Currently the set is very end game heavy and is pretty much has only progress achievements. I want to add some early useful item pick up achievements, battle achievements, and end game variation achievements. In the progress I plan to clean up the set a little and add some save protection.

Changes to the current set:

* Add some save protection
* Rename [ach=4707] to “A Shiny Silver Sword” to reduce confusion since there is also a Silver Knife in the game which you acquire much earlier than the Silver Sword.
* Miscorrect spelling of description [ach= 4706] of Pitchfork to be Pitctfork as it’s infamously misspelt in the game.
* Lower the score [ach=53448] from 25 to 10 since I plan on adding some end game variations which would stack over this achievement

New to the set:

* Add achievements for some useful early game items
  + Acquire a Log (2)
  + Acquire FireX (3)
  + Acquire Gas (5)
* Add battle achievements
  + Some enemies are weak to permanent items:
    - Use the lighter as an effective weapon (2)
    - Use the camera as an effective weapon (2)
  + Some enemies are weak to picked up items:
    - Use the mallet as an effective weapon (3)
    - Use the pipe as an effective weapon (5)
  + Use pray as an effective weapon (3)
  + Use a tonic on all five heroes at once (5)
* Fresco Achievements
  + Photograph a Fresco (2)
  + Restore a Fresco (3)
* Add end game variation
  + End with all five heroes alive (10)
  + Beat final boss and all five sub-bosses with two or less heroes alive) (25)

Set total 150 => 205 points.