

# Kenshi acid rain

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I live on Greenbeach, and light acid rain is not uncommon. I find it quite annoying to tell all my acid-sensitive characters to stop doing their job and go hide in the building every time it rains, especially if I forgot to send them back to it. Is there any permanent solution other than equipping them with low protective gear to make it safer? Maybe an external roof/tent that I can build? Page 2 8 comments Kenshi's general discussion of the topic of details on the protection of acid rain There are many elements that will protect you throughout . But I wonder if it's worth it to work on getting full clothes for everyone? This would mean carrying two complete sets of armor. What do you guys think? Note: This is only to be used to report spam, advertising and problematic (harassment, wrestling, or rude) messages. The Main Guides are Kenshi's - Drifters Guide to AshlandsLore friendly treatise on the Forbidden Area. A bit of work in the process; I will update it as I learn more about this area. Drifter Guide to Ashlandsf you're reading this, you're either a Tech Hunter or some kind of adventurer, and already your chances of survival are higher than most. I saw so many went with the stars in their eyes and heads full of tales of treasures and secrets, and so few came back. There's a damn good reason there's still so much loot, and that's because it's close enough to see Ashlands enough to kill you and all your friends. But if you indulge the old Ashland Drifter for its rambling, you can just survive long enough to find what you're looking for. Like there I almost hear you say I was in Mongrel this and I killed the leviathan that. Well let me tell you right now, I'd rather face down the hordes of Fogmen riding the cursed leviathan than spend one night in Sonorous Dark. Yes, the territory surrounding Ashlands is just as much responsible for its reputation as the Ashlands itself. I saw the man's skin come off him while he was still screaming about it, and found a lot of corpses that obviously didn't think acid rain was that big thing. And I can't tell you how many times I had to bust friends and companions out of the reaver cage just so they captured the Southern hivers the next morning and fed them to the king. Thus, choosing the route of entry is the first and most important step and it all depends on what you and these poor fools travel with you equipped to deal with. First, are there any people in your group? If your group is all-human heading south by way of Sonorous Dark, probably your worst option. If acid rain doesn't help you, the skin of the bandits will. If you're packing top-class gear and skills to match, stay away from Sonorous Dark. Trying to go south is not a smart idea at all, as the territory of the southern makes fools even experienced combat groups. If you fancy a sneaky type, avoiding hiver patrols may be a little easier, but coming coming from the north through the pits is probably the safest bet. However, if you primarily travel with hivers or skeletons, Sonorous Dark may actually be your easiest option. Skin crazies won't bother non-humans as long as you keep your distance, and acid rain won't bother hivers or skeletons as I'm sure you know. All you have to worry about are reavers and hiver patrols, and possibly the odd land bat. If you go through the darkness, take a straight southeast path from the lagoon, riding on the mountains on the side of Stobe's Gamble. Having the edge of these two territories means you get the least of both, avoiding the hivers on Greysheff as well as the Bandits and Beasts of Gamble. As you near the darkness, be careful not to wander even a little north into the Valley of Snipers if you don't want to lose a limb before your trip even starts. If you're going through the pits, just hug the coast and consider buying a crab along the way. Crab crazies take it to your expense if you don't. Those in cities won't bother you much, but watch out for those wearing weird armor- they tend to come up with some stupid excuse to start fighting even if you bought a pet crab. Crossing the water shouldn't give you much trouble, just make sure you don't catch by surprise bandits or wayward crab patrols, and watch out for towers to the east and west. And it decides how you get 'out there' but hasn't set off just yet. We're still in the planning stages. Survivors thereSo now you have a chance to live long enough to cough up ashes. Fantastic. Now listen carefully because we get an important part: survivors in Ashlands. It doesn't matter if you gave Doug a run for his money, fighting skills won't count on much if you don't live long enough for someone else to leave you. The most common mistake I see even from experienced tech hunters is they don't know about gas. Dunno like no one has figured it out yet, but they still don't sell masks on the lagoon so more tech hunters keep goin' and keep back not comin. Don't even think about stepping into the Ashlands without one-they sell et in the swamps and in Mongrel, though if you know a blacksmith who can make you one, that would be ideal; if you're having trouble finding drawings, check the library at Black Scratch, they always have something. Now, if you're one of those hivers with wide heads, well, I have bad news for you: they don't make head masks that wide. Maybe I should have started with this so you didn't get your hopes up, but it wouldn't be a fun ride for you if you still want to go. The most I can tell you is to watch out for the pale yellow clouds that are crawling on the ground. They will sneak up on you very easily though, so make sure your companions are ready to carry your sorry hide when you're in You can also try to hide inside the domes if you really think an army of angry skeletons is less of a threat. And that brings me to the following point: Ashlands is not safe for anything to live on. No plants, no animals. There live only machines, and none of them will kindly take strangers wandering around. If your party is combat type, try to keep your escape route open. A few iron spiders may not be a threat, but if you're too busy fighting them to notice the Legion creeping up behind you, or worse, wandering too close, you can expect to lose someone. Speaking of, watch out for those detergent-large, lumbering machines that clean the gas as they go. They're not too aggressive - you can think of them as mechanical leviathans - but they'll attack if you get close to them and they hit like leviathans too. Myopic tech hunters go after their AI cores, but there are many to be found elsewhere for much less hassle. And besides, they work to get rid of gas, so don't bother them. As for the gear, if you don't need to worry about acid rain in the dark, any good medium weight material will be fine. Most machines just beat you for mixed damage, and most skeletons use either cleavers or clubs, so its more important that you know when to run and when to fight, and survive long enough to do so. Heavy armor makes it hard to work when you need it, and light armor will just kill you if you can't slip away. If you're packing vacuum cleaners for acid, wear some chain mail or something underneath and you'll bleed a lot less. They won't kidnap you or anything though, so if the worst comes to the worst, just lie still and wait for them to turn their backs. Your best weapon will be exactly the same stuff they use-hackers and clubs. Anything particularly good at breaking through metal will serve you well here. And yes, that means there's no katana. Dunno why people are so attached to them. Of course, they are light and fast, but they are about as useful against a Legion soldier as a feather rag. There are no typical-looking settlements in Ashlands right now, but there are about half a dozen domes scattered here. As they got there is a neat story at another time, but each one is filled with an army of armed skeletons just itching to tear something apart. Everyone also has a leader - a high-ranking skeleton that goes back to ancient times. If you can get to ahold their CPU core you can learn more about their past, but if you're not a top-rate fighter or sneak, I'd focus on getting into their wares and get out as quickly as possible. I swear, they were cross-arms, too. Anyway, they'll have a ton of safes piled around, and a lot of cores, if that's what you're there for. The lower floor also usually has some unused areas you can hide if you need to rest a bit and you'll be safe from the gas there. Just don't be sloppy and be escape if you find out. A lot of these machines are pretty old, and I've never asked for a skeleton, but I'm sure you have no idea to be able to just snatch Cores. However, whether from damage or design, many of these are old you can do just that. Once you have taken them down, snatch the core or any exposed circuitry and they will stay that way. Very handy if you brought a sneaky type with you. The last word of warning - Do you see a big star-shaped imprint on your map, southeast? Stay out of there. Cleaning domes is one thing, but Cat-Lon Mad itself is another. If you don't bother him, he won't bother you. Hell, if you choose the right place, you can create a cozy place to live right nearby without too much trouble. And that leads me to the last bat of this long wander.... Living ThereNow, if you're some kind of crazy yourself, you might think of the present as a great place it would be to live. Ok... You're not wrong. If you don't like being bothered, you won't find a better place to settle down. It won't be easy, though. The first thing to know about Ashlands when it comes to settlements: Bring everything you need with you. You won't find anything here. Even the stone and crowbar littered around the place are not suitable for use - probably some side effect of all the disasters that have turned this place into what it is. And forget to be able to find you can use water or fertile soil. You'll need some of that fancy hydroponics stuff tech hunters are getting all excited about these days, for starters, but more importantly, you'll be needing a steady supply of stone and iron. It is best to create a fortified base of prey, either in the dark or in the pits. Dark is definitely closer, with shorter rides and plenty of rain for water, but you really have to protect it from all the crazy and the kind we discussed earlier, and make sure to pack vacuum cleaners for frequent acid rain for any neck or people. Unless, of course, you have a lot of non-people. When skin crazy pay you a visit, just hide in a corner somewhere out of sight until they are bored and move on. As long as there are no people among you, they will not go astray to find you. They'll even pull out any corpses or irritable bodies that lie in your way. Now the pits definitely won't be quiet, you'll still have to deal with crabbies, reavers, and all that weirdos with masks, but all the better than dealing with skin bandits. The downside though is that the water should be good off the ground more often and travel to your Ashland settlement will be bigger and harder. As for the settlement itself, don't get too excited and just set anywhere that looks flat. Look for footprints in the ashes, paths and roads that are darker, and stay away from them. The best places are either along the coast or on top of the hills, especially around some of the great ruins where cars rarely roam. You'll still meet a rare iron spider or legion patrol, and perhaps the detergent will wander through, but it won't be worse than what you've been dealing with by now. Just put up some some once you can, and they probably won't even notice that you're there. Now, after the walls, your first priorities are food and beds. It goes, of course, that you won't last long if you can't make food in your settlement, so getting some of these hydroponics up and running should be one of the first things you do. Even if your entire team is skeletons, using a pack of animals will really cut back and forth. When it comes to power, you can rely on windmills to bring in a bit, but the best thing would be to use these hydroponic-grown products to make fuel. Cannabis works best, but if you're trying to keep things to a minimum, use greenfruit or wheatstraw instead, since it can also be used for food production. And keep at least one bed or sleeping bag inside to manage the injured. Finally, it would be nice to do as much production as you can on the spot. Your mining base is good, but there is no reason to clog up your poor Garra's inventory with three different types of metal coating when you can simply transport the iron in bulk and produce what you need where you need it. It will take a little more energy to be sure, but it will save you a lot of hassle. It's a different story with the stone, though. It is better to transport refined building materials than untreated stone, there is no doubt about that. So if you've made it this far, you should have everything you need for a successful trip to Ashlands. Us tramps have been doin' it for years, but it's getting a little lonely out there, especially since the crazy of Stone-Head has passed away, leaving less than a handful of us scattered around, and I haven't seen any of the others in a long time. Some of us enjoyed having Ashlands to ourselves, for reasons I won't get caught. But if you ask me, it's time to share this treasure with the rest of the world. Not the way we're going to be usin' it anyway. Related: Messages: kenshi acid rain protection. kenshi acid rain toughness. kenshi acid rain locations. kenshi acid rain base. kenshi acid rain crops. kenshi acid rain animals. kenshi acid rain ever stop. kenshi acid rain areas

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