

Bhavacakra Adventures Walkthrough

Welcome to the walkthrough, updated on Oct 14, 2017

It's important to remember that Maco can be equipped in more ways than one.

By default, she is (probably) the best mage. She will learn ice, water, light, and dark magic without any additional quests.

She is also extremely resistant against magic even without any equipment. She also has a high evasion in both melee and magic.

She may look overpowered but it is intended due to lore and by design.

*Finishing missions with party members will increase their friendship with Maco by one point. Personal quests will be available once friendship reaches certain levels. Such quests will improve a member usually by granting a new skill / spell.

Prologue

A very short introductory phase.

1. Family issues
2. Baby Juan

Chapter 1

Chapter 1 will probably be the hardest part of the game, primarily due to lack of quality members and lack of a healer. Also due to lack of fund, it is recommended to use Maco as a mage. Getting Maco to level 10 is crucial where she will gain ice 2 spell.

Also, cast ice shield on Kesper during battles. The tiny damage reduction can alter tide of battles at this stage.

It is also a better idea to fight wild boars for their tusks which patch 100g per. Wolves will be a little too tough without being level 10 and better equipment.

The shack provides free healing. Make a good use of it.

The guild quests are as straightforward they can get. You don't have to do all quests to advance. Out of the five, you need to complete four. [Defeat Lord boar] quest is probably the one you might want to skip as the quest is designed to be a little too much.

1. Dolle forest cleanup
2. Salt shortage
3. Defeat Lord boar
4. Lost earring
5. Mouse infestation: While optional, you should do this one so that Maco learns a proper sword skill.

Hint: Maco's base evasion is 20%. The only other character who has 20% base is Thorn. Therefore, it might be wise to build an evasion

build for Maco. It's worthwhile to remember that Maco will likely go down in one hit in an evasion build.

Hint 2: "Wilder boars" found in Western Etonia is better for Maco, Jasmin and Kesper for leveling. It is due to ice and pierce weaknesses the boars have. But you will have a small chance of encountering Lord Boar that will BBQ you, so watch out.

Available guild members : *Jasmin, **Kesper (Level 7 requirement)

*Jasmin has "greedy trait", meaning with her in your party, you get double loot.

**Kesper has "timid trait" and attracts attention of enemies. In other words, he can act as a tank without a taunt skill.

Chapter 2

With new available members, things should start looking better. Gilbert is so tanky even at this early point that he won't easily die but he certainly won't help doing damages.

Gwynt is a powerhouse or as she puts it "Glasscannon". Her powerful AoE, once learned, will make an easy work of regular encounters. She can't take hits however.

You should have some spare money now. It is recommended to purchase some lunchboxes and use Gilbert as a makeup healer for the time being because Paranta is a burden as a healer at the moment.

Key members in chapter 2 is Gilbert and Gwynt. Gilbert is very hard to kill and Gwynt's damage is awesome. Do note that Gilbert has very little magic resistance.

All guild guests are straightforward, for the time being at least. What this chapter will do is raise awareness of elemental resists and weaknesses.

1. Recon
2. Ambushed
3. Wood witch – Even if you don't get to complete it, it's wise to start this because initiating this quest will open up a leveling spot, the mystic forest.
4. Gift gone wrong
5. Hot research

Available guild members : Jasmin, *Gilbert, **Paranta, Gwynt

*Gilbert has "silent trait" which makes monsters target him less.

**Paranta may be a healer but she sucks at this point. She CAN be improved, so it might be wise to keep her around so that you can increase the friendship.

Hint: Jasmin has low HP and STA. Now, her low HP isn't that much of an issue. After all, her defense lies on evasion. But her low STA can pose an issue. Giving her a silver bracelet (500STA) will help.

And, since she needs evasion, four-leaf clover would help also. With hunters' armor set, you are looking at around 60% total evasion. That's the max. Maco can have higher due to her higher base evasion.

Chapter 3

It's time to level up Kesper and Akatoob. The mystic forest is the ideal location. The loot is good and exp is high enough even for Maco. If you want a harder location, the fire dungeon is also a choice but only with Sahko.

Shako can also be recruited in this chapter and onwards.

The guild quests are straightforward and I don't think I need to mention them.

Chapter 4

This chapter opens up most of companion options. Only Jack and Leona are locked. With abundant members, it's time for to pick your favorites and level them up.

Maeve can be unlocked in this chapter who is a nurse on 2nd floor of Cyro hospital. She is a solid, perhaps boring, healer who lacks any sort of offensive skills/spells.

And starting with this chapter, side story arcs can be unlocked. Side story arcs are chain quests involving its own plot.

The first is YHB (Yellow Hooded bandits) arc which is similar to red turban bandit issues which Maco and Co had to go through but this arc plays in Cizna.

It is also worthwhile to mention that guild quests are mostly simple quests. It's there to advance time. The real fun will be elsewhere. But one of chapter 4 guild mission could prove to be interesting.

1. Goldem core: This mission requires a specific party set up.
2. Giant problem: The same as above but less punishing and the first sea battle.
3. Dark issue: Straightforward but makes you visit a Jordian city which should give you a very different impression compared to Etonian, Ciznian, and Alcellian cities.
4. Rape case: This one is a rather unique mission and can grant Maco a light or a darkness spell.

Chapter 5

Focus of chapter 5 is Ezona and Jack can finally join your party. It is recommended to upgrade his weapon and give him a STA boost item.

With that out of the way, perhaps it is time to explain light and dark spells. They are similar to magic spells in concept but neither light nor dark can be resisted completely because they are not elemental attacks. They are in fact psychic attacks.

In other words, dark or light attacks are guaranteed to deal a certain amount of damage to any opponents unlike elemental or physical attacks that could be resisted up to 99%.

Some companions in the game gain light or dark spells in their natural progression.

In Maco's case, which spells and how strong will be depended on your choices. Basically, the more dark choices she makes, the more powerful her dark spells will become and vice versa.

Additionally, there is "Null" spell if, by end game, Maco has the same levels in both light and dark.

Chapter 6

With chapter 6, you can start feeling that the focus of the game is shifting toward Ezona instead of Eton.

And another side quest arc "Cold blooded" can be activated in Alca of Alcella.

Additionally, and perhaps more importantly, Leona can now join you. She along with Jack are probably the best melee damage dealer. Her ability to wear a plate armor makes her really tough against most melee attacks.

Jack has skills to match her damage but needs more levels to unlock the skills.

This chapter also opens ship voyage but that shouldn't matter to you at this point.