

Bhavacakara walkthrough Plot 2

This walkthrough is for plot 2.

Plot branch choice 2 (Juan fights for Cizna)

1. **Wipe out:** Once plot branch 2 is triggered, Sue and Decon will leave your party (Sorry, they just leave. You cannot stop them), leaving just Juan and Marat for the time being. So, be careful with what you fight. Juan will automatically arrive at Cyro police station and the police chief will agree to give him a shelter by employing him. Juan is told that he will not let Juan partake in the war due to the fact that he is Etonian.

Talk to him again to start Juan's first quest as a Ciznian. He is ordered to wipe out bandits in their base. They are the ones encountered in side quest 18. Note that you have only Juan and Marat but their high levels should be enough to eradicate them with ease. Marat will especially be useful with her sword dance.

Meanwhile, you can change your class without exp loss at Corlo. Marat is pretty tanky and your future companion will also be tanky. Therefore, you may wish to change Juan to fighter for more damage. Remaining as a mercenary is still an option due to its internal bleed damage over time ability and stun.

2. **Putting out fire:** The police chief, who finally reveals his name for the first time, will tell you that prisoners at Cyillin has revolted and the job to put out the fire falls onto Juan. Equa will join the team for the mission.
3. **Building a prison for the war:** Dizzet will tell Juan that Cizna is lacking a prison big enough to hold POW. A solution to that is to clear out an abandoned mine and turn it into a POW prison.

4. **The first sign:** Dizzet will ask Juan to investigate the fire dungeon. There will be a cut scene when he leave the fire dungeon and a big plot twist will occur.
5. **The first battle with Jordin:** Juan will be asked to secure a Ciznian keep at Southern border. The battle shouldn't be too hard with Equa.
6. **Freedom camp:** Dizzet will ask Juan to free a war camp this time. But Equa won't be tagging along. Instead, Odol will join Juan for this mission. Odol is an archer who is far inferior to Sue in evasion. He also lacks Shooting star skill. In short, he sucks.
7. **The second sign:** Go to Fort Kelgeath to trigger this quest. Once this quest is triggered, the situation will escalate swiftly. In addition, monster difficulty will shoot up by a lot. Marat should, if not must, have "Fear no death" skill at this point. Or you aren't going to make it through this phase. Meanwhile, Odol will be useless.

Make your way to Cyro. You will also see Dizzet's cave being attacked. Nothing you can do at this point. Report to someone at the parliament and then return to Dizzet. You will find him wounded but alive. He relocates his whole squad to Langt afterwards. If you've completed the cafeteria, Margaret and the waitress will tag along. If not, those two are lost forever.

8. **Seeking truth:** Once Dizzet is brought to Langt and settle down, he will ask you to investigate Earth temple. Equa will tag along since Dizzet believes Juan may encounter a powerful foe.

A boatman in Langt will take Juan and Co into Earth temple. The temple should be a piece of cake, so proceed with ease.

You will learn some vital info about genesis war.

9. **Into the Abyss:** You will learn a lot in this quest, including Marat's secret. If you did the lizardman quests and have gotten the translation script, you will be able to understand them and even use their shops.

If you don't have the script, well, too bad. There is no combat involved.

10. **Adam & Eve:** This is the final quest for plot branch 2. Make sure that you upgrade your gears and change classes if you want. Fighter is for damage and Merc is for tank. Either way, the battles you encounter should be a piece of cake for either classes. Rescue Sue and watch how the story ends.

Side quests

1. **Free Margaret:** Once you are given free time from story quest 4 [The first sign], this quest will become enabled. This is just a long conversation quest and is the first part in establishing the non-functional cafeteria at the POW prison.
2. **Waitress:** Margaret asks you to find a waitress for the cafeteria. If you've talked to NPCs, you may recall a certain someone who refused to get enlisted to the army due to her fear of losing her other eye. This quest will advance the cafeteria.
3. **Free a guy:** The final line of cafeteria quest before it becomes functional. Margaret asks you to find a heavy lifter. There is no combat involved. The cafeteria will serve as a useful place to restock items.