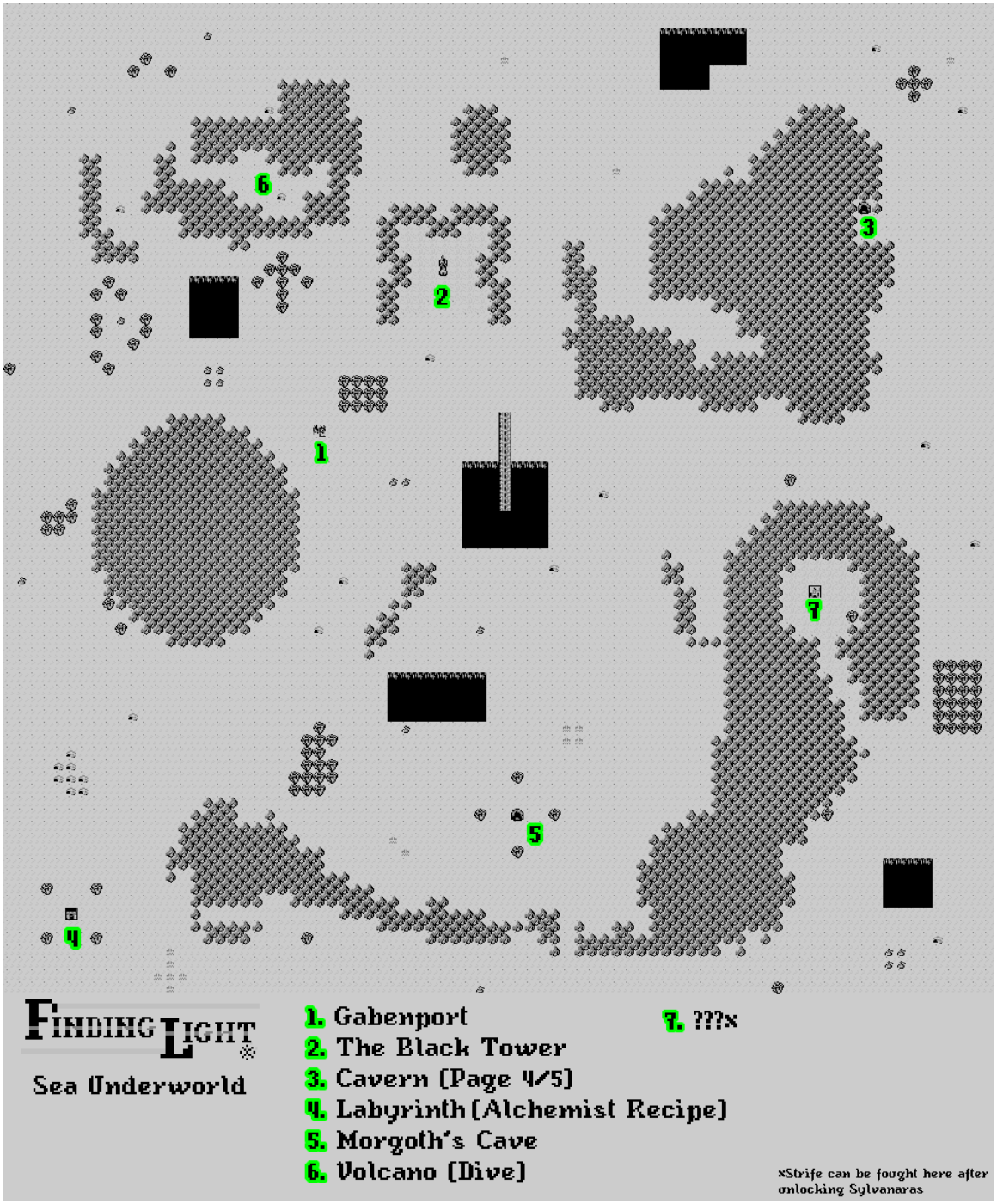
2a: World Map (Land)



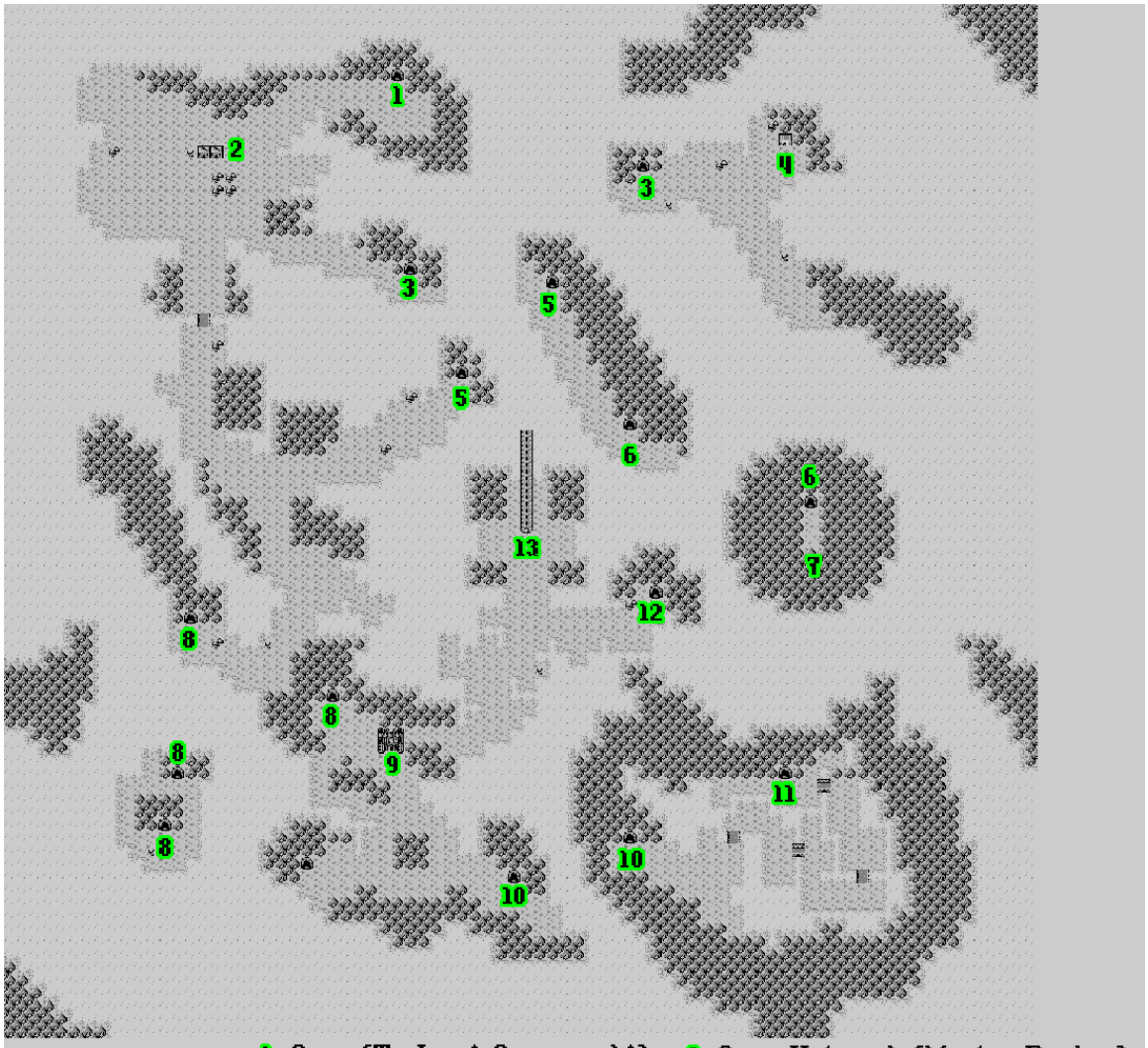
World Map (Air)



World Map (Sea)



World Map (Underground)



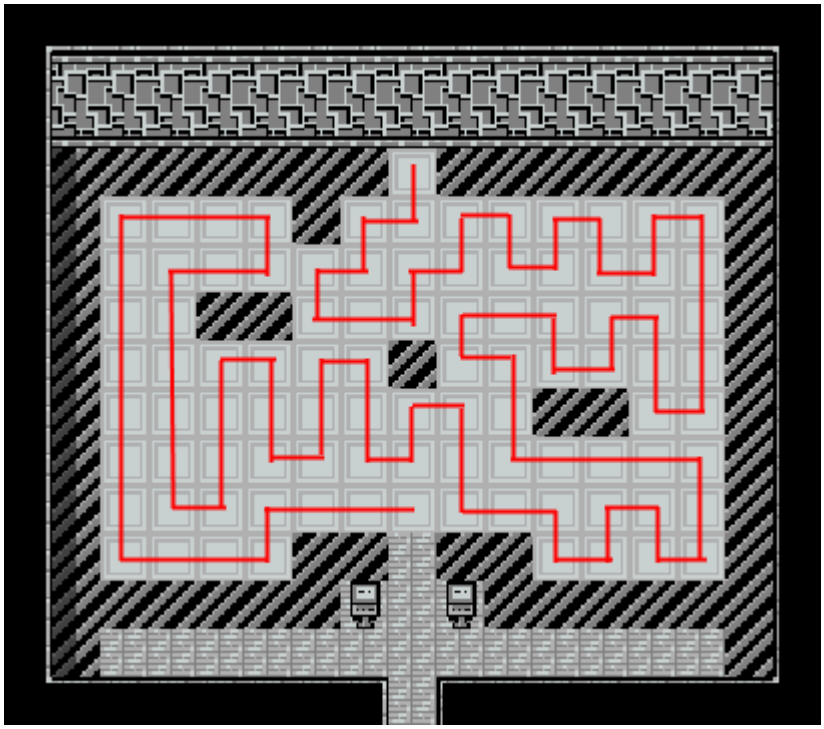
Finding Light※

Underground

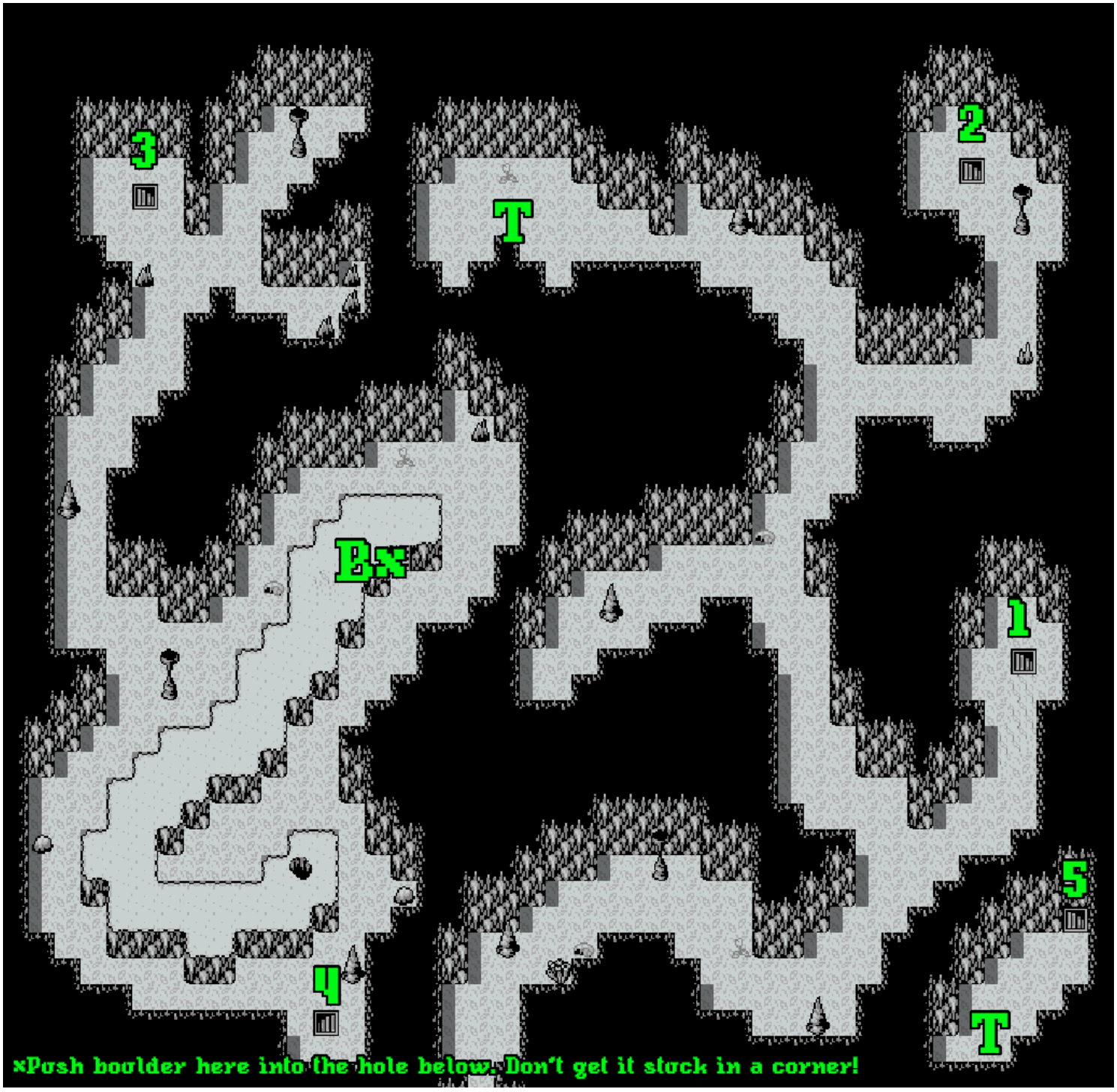
1. Cave (To Land Overworld)
2. Eredor
3. Cave Network
4. Ullo (Sylvanaras Subquest)
5. Cave Network
6. Cave Network (Page 5/5)
7. Master Slime
8. Cave Network (Master Recipe)
9. Deepforge[x]
10. Cave Network
11. Tiamat's Lair
12. Cave
13. Heaven's Door

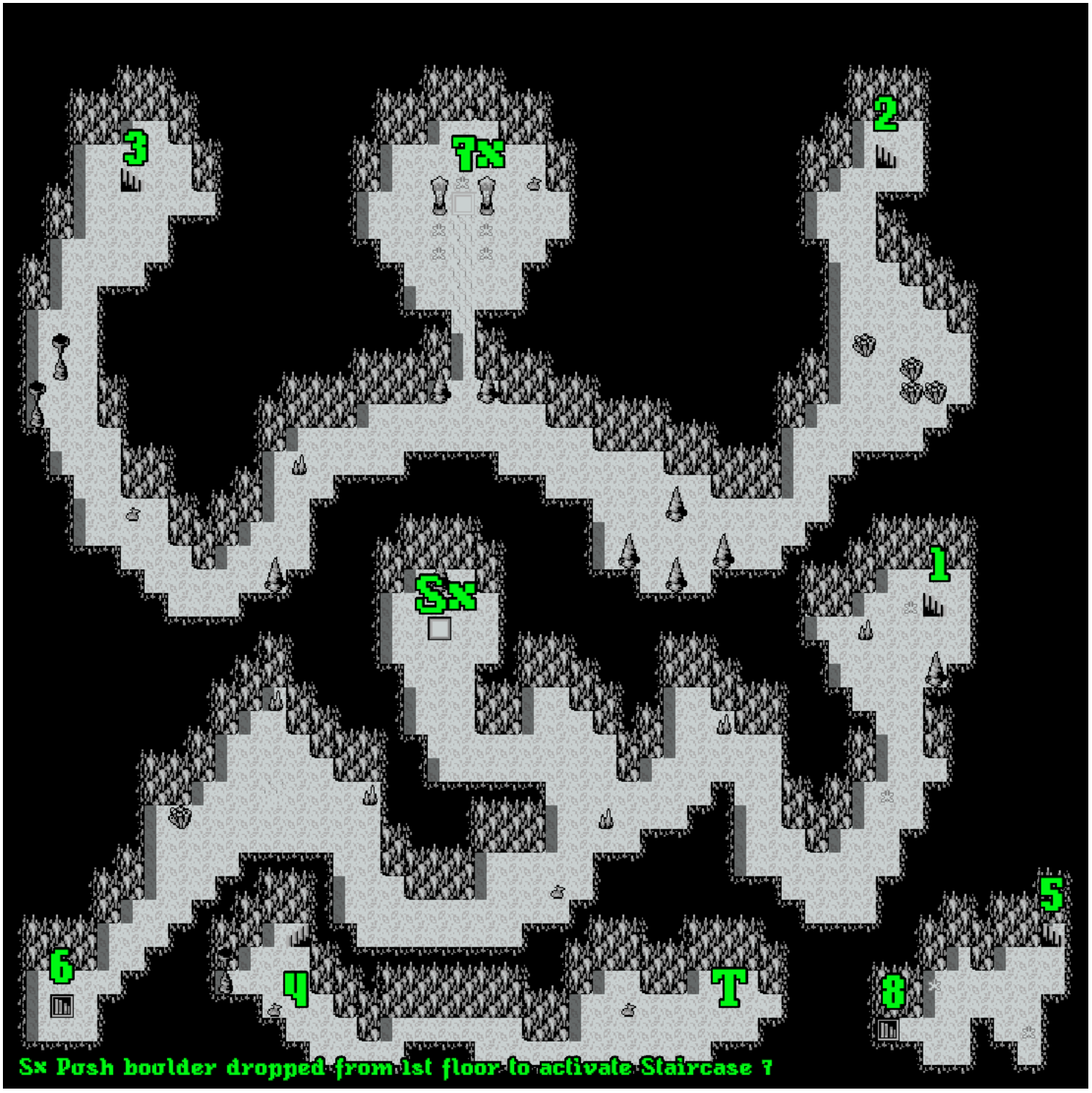
[x]The Depths bonus dungeon to be released here sometime after Finding Light's release

Black Tower puzzle solution:

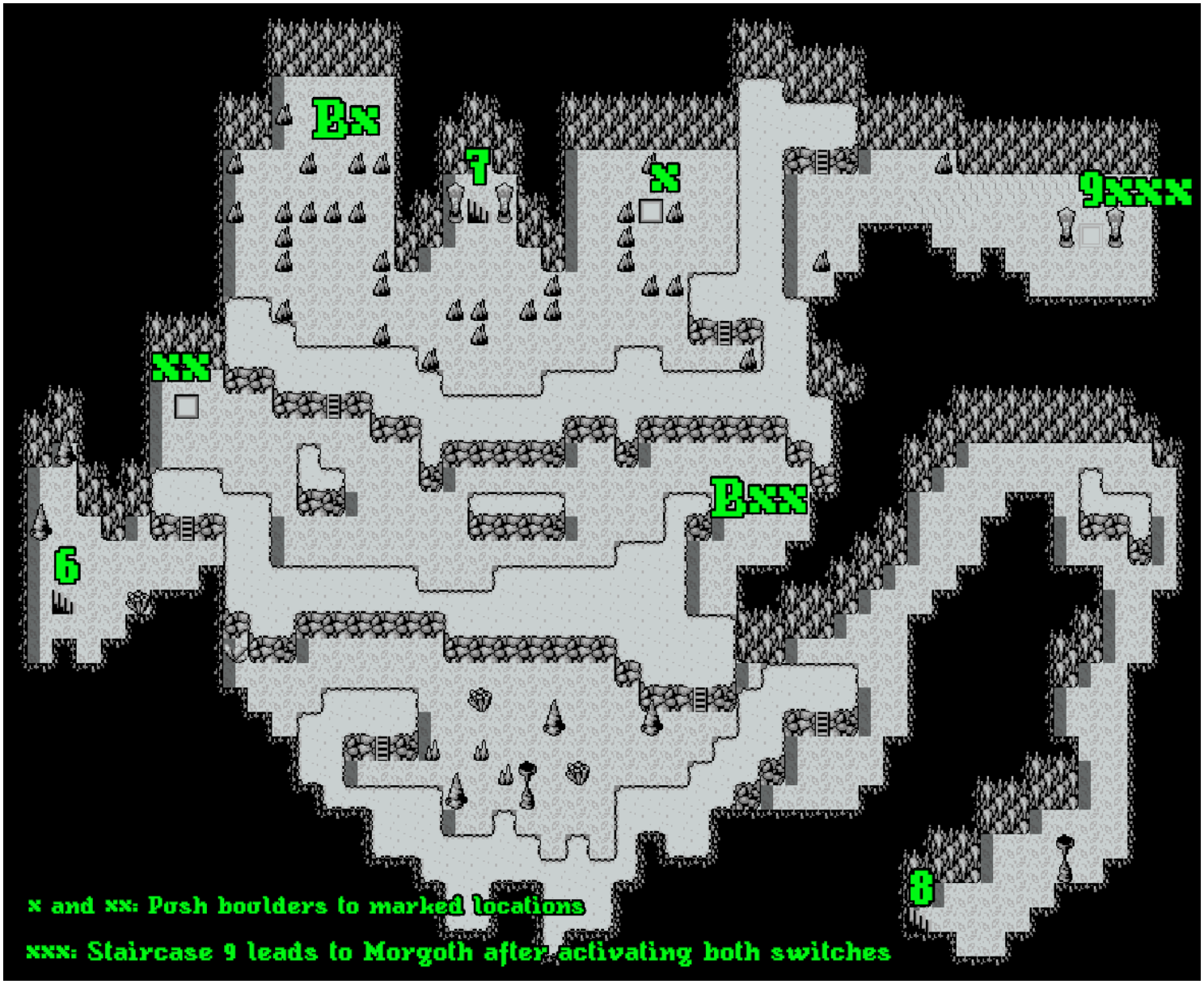


Map of Morgoth's Lair

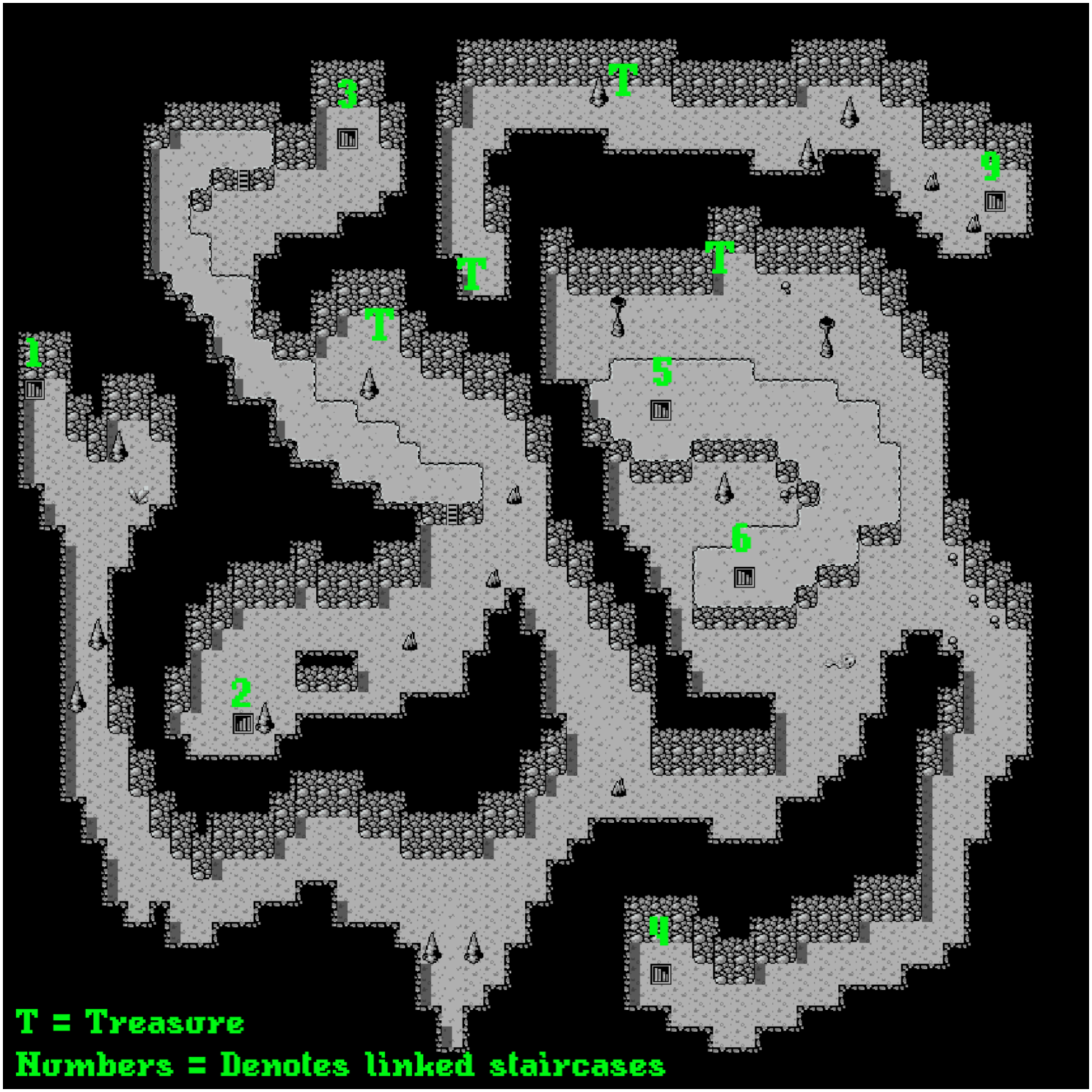


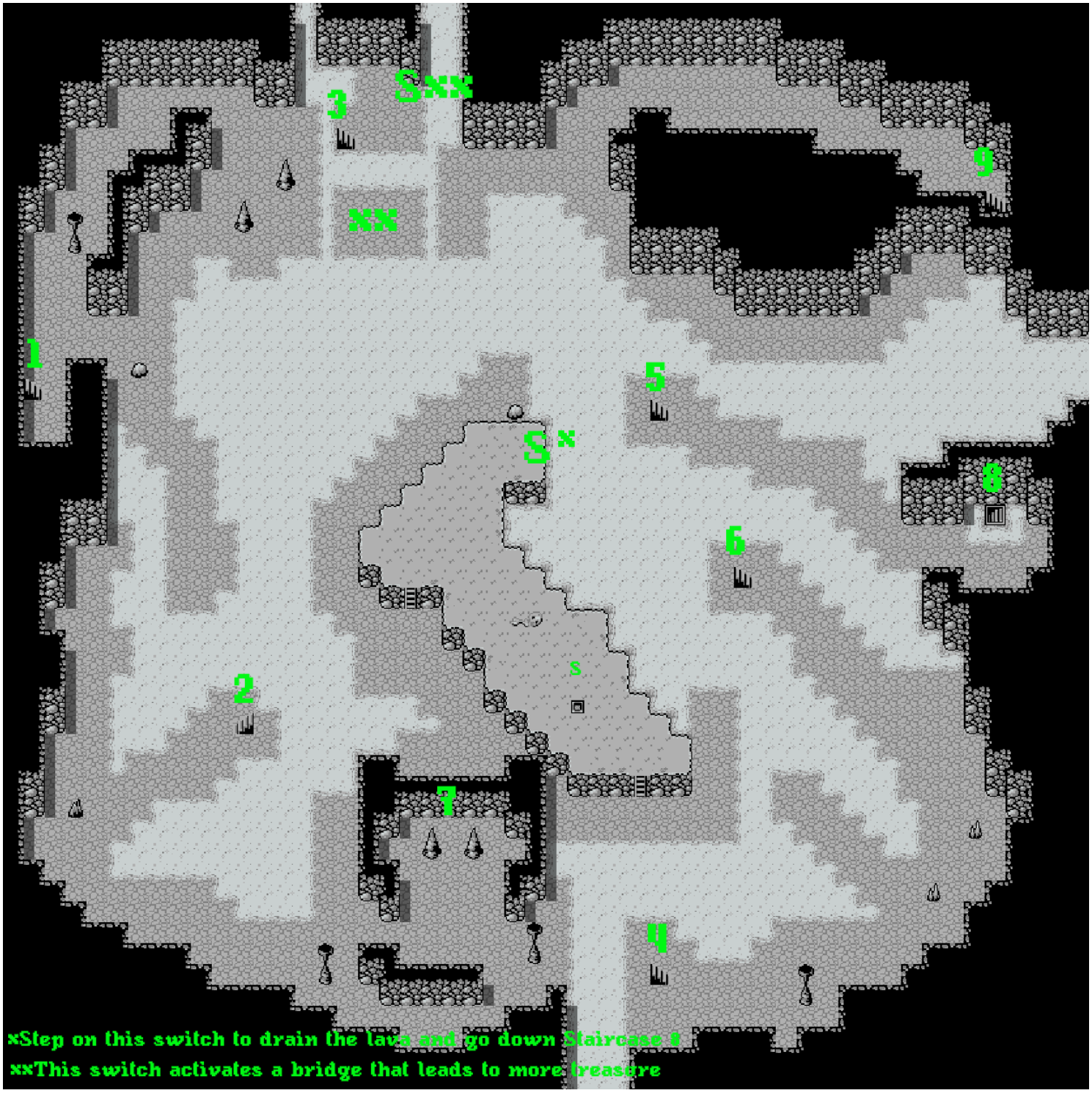


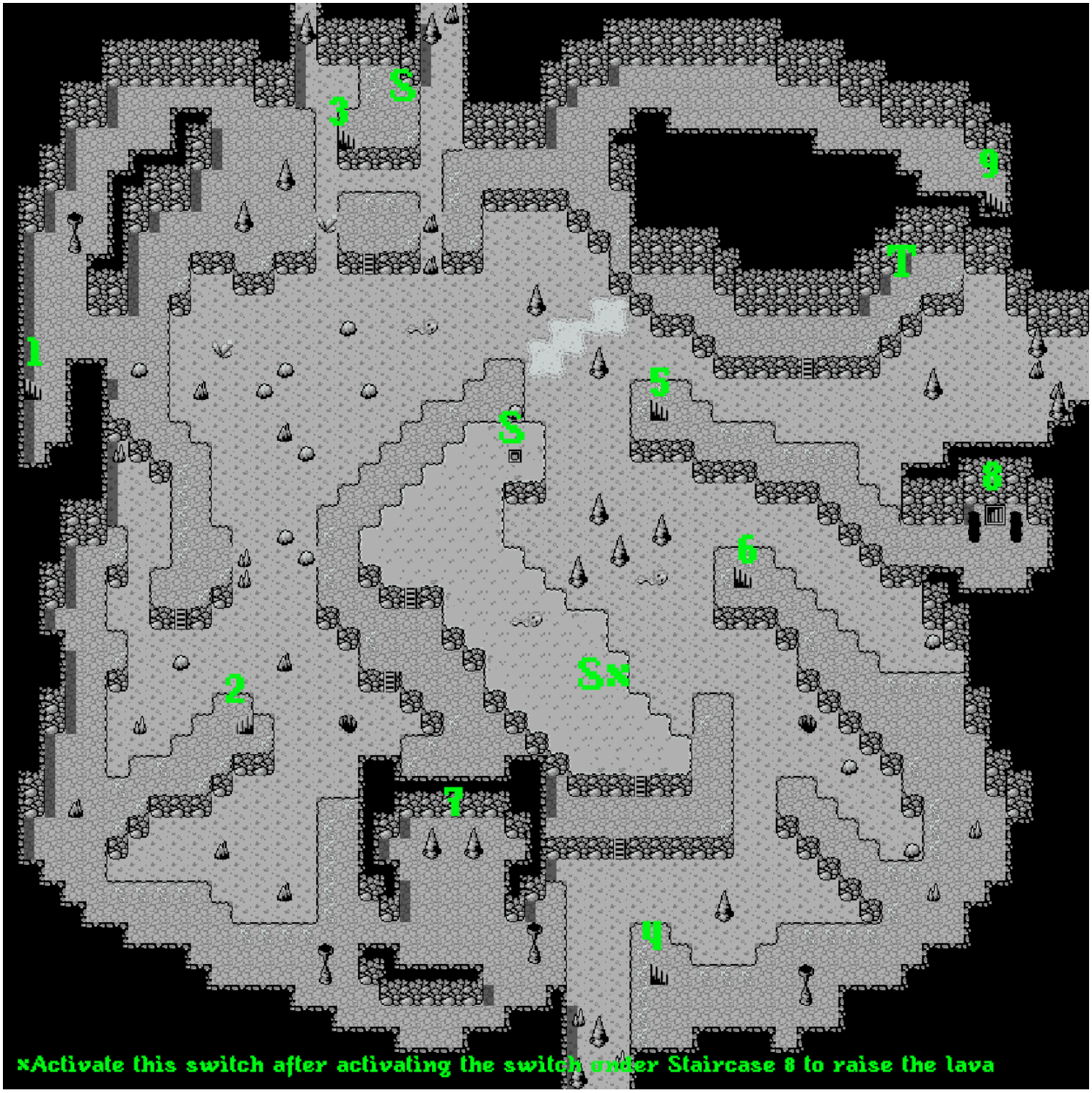
5x Push boulder dropped from 1st floor to activate Staircase 7

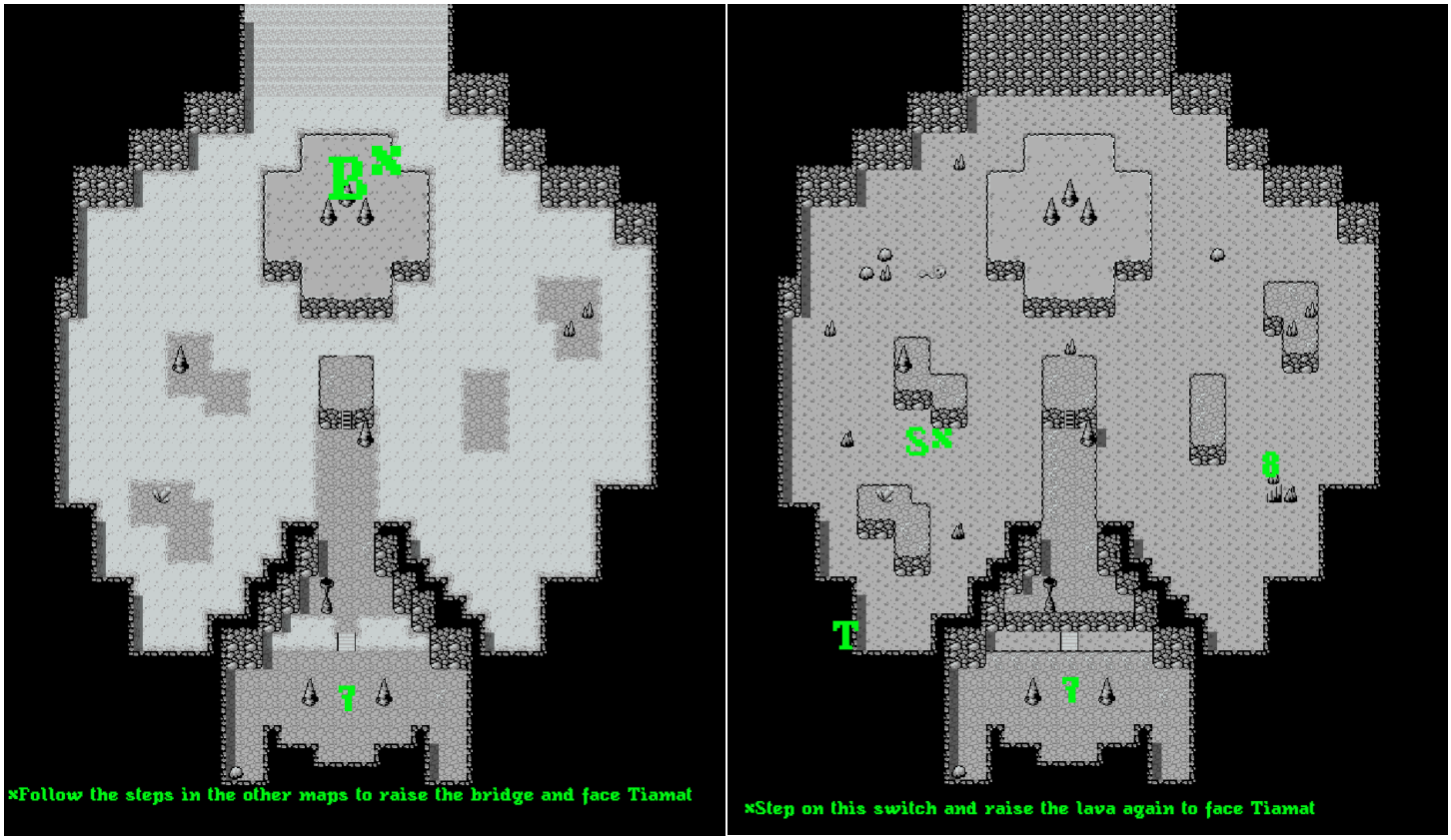

Bx
7
x
9xxx
xx
Bxx
6
8
x and xx: Push boulders to marked locations
xxx: Staircase 9 leads to Morgoth after activating both switches

Map of Tiamat's Lair




Sxx
3
9
xx
1
5
S x
8
6
2
S
7
4
xStep on this switch to drain the lava and go down Staircase 8
xxThis switch activates a bridge that leads to more treasure


S
3
9
T
1
5
S
8
6
Sx
2
7
4
xActivate this switch after activating the switch under Staircase 8 to raise the lava



3a: Sylvanaras Subquest

To begin, you'll speak with Ullo in his underground home (see the map of the underground above). Now you will need to find three crystals in these locations:

1. Morgoth's cavern (see map of the Sea above)

2. Forest Village (speak with Vera)

3. Uno (Sky Farm - see map of the Air Overworld above) Normally you need to find all five "clues" to find Uno and the crystal, but if you'd like to skip that, simply follow these steps after arriving at the Sky Farm:

- Activate a switch in the top row of the second column of flowers.
- Walk through the rightmost wall separating you from the slimes/cat
- Speak with the cat five times.
- Activate switches in the bushes in this order: Bottom-left, top-right, top-left, bottom-right.
- Walk up to the top right side of the farmhouse and you'll enter the house. View the cutscene and you're done!

4. With all three crystals (plus one you already have after speaking with Ullo), return to Halonia and insert the crystals into Sylvanaras' pedestal. Congratulations! Two optional bosses (outlined in the maps above) will be available for you to face.

4a: The Depths

The entrance to The Depths is located within Deepforge Castle. To enter, you'll need to have obtained Sylvanaras and *have fought the third boss in Heaven's Door,* This is the largest and most difficult dungeon in Finding Light, so you'll want to come prepared! I recommended your party be at least level 40.

5a: Brewing Recipes

There are five sets of brewing recipes in all:

- Basic: obtained automatically after meeting Malady.
- Chemist: Temple in the Air Overworld (see map)
- Alchemist: Labyrinth in the Sea Underworld
- Master: Cave network #8 in the Underground (see map)
- GMaster: Obtained from Pascal in Westvale after obtaining the four previous recipes