

Bavacakra walkthrough – Postgame

Written for ver 1.2.0

Welcome to Bhavacakra post game. If you've made it this far, I am sure you know how things work.

The postgame was supposed to be short epilogue of some sort but it grew to be a whole different game by itself.

The game content, combat mostly, is designed for level 60 and up. If you are somehow lower than that level in the postgame, expect really tough time ahead.

Possible party composition

Sue: With Juan sidelined, she will be your main character in postgame. She will likely go down in one hit but she should have really high evasion at this point. She will still be vulnerable to magic however. If you saved Cizna mercenary guild members, she will be able to advance to Master Archer at which points she becomes overpowered.

Juan: He can be available pretty late in post game. Due to being cursed, he is very weak. However, he has become a magical creature and magic will do very little damage to him. He also obtains very high counterattack and magic reflect. Therefore, despite of low attributes, he may be more survivable than Baba.

Baba: He will be your main tank in postgame, provided that you level him up. Sue and Baba are your initial party members. Like Sue, he is really vulnerable to magic.

If you saved Cizna mercenary guild members, he can advance to the class of Knight later which provides magic protection.

Ssiet: If you failed to do necessary quests, she won't be available. She will be your healer and a damn good one at that. She also has some debuffs. She is immune to normal poison due to her profession.

Shelna: If you failed to do necessary quests, she won't be available. She is similar to Equa and has same skills.

Voyin: If you have completed Bruroke pirate quest line, he will be available at some point of the game. His initial class is a fighter.

Quests (Main)

Before you begin, if you saved Corlo in plot 3, the members of Cizna guild have moved into a small house directly south of Sue's. Visit them and change Sue's class to Master Archer. You can also change Baba's class to Mr. Knight but he will need to be level 60.

Damage assessment: The starting quest in postgame. To trigger, talk to Jack. This is a simple quest.

Dive into darkness: The second quest. You are asked to explore the cave underneath Ezona. On 3rd floor, you will find Tobas. Now, there are two variations. If you had done the quest for Tobas in plot 3, you will find Tobas with people. If you hadn't completed it, you will find Tobas with dead people. Report back to Akatoob. He will ask you to explore further and you will find Dolle on level 9. Report back and this quest will be done.

Moving into darkness: This quest doesn't need walkthrough. Just keep doing what you were doing in post game and it will lead you to the game ending. Do note that the ending sequence is longer if you had Shelna with you and have done Forbidden story quest.

Quests (Side)

Healing Juan: This quest is only possible if you are able to recruit Ssiet. Talk to Juan with her in the party and this quest will be triggered.

Healing Juan 2: A follow up quest for above. There isn't a secret to this.

Just follow the main plot and you will get it done. The reward for this is Juan becoming available.