

GRIMM'S GUIDE TO MC Blue Mage

MC REQUIREMENTS

Reach Level 50 on the DoM Class Blue Mage

Complete the level 50 quest "The Real Folk Blues" within the Blue Mage Class Questline

Obtain the following Spells:

#2 Flame Thrower --- #7 Loom --- #8 Final Sting --- #11 Plaincracker

#12 Bristle --- #16 Ice Spikes --- #19 Bomb Toss

#24 Flying Sardine (Most Valuable Spell)

#25 Snort

#26 4-Tonze Weight (This is your physical damage spell)

#29 Diamondback --- #31 Sticky Tongue

#33 The Ram's Voice --- #34 The Dragon's Voice

#36 1000 Needles --- #44 Feather Rain

(And all the spells required by the quests or given to you throughout the leveling process)

Item level 120+ highly recommended

The Information:

Before you enter the arena, a synopsis of what the Duty will entail is presented to you. Each duty consists of up to three acts, and you can click along the top to see descriptions of each act. Below it is a map of the arena and whether or not it will be encircled by lightning damage. Each starting mob will also be displayed. You can click on each mob for more description on the right of the map.

Opponent: Name of the Mob

Endurance: Basically how much health it will have or how hard it is to kill

Strengths: Anything that it specializes in, like physical damage for Ice Spikes etc.

Weaknesses: The element that will do bonus damage to that mob.

Resistances: The debuffs you cannot use on the mob.

Below this description is a list of the creatures names you can also cycle through.

Bonus Details will provide you with goals and achievements for completing the duty in a certain way.

First-Time reward is what you get for clearing it for the first time, and Challenge starts the queue to join an instance.

You can in fact learn spells from the Masked Carnivale if you encounter one you haven't seen cast before.

Indiscriminate AOE's hit enemies AND allies alike Discriminate AOE's only hit you.

01. All's Well That Starts Well

In this Encounter, you can pull one mob at a time and work on your favorite rotations. Any DPS spell is all that is necessary to complete the encounter Off-Gaurd speeds up the process. Just spam the damage without Bristle as it does not add enough damage to warrant using your GCD unless you have other spells at your disposal.

02. Much Ado About Pudding

We are introduced to Acts in this encounter. Each act is a separate encounter and failing any act will fail the entire duty forcing you to restart from Act 1.

Here we notice elemental markers above the mobs nameplates. These signify which element the mob is most vulnerable to. For maximum speed use those elements when burning down the mobs. This encounter will require Plaincracker, Feather Rain, and The Ram's Voice for maximum damage in Act 1 and Flame Thrower, Water Cannon, and glower for Act 2.

Hints:

As long as you're not using the element the mob is strong against, any other element will still do effective damage. You can also keep Ice Spikes active for extra damage if you want to agro them all at once.

03. Waiting for Golem

Casts:

- Boulder Cap: Conal AOE avoid
- Earthen Heart: Circle AOE avoid, leaves persisting fire for a moderate duration. Typically casts this twice in quick succession.
- Obliterate: Use Flying Sardine to silence this cast. Hits for significant room wide AOE damage. Simply Burn the boss while continually silencing Obliterate.

Hints:

Although Water Cannon will suffice, I highly recommend obtaining spell #3 Aqua Breath for this encounter as it will speed up the process. Water Cannon while Dropsy is up then Cast Aqua Breath to re-apply Dropsy. Maintain Off-Guard and burn burn burn, or should I say...soak soak soak. ;P

04. Gentlemen Prefer Swords

Act 1: just normal trash mobs, kill them with whatever.

Act 2: Burn with Glower, or combo with The Ram's Voice into a Bristled The Dragon's Voice.

Casts:

- Magitek Ray Circle AOE avoid
- Magitek Field puts a stacking damage up buff on the boss. Silence with Flying Sardine.
- Grand Strike thin column AOE, avoid, Typically casts this 3 times in quick succession.

Silence the Magitek Field cast and burn the boss. 6 adds will be spawned. Each vulnerable to Earth, simply Plaincracker them down then switch back to Glower or White Wind periodically and ignore them. Whichever you prefer.

05. The Threepenny Turtles

These turtles will have insane damage mitigation buffs. They do nothing else but sit there asleep. If you don't want your timer to wear out, use 1000 Needles to kill each of the turtles quickly. Doom and Tail Screw work fine too if you have those spells.

Hints: You can use swiftcast to more quickly cast 1000 needles

06. Eye Society

Casts:

-Teary Twirl: Circle AOE below the add it does no damage, but will blind you, avoid this if you wish.

-Demon Eye: Gaze attack from the Catoblepas. Look away or be blinded by the Mandragoras to avoid this.

-Cold Stare: Cone gaze AOE avoid in the same way as Demon Eye.

-Dread Gaze: Same as Demon Eye

Act 1: Just get blinded and burn everything down no worries. You can kill them 2 at a time to avoid death by auto attacks.

Act 2: All agro immediately, and you must take care not to get hit by the incoming Demon gaze which starts casting before the fight even begins. Once blinded, you can simply burn everything down like before. White Wind when nearing half health and keep burning. You will kill the Mandragora first probably, so be sure to let it re-apply blind before it drops otherwise you'll have to avoid mechanics as usual. The Arena Eye's will slow you. You can use Loom to avoid the AOE's, but none are harmful to you so there is no need.

07. A Chorus Slime

The mobs will not move in this encounter. Taking Sticky Tongue or Snort will help you position the mobs as necessary.

Casts:

-Low Voltage: Room wide line of sight AOE that only affects you.

Act 1: No repositioning is necessary simply hit the slime from a safe distance. This will prompt it to explode doing very high indiscriminate damage after a very short cast. This will kill you so you must avoid this. The explosion will also instantly kill the ice Sprites as well clearing the act for you.

Act 2: Same as the first act, but use Sticky Tongue or Snort to push the slimes near each Sprite. Keep in mind they cannot be line of sighted by the boxes. Once a slime is near it's respective sprite you can kill it however you wish. Feather Rain, 4-Tonze Weight, or Glower will keep you at a safe distance while killing the slimes.

Act 3: Same concept, push or pull the slime into range of the Gladiatorial Node, you need 3 slimes near each, and hit them with Feather Rain or whatever. Be sure to avoid being in line of sight of the nodes when their casts finishes doing very high discriminate damage. Do this for both Nodes. The slimes will do the work for you.

08. Bomb-edy of Errors

Casts:

- Burst: Discriminate Room wide AOE that can't be sighted. You must stop the cast with the Ram's Voice or Flying Sardine. Letting this finish casting will kill you.
- Sap: Circle AOE, simply avoid this.

Act 1: Swiftcast then Snort on the closest Arena Bomb pushing it directly back, then quickly cast Feather Rain on that bomb before it makes its way back to you. This should kill it causing it to explode killing the Snolls which will explode killing the other Bombs. This is a very fast and dangerous chain reaction which you should NOT be near. If they get close to you, killing any of them will kill you.

Act 2: You can pretty much do the same thing to kill the Snoll and Bomb directly in front of you as well as putting some good damage on the Boss. the Snolls will stop the cast of Burst which can be helpful, but it's easier to just cast Flying Sardine or The Ram's Voice to silence the Burst cast and burn the boss that way instead. Once the boss is down, you can kill the bombs if you haven't already with a single Feather Rain on one of the two pairs.

09. To Kill a Mockingslime

Casts:

- Dark: Circle AOE with moderate persistent damage puddles. Don't fill the arena with them and don't stand in them.
- Death Ray: Single Target unavoidable magic damage
- Golden Tongue: Buffs the caster with stacking bonus magic damage. To keep this from getting out of hand, silence anything casting this with Flying Sardine.

Element Adds will periodically spawn along the outside of the arena and join the fight. Switch your spell casts to match the elemental weakness and you should burn them down before a new add joins. Note, these adds can also cast Golden Tongue, but typically die before they might become a problem and do not necessarily need to be silenced. Be ready with each element and burn the boss down. White Wind casts will be necessary for this fight.

10. A Little Knight Music

Casts:

- Iron Justice: Cone AOE
- Cloudcover: Circle AOE
- King's Will: Grants him a Damage Up buff and Vulnerability Down buff as well as making his hitbox bigger. Silence this

Fight until he falls, dodge AOE's and Silence the King's Will. You can let him cast King's Will 3 times for an achievement if you want it.

11. Some Like It Excruciatingly Hot

Casts:

-Fulmination: Very long cast room wide AOE dealing 30k damage to everything.

Act 1: You don't need to see any casts just know they oneshot you if they go off. You can interrupt them with anything that causes damage. It's pretty easy to group them together then push them against a wall and AOE them down.

Act 2: Same as Act 1, Use Sticky Tongue and Snort to get them together then just AOE them into a wall until they die.

12. The Plant-om of the Opera

Casts:

-Trouponce: Cone AOE

-Wild Horn: Cone AOE

-Spore Sac: Summons plant adds

-Inflammable Fumes: Room AOE that kills you. Stun or Silence this with Fish or Bomb

Act 1: Cast Ice Spikes and agro the plants. They will die after 2 attacks.

Act 2: Spore sack summons the same plant adds. You can cast Ice Spikes to passively kill them. Dodge the AOE's burn the boss and silence Inflammable Fumes.

13. Beauty and a Beast

Casts:

-Mow: Cone AOE just avoid. (You can spam The Ram's Voice early to not deal with it for a while.) (Act 1 all others Act 2)

-Void Fire II: Circle AOE

-Void Aero: Column AOE

-Dark Sabbath: Gaze attack

-Dark Mist: Circle AOE below her

-Circle of Blood: Donut AOE around her

-Void Fire IV: Large Circle AOE followed by smaller circle AOE's in succession.

-Beguiling Mists: Room Wide AOE hitting for mild damage and inflicting Hysteria. (Cast by adds) Silence these casts.

-Blood Rain: Room wide AOE, this will kill you if you don't kill the add in time.

Act 1: The two mobs in the back are petrified at the start so you can pull the center mob burn it down quickly then only have to deal with those 2. Note they are petrified and can be re-petrified and this debuff works with some of your spells. ;)

Act 2: Carmilla will summon an add and you have to kill it quickly. Other than that, just dodge and burn her down.

14. Blobs in the Wood

Casts:

-The Last Song: Room wide line of sight proximity AOE. This will silence you if not kill you. Just hide from it.

Act 1: Kill slimes and hide.

Act 2: Same as Act 1 except the slimes will continually apply an 80% slow and you need Loom out of sight. You can walk out of line of sight if you are strategic about it, but Loom is just easier. You can also probably Diamondback the damage, but why do that when you can just LOOM. :3

Hints: You can kill them from behind cover with things like 4-tonze Weight or Bomb Toss.

15. The Me Nobody Nodes

Casts:

-High Voltage: Moderate room wide damage and a paralyze. Just silence it with Sardines Followed by a summon with a damage buff even if silenced.

-Superstorm: Medium Donut AOE

-Piercing Laser: Column AOE

-Spellsword: Cone AOE

-Ballast: No cast bar, 280 degree Cone AOE does magic damage and knock back when hit. Grows in 3 stages.

-Death's Door: The add eating your face. (If you see this, you're dead)

Kill the big ball then when the add spawns, kite or CC it until it's buff falls off then burn it down. If you don't, you get hit with Death's Door and die to a stacking vuln debuff. Try to keep splashing the Node with damage while killing the add for a faster clear. Rinse Repeat

16. Sunset Bull-evard

Casts:

-10-tonze Slash: small cone AOE not telegraphed immediately. Followed by Donut AOE sometimes.

-Voice of Authority: summons an add.

-111-tonze Swing: Large Circle AOE

-Cry of Rage: Gaze

-(Pull In) followed by 1111-tonze Swing: very large circle AOE slowed and pulled in before cast.

-Zoom In: Unavoidable charge with mild damage and knockback. (position to be knocked back into the arena and not the lightning).

Act 1: Slow moving Cyclops don't let them touch you or you die :) Burn from afar and kite. They walk very slow you will be fine. They can be slowed even more with 4-tonze weight if you want.

Act 2: Kill him while avoiding the AOE's. The add he summons is the same as the mobs from Act 1 so kite and kill then jump back on the boss. He'll Eventually pull you in and cast 1111-tonze swing. Diamondback this or burn him down. You can also Loom out of it and take some lightning damage instead. You can position him very close to the lightning too to Loom out into a safe sliver on the far end of the arena not covered by lightning.

17. The Sword of Music

Casts:

- Shred: Column AOE
- The Hand: Cone AOE
- Grand Strike: Thin Column AOE (typically 3 in a row and fast casting)
- Magitek Field: Adds a stacking vulnerability down buff to the caster. Flying Sardine can silence this keeping this in check
- Magitek Ray: Circle AOE leaving a persistent fire for moderate damage over time. Don't stand in it.
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Act 1: Right Claw counters Physical attacks, and the left one Magical attacks. You can simply ignore this and AOE them down if you switch to Mighty Guard if you can't be bothered or hit them with the proper spell types. Water Cannon is a good single target magic ability and you can kill the Right Claw first with that then switch to killing the Left Claw with 10-tonze Weight. Note: Auto Attacks are physical attacks and will also rebound on you for high damage so be careful.

Act 2: Keios will summon the Hands adds again and you have to kill them while dodging everything as well. You can also ignore them and kill Keios. Keep in mind you can't hit the hands or they will redirect damage to you.

18. Midsummer Night's Explosive

Casts:

- Explosion: Indiscriminate circle AOE for moderate damage
- Wild Charge: No cast bar, channel with shoulder positioned forward. Unavoidable indiscriminate damage and mild knockback in the direction of the charge.
- (Fire AOE): Puts his hands together in front of his face and breaths an indiscriminate circle AOE in the location you were standing when he began channeling.
- (Swipe): Raises his left hand while channeling and swipes at the location you were standing when he began channeling.

Act 1: The Firestand Kegs will cast Explosion when hit with damage. Keep in mind all the mobs' damage is indiscriminate. You can use these kegs to deal good damage to the manticores if you'd like, but it is not necessary. The manticores will eventually hit the room with a mild AOE to blow them all up at once so if you want to use them use them quickly. Stand on top of kegs until a mantichore begins channeling a swipe and leave to a safe distance. Glower is a good spell you can use to maintain range without setting off other kegs and keep up damage. The charge can knock you back out of the explosion AOE's if you aren't knocked into a wall. Well timed Looms can be useful too for the Wild Charges into Kegs. Otherwise just keep an eye on the way the Manticore is standing and move accordingly.

Act 2: Same as Act 1 but with two Manticores. Same strategy just double vigilance with both mobs out.

19. On a Clear Day You Can Smell Forever

Casts:

- Reflect: Adds a buff to reflect magic damage. (Only use physical damage spells)
- Bad Breath: Cone AOE
- Vine Probe: Column AOE
- Offal Breath: Circle AOE leaves behind goop with medium damage over time. Stack these as much as possible to avoid filling the arena.
- Schizocarps: Summons Hot Hips all over the arena which will Cast a Gaze attack called Explosive Dehiscence. You can dodge by looking directly between two of them while standing at the edge of the safe arena. Or running into the lighting and looming out of Bad Breath afterwards if you feel uncomfortable. OR you can Off-Guard, Bristle, Moon Flute, Peculiar light and Final Sting at $\frac{3}{4}$ hp to just win.

Act 1: Off-Guard sticks, but does reflect back on you for damage, but it's probably still worth it to keep it up.

Act 2: Same as Act 1 more health adding the balloon like adds.

20. Miss Typhon

Casts:

- Snort (short): Unavoidable mild Knockback
- Snort (Long): Unavoidable full length knockback followed by a flurry of Fire
- Aqua Breath: Cone AOE
- Megavolt: Circle AOE around the boss
- Imp Song: Turns you into an Imp for 10 seconds unless you feed him a Sardine. Followed by Aqua Breath or Megavolt and a plethora of small circle AOE's even if silenced.
- Fireball: Moderate circle AOE damage.
- Wallop: Column AOE cast by tentacles in Act 3

Act 1: You need to Diamondback the long Snort cast or if you're fast, surecast the Snort and White Wind through the Fireball damage. Burn down the boss.

Act 2: Silence the Imp Song, dodge the AOE's, burn down the boss.

Act 3: Start out like normal Typhon, but after the first long snort, Ultros will join in. Silence Imp Song, Diamondback Snort everytime you see them cast. 4 Tentacle adds will also spawn outside the arena and killing them should be your first priority to make space again. It takes about three good The Dragon's Voice casts to get them all down. The tricky part is you can't get near them or they start knocking you around and you'll definitely fail. The trick is to stand in the exact center of the arena to avoid being knocked back and let short snort cast push you outside the wallop AOE's then move back into the center doing your best to avoid damage. Keep an eye on the cast bars to silence Imp Song and cast Diamondback for Long Snort. You can ignore all this if you just Bristle, Moon Flute, Off-Guard, Peculiar Light, and Final Sting before the fight even starts. This will one shot Typhon before Ultros ever spawns granting you victory. Surecast and White Wind instead of Diamondback to get the achievement for not killing the Tentacles.

21. Chimera on a Hot Tin Roof

Casts:

- Blizzard: The imps auto attack
- Void Blizzard: High damage and a slow. Silence this
- Ice Fall: Circle AOE following Void Blizzard. Loom out if you are slowed or dodge.
- The Ram's Voice AOE circle below him not telegraphed
- The Dragon's Voice AOE donut around him not telegraphed
- The Ram's Keeper: Large Circle AOE with persistent ice left behind doing medium damage over time. He'll cast 2 so take care to avoid covering too much of the arena in ice.

Act 1: Self Destruct will kill them both instantly. Or Flamethrower them down. They are very weak.

Act 2: Whittle him down. He will occasionally have imps join him. Just burn them down quickly while still hitting the boss. Dodge his AOE's and position the ice puddles efficiently without boxing yourself in. You cannot Loom through them.

22. Here Comes the Boom

Casts:

- Scalding Scolding: Cone AOE
- Sap: Circle AOE (This is followed by many circle AOE's with only one small safe area.)
- Bombshell Drop: Summons Add
- Ignition: The most pathetic room AOE you've ever seen
- burst: Room wide AOE. This will kill you. (Use blue bombs to stun this)

Act 1: Kill the bombs in one hit, Off-Guard and bristle with any 130 potency spell will do fine. They have less than 1000 HP so 1000 Needles will definitely kill them if your gear is weak. You can also Bristle, Moon Flute, and The Dragon's Voice to kill them all at once. This is also a good chance to play with Doom if you want to although it's not exactly time efficient.

Act 2: The Forefather is immune to silence this time. Fishes can't save you, but that blue bomb in the corner he just summoned can stun him. Sticky Tongue it over and let it cast its spell. Be careful not to hit it with anything while DPSing the boss or you'll interrupt him. The Forefather also summons the adds from Act 1 where you have to one shot them as well before he wakes them up with an extremely mild room wide AOE.

23. Behemoths and Broomsticks

Casts:

-Comet: Light unavoidable damage in a cone, summons several large AOE circles in a random pattern in a cone normally followed by Trounce and another set of random circle AOE's.

-Trounce: Cone AOE in front of boss

-Charybdis: AOE Circle below you, place along the side of the arena. Leaves a Maelstrom behind doing mild damage over time and casting Maelstrom.

-Maelstrom: A small point blank circle AOE around the caster. (Cast by the Maelstrom adds created by Charybdis)

-Ecliptic Meteor: Slow cast which will end with mind numbingly high damage around 20k. You can cast Mighty Guard, Addle, and Diamondback to mitigate as much as possible. Even with all that much mitigation it will still hit for up to 2k damage forcing you to heal afterwards.

These casts cycle until you bring down Kronprinz Behemoth. The idea here is to place the Maelstroms along the edge of the arena. Work your way in a circle around the arena avoiding the many AOE's in a more controlled manner. Be sure to not box yourself in to much with Trounce and Comet. He will always target you with Trounce as the comet circles appear. Simply wait for the Trounce cast to begin before dodging into an open area. Loom can be very helpful getting you quickly to a safe space with swiftcast. If you are stuck in Trounce, but would have a safe place after the Comet AOE's hit, you can sit in Trounce safe from the comets before quickly dipping out of Trounce, but this is a very small window so be quick about it. Getting hit by anything will place a stacking Vulnerability debuff on you making his already hard hitting autos hurt more. Two stacks will likely end your run. Get in a groove and just burn down the boss.

24. Amazing Technicolor Pit Fiends

Casts:

- Starstorm: AOE circle
- Raging Axe: AOE Cone
- Fire: the Magus' Auto attack
- Lightning Spark: Paralyzes you. Silence this.
- Silence: 10 second silence, you can silence this too
- Condensed Libra: Puts a physical vulnerability stack on you
- Triple hit: Follows Condensed libra and hits you 3 times consecutively with physical damage
- Mechanogravity: Circle AOE
- Page Sear: Cone AOE not telegraphed
- Magic hammer: Circle AOE
- Gale Cut: Column AOE not telegraphed
- Head Down: Column AOE attached to you. This will knock you back. Position to not get hit into wind adds or lightning.

Act 1: Arena Viking is weak to magic and Arena magus is weak to physical damage. Use the proper attacks on each to bring them down.

Act 2: Burn the boss down, he can summon the other adds, but you can kill him before he does. If he does you can just ignore them. Diamond Back the Condensed Libra Triple Hit combo. Bristle, Peculiar Light, Off-Guard, Final Sting to end the annoying fight.

Act 3: This one casts the AOE's without telegraphs. He will summon the Magus' into the arena occasionally, you must hit them with any physical attack to kill them otherwise they will blow up and kill you. 4-tonze Weight works like a charm. He also summons several wind adds that explode when running into them or after a short time. Avoid getting knocked into those or the arena's lightning, dodge his AOE's, and burn him down.

25. Dirty Rotten Azulmagia

Casts:

- Ice Spikes: Puts a persistent buff that hits for magical damage when you hit for physical damage. Note: Your autos also bounce back for half your health so do not auto attack him in this stance. (Only Act 1 and 3)
- Apocalyptic Bolt: Column AOE avoid normally.
- The Ram's Voice: Not telegraphed. Medium circle AOE below boss, freezes you in place.
- The Dragon's Voice: Not telegraphed. Donut AOE around the boss follows Ram's Voice.
- Plaincracker: Circle AOE below the boss plus donut AOE's after initial cast centered on the arena's edges. Typically immediately followed by another cast forcing you to dodge 3 separate AOE's then one more set of larger AOE's beyond the second donut AOE's.
- Apocalyptic Roar: larger Cone AOE in front of the boss.
- Repelling Spray: Removes Ice Spikes and replaces it with one that counters Magical attacks. 4-tonze weight or Drill Cannons will be your go to spell when this buff is on. Feel free to auto the boss again. (Only Act 2 and 3)
- Charybdis: 4 Circle AOE's evenly spread around the edge of the arena. Creates Maelstroms to avoid. (Only Act 3)
- Maelstrom: small point blank AOE's around the caster pulling you in if hit. (cast by Maelstrom adds.) (Only Act 3)
- Web: Unavoidable single target 99% slow basically a root on you. Typically followed by Meteor. (Only Act 3)
- Meteor: Very large circle AOE place below you. (You'll have to Loom out of this) Leaves behind persistent lava to further shrink the arena space. (Only Act 3)

Act 1: He spends this whole act in Ice Spikes stance. Avoid getting hit by his large repertoire of casts and burn him with magic spells. It's very important to note that attacking him with autos will hit you for half your health so be sure to avoid this.

Act 2: Same as Act 2, but now in Repelling Spray stance. Only do physical damage during this act. Same casts as Act 1. Good physical spells are Drill Cannons and 4-Tonze Weight. You can auto here too if you wish. You can keep up Off-Guard, but every applications will hit you for high damage. It's very worth it if you're going for time though. Easy easy.

Act 3: In this act he will switch his stance back and forth. You must be ready to switch from Physical to Magical and back throughout the fight. I would advise to just avoid auto attacking in general as keeping track of it was not worth it. He will start like the other fights, and eventually cast Charybdis. At this point we want to move near one of the edges. The meteor AOE is the same size as the available space in the arena so standing in the center will force you into the lightning. Too near the edge and you might be locked in though so be mindful of where you stand. He will soon cast Web which will pretty much root you in place. He will then cast Meteor. You must cast Loom to get yourself out of the AOE. You will probably need to Loom twice and you only have 2 GCDs before meteor goes off and kills you so be ready to go when everything starts. A max distance Loom can get you out in one cast though. You will dodge everything as you did before but with the lava puddle taking away the far side. Watch for stance change as this is where he will probably do that, rinse and repeat. You can cheese with Final Sting, but there is an achievement for taking no damage which prevents you from using Final Sting.

Grimm's Thanks for Reading:

Thanks for reading. I don't normally make guides for anything, but nobody had made any guides for the Masked Carnivale by the time I had completed it, so I decided to get one out since I was getting questions on how to complete some of the challenges. Feel free to comment in the Reddit post if you want more information or have more suggestions. I might make an extended guide for getting various achievements if enough people ask for one.