

Bhavacakara walkthrough Plot 3

This walkthrough is for plot 3. Updated for version 1.2.0.

Plot branch choice 3 (Grand adventure)

1. **Juan's decision:** You will head over to Ezona and inform Jack Juan's decision. Jack is disappointed but nevertheless wishes him good luck with a catch. He wants Juan to convince the Gignac family at Dolle. This is the same quest as Operation Alpha from plot 1. Be sure to talk to Marielle if you did let her marry the son in pre-war plot. Otherwise, you will miss out two good things.
2. **Pursuing truth 1:** Decon will ask Juan to go to Alca tavern for a talk. After the somewhat awkward talk, your next destination will be Kyee and talk to people in House Kyee. The clan leader will tell you to meet the Priestess of Death. So, head over to Baldar and talk to her. But she is not very uninterested in Decon's desire to meet the God of Death and the quest will end.
3. **Pursuing truth 2:** Juan and Co will discuss their next course of action after being firmly rejected by the Priestess. Marat comes up with an idea of search for her past to find clues on how to owe them a favor. Juan and Co will visit a place in middle of desert to find clues. You will need to find an unmarked spot to progress.
4. **Pursuing truth 3:** You now finally have an access to the Isle of Death which will be the most important place for you in plot 3. The Isle of Death itself is a quest hub with a fair amount of side quests. You could avoid those for now and head straight to the God of Death for Decon. Just talking to him will finish this quest.
5. **Pursuing truth 4:** The God of Death has asked Juan and Co to bring him a dragon scale. If you've explored a lot in pre-war, you may recall where

a (sleeping) dragon is. So, go there for an event. If you do not know where the dragon is, you will need to explore. There isn't a single NPC that knows where a living dragon might be.

6. **Pursuing truth 5**: Find more about genesis wars. Decon will recommend three places, so go there and see what happens.
7. **Save mankind 1**: The God of Death has told Juan and Co breathtaking info regarding Genesis war. They now need to defeat the God of Earth to stop the Genesis war. How though? You are given a lead: Find lizardmen culture in underground. If you've explored a lot, you may recall a certain place where you could not proceed. Follow the clues and you will end up in Langt. If you completed a side quest "Those in flame", you will be given a clue on where to go. If not, tough luck. You will have to investigate on your own.
8. **Tactical retreat**: Juan and Co now have the dagger of life. What now though? Where is the God of Earth anyway? Head over to the village of Life as suggested first and talk to the priest for further clues. Not much for you to do, just watch an event unfold and move on. If you have Ssiet in your party, she drops a big clue as she is a Jordian. If you don't have her, it will be a guessing game.
9. **Save mankind 2**: Find a way in. This quest is short. Once you get in, that's it.

Side quests

1. **Free Margaret**: This side quest becomes available after **Juan's decision** is done. Optionally, you may talk to Margaret in Loche and get her out of the town. If you do so, she will end up in Jack's manor in Ezona. This quest has a deadline. Completing **Pursuing truth 1** is the deadline. This side quest leaves no entry in quest log. She will be found in Jack's

manor after this. This quest has a deadline. **If she do save her, she will be with you all the way into post game and even to the ending.**

2. **Forbidden story:** This is the same quest from pre-war. It is side quest #25 in pre-war walkthrough PDF. Her life has advanced by one step at this point. She is now married and is also pregnant. If you did not trigger this in pre-war, she will be gone in plot 3. **This quest will complete in post game.**
3. **Those in need:** This quest is available once you start Pursuing truth 3 story quest. Talk to Jack and he will tell you about those who are stuck in Eton while enemy armies are closing in. He wants to rescue them but he doesn't have any idea on how. Akatoob will give you the quest in his office. Do note that this quest has a short window. This quest will cease to exist once you complete Pursuing truth 3 at which point Eton will be under siege. While there is no reward for this side quest, know that doing this quest will save 10+ NPCs who may have something for you later if you can find them.
4. **Shewolf's finale:** If you've completed prewar side quest #36, you will find her at the Isle of Death. The next step of the quest will open after you unlock story quest 8 "Tactical retreat". There are two endings to this. If you finished pre-war side quest 19 "Revenge for Sue", you'd have the gem of Madness which will save the shewolf. If you don't have the gem, she will die and that's quest finished. If she survives, you will have one more event later on. **If you complete this, the werewolf will become available as a party member in post game.**
5. **Vicious circle:** If you've done pre-war side quest 42 (The price of life), the revived daughter will be found on the isle of Death. If you haven't done it in pre-war phase, the noble house in Baldar will be locked off. Once you talk to her, talk to her father in Baldar to begin the quest. Or actually, you have a choice. You can tell a white lie to put the father at ease and close this quest line completely or you can tell him the real

truth and begin this quest. Up to you. If you do tell him the full truth, he will be later be found at the isle of Life.

6. **Those in flame:** When you visit the temple of Affection, you will spot Jordin soldiers chatting about burning down the temple with villagers. Kill them to free the villagers. You don't need to talk those inside of the temple. They will flee on their own. But talking to the Priest Egil will add an event later.
7. **Growth pain:** Tobas is a small village that hardly gets any attention. It was a dying village after all. But with refugees flocking in, the village is finally growing with a catch. Its barren land cannot keep up with increasing population. Juan will be asked for food first and then lumber.
Completing this side quest will see Tobas survive in the post game.
8. **Blood tie:** Completing Pursing truth 2 will open this quest. Maco gives you a quest. She wants Juan to rescue her older brother, Marco, who is the chieftain of Loche whom Juan dislikes a lot. If you choose to rescue him, head toward Cizna and you will see a war camp.
9. **The bow:** This is for Sue's ultimate bow. You will need 3 components for it. One's string. The other is leather. The leather comes from a story quest. The string is a reward from Bruroke quest line. Once turned in, you will need "legendary glue".
10. **The teaching of World:** Requires re-war side quest 61 completed. This quest needs plot 3 to complete. Complete this before you initiate **Save mankind 1** or you will be locked out of this quest. The reward is the best armor (actually a coat) for Decon.
11. **Price of misdeeds:** Pre-war side quest 48 is required to trigger this. Otherwise, the quest simply won't open up. Stodin was devastated by a plague outbreak soon after Ssiet vanished upon her husband's suicide. The people seem to be blaming Ssiet for the death and its mayor wants to capture her. Marat intervenes and the party leaves. The reward for this quest is Ssiet herself because she will join the party. She starts at

level 1 but should be easy to level her up. You should level her up and replace Decon with her in boss battles.

12. **Disease undone**: Once you have Ssiet in your party and visit Stodin, she will opt to stay back and wait for you outside. When you leave Stodin, she will rejoin and will soon tell you that Stodin has been suffering from diseases on a regular basis. After a conversation, you will investigate Stodin's underground well. Reward for this quest is Ssiet-specific accessory.
13. **Marriage (plot3)**: This is basically the same quest as the marriage event in Plot 1. You must have blessed engagement rings to be able to trigger this. This event won't be recorded in the quest log. And it's slightly different from Plot 1 marriage event. This will change Juan and Sue's character description under status. You need to talk to the Guildmaster Leona to start.
14. **Little rebellion**: This quest is similar to the plot 2 quest "Putting out fire". But you will be thrown into action directly and obviously without Equa. This quest is available as soon as plot 3 starts and entering Cyillin will start it. The battle might be tough without Equa but you will have an extra member this time. The reward should be worth the trouble.
15. **Infiltration**: Akatoob will give you this quest. This quest opens up after picking up the dagger of life (Save mankind 1). "Those in need" side quest needs to be completed as well. He will brief you on the mission to rescue prisoners of war from Vollin which was the first city to be captured. Reward is 50,000g. **It has no effect on post game.**
16. **Battling Corlo**: This quest has a very short window to do. It activates at the beginning of story quest "Tactical retreat" and closes when "Save mankind 2" is complete. Corlo is under attack and you need to save them. There is no direct reward for completing this, but you will want to complete this because its indirect reward later may be pretty good. **It has an effect on post game.**

17. **Test of something**: Once you have done 4 quests for Bruroke pirates, you can talk to the boss in the mansion. This is a simple, straightforward, mission. Go for it. Note that this quest is available both in pre-war and plot 3. **(Duplicate entry exists in pre-war walkthrough.)**
18. **Son on another level**: This is the final quest for Bruroke pirate quest line. The pirate lord hires you to bring his son back. He is in Fino apparently. So, go there, talk to the son, fight him, and bring him back. The cash reward is misery 500g. But the son, Voyin, will become available for you to add to your party in post game. Available in both pre-war and plot 3. **(Duplicate entry exists in pre-war walkthrough.)**
19. **Beef steak for soul**: Reward for this is beef steak recipe. This quest is given in Bella tavern. The owner is happy to have her business back and she is willing to share her secret recipe... for a price. She is simply asking money for it and you have choices here. Choosing to haggle will miss out an additional, bonus, recipe. **It has no effect on post game.**
20. **Protecting the press**: Like Battling Corlo quest, this has a small window. It activates at the beginning of story quest "Tactical retreat" and closes when "Save mankind 2" is complete. Cyro is a mess and people are eaten alive left and right. Amid the chaos, visiting Cyro morning newspaper building will activate this quest. **It has no effect on post game.**
21. **Water issues** : Fort Kelgeath is suffering from water qualities issues. The fort captain asks Juan and Co to investigate. It's a simple quest. **It has no effect on post game.**
22. **Magical blade** : Bringing Voyin back to his father will raise Bruoke pirate trust level to 5 (maximum) and this will unlock a blacksmith who was previously, otherwise, inaccessible in the trade tent. He will request two MQ black iron ingots and "magical powder". The magic powder comes as a quest reward in Mealen's madness quest. Mealen's ashes is the powder he is looking for. End result is a fire blade, a MQ

black iron sword that has a chance to inflict burn damage over time effect. The burn effect is exclusive to Sue otherwise. This quest will also enable him to work on black iron stuff, basically giving you an alternative black iron blacksmith in plot 3 where Jordin black iron blacksmith guild is locked off. **(Duplicate entry exists in pre-war walkthrough.)**

23. **Bracelet of Eternal wind** : This quest requires the upgraded bracelet of Breeze and you must have also fought the dragon once (plot 3 story quest). If you have the bracelet of Wind and have fought him once, pay a visit to the dragon again to further upgrade the bracelet. In doing so, the dragon will tell you an interesting story regarding the keep of Balance.