

Hi All!

If you've been spending your maigo on extra stamina every day, you might be closing in on level 45. I just hit 45 today and unlocked Pandemonium, I couldn't find a guide so I documented the process with text and pictures so you hopefully can learn from my experience!

Pandemonium is my favorite mode, it's all about dungeon exploration. You start on floor 1, beat monsters, take on adventures for loot, and go as far as you can go. At any point you can choose to quit out and bail with what you have so far – but to get max rewards, you'll want to beat every single monster and explore every single step on every single floor!

Keep an eye on the filth meter! As the filth meter builds, your team will start taking certain debuffs in battle. Filth increases for every new tile you explore. You will not take additional filth for backtracking over tiles you've already explored.

Stage 1

- Unlocks at level 45
- 3 floors
- Allows you to bring 4 main and 4 support characters

Requirements?

AOE Healer (Kojuo main, Leafa support, etc): Pandemonium is very much a battle of attrition. Chip damage from each fight carries over, so your team will slowly start getting whittled down as you progress. An AOE healer to stay healthy is a godsend.

You can beat the stage with AOE or ST DPS units, just make sure they're geared appropriately.

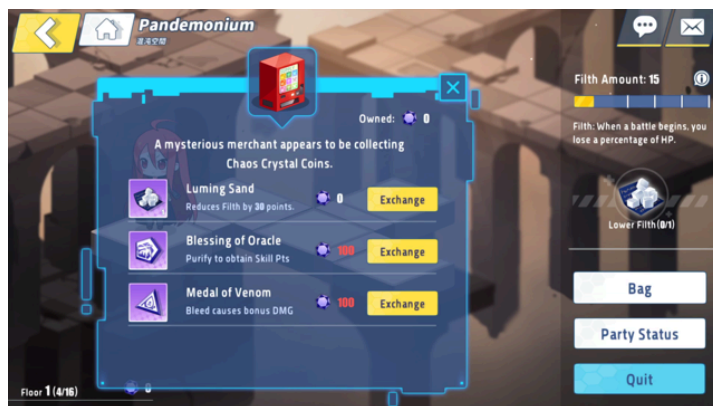
Protip: If you beat up 2 enemy characters and leave one alive, you can skip turns on your other characters and spam the heal skill to recover HP. There is a turn limit per stage, so keep that in mind as you heal up!

Types of Tiles

There are various types of tiles you may encounter as you explore Pandemonium

Yellow Swords – Normal Mob

Vending Machine – Buy items that reduces filth and relics that buff your team



What is a relic? It's an item that buffs up your party with various bonuses. You'll pick them up from vending machines and as you defeat monsters. Buy ones that complement your team to make battles way easier! Here are two strong examples:

- Emblem of Fertility – When the fight begins, you gain 1 skill point and 1 climax point for each of your teams present.
- Emblem of Chain – When the fight begins, for each team of yours present, there's a 90% chance to seal 1 enemy team for 1 turn. Seal does not stack on the same team.



Bonfire (ala Dark Souls!) – Coming across one of these gives you the option to heal your party, recover climax skills that are used, or gain additional chaos currency to spend



Question Mark – Land on one of these to embark on an adventure! You'll have different chances at success based on the choices you make. Succeed and you may be rewarded with items (one of my successes was actually a fight), fail and suffer the consequences!



Red Swords – Boss Mob! Clear this to go to the next floor



Once you beat the boss on the final floor and touch the exit, you'll get a popup. Make sure you've finished exploring and beating up everything on the stage!



Good luck, and happy hunting! The rewards can be quite nice but since you have limited ticket clears, make them count!

