

# no man's sky creeping spreading glass

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## **A trace of metal: Creeping, spreading glass : r/NoMansSkyTheGame - Reddit**

The unofficial subreddit for the discussion of No Man's Sky. A fantasy science-fiction game set in an infinite, procedurally-generated universe.

## **A Trace of Metal - No Man's Sky Wiki**

Searching the battlefield debris, the player discovers an Undamaged Drone Shell which they have to bring to Tethys for an inspection. On Nintendo Switch, the player receives a communication from Iteration: Tethys asking them to check out unusual sentinel activity at a particular location.

## **No Man's Sky A Trace of Metal Quest Guide - Sirius Gaming**

A Trace of Metal is a recently added quest in No Man's Sky on its Sentinels Update where players will get to craft their own Sentinel companion to bring around and across the galaxy.

## **A Trace Of Metal | No Man's Sky Resources**

Defend your settlement, collect a drone follower, interact with Space Anomaly NPCs, gain upgrades for your Exomech, lots of Lore. Laylaps & Telamon.

## **How to complete A Trace of Metal quest in No Man's Sky**

To trigger the A Trace of Metal quest, players need to have their own Planetary Settlement which they oversee. Players also need to make sure that there are no outstanding settlement mission...

## **Well, I guess all that propaganda worked! : r/NoMansSkyTheGame - Reddit**

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## **Well, uh oh : r/NoMansSkyTheGame - Reddit**

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## **Living Glass ... Is there an easy way to get it ( vendor maybe?**

**) :: No ...**

The vendor route is VERY hit or miss and it is by far easier to make it in your exosuit - unless you have accidentally already stumbled upon a vendor or ambassador in your prior travels. Living glass is so annoying to make that I buy it whenever I see it offered. Hope this helps and lots of luck.

## **Trace of Metal problem :: No Man's Sky General Discussion**

It can be done on other galaxies but I have no idea what getting another settlement would do in this matter. Hopefully you can use this experience to help others.

## **Planetary Settlement - Productivity - No Man's Sky Wiki**

Planetary Settlement - Productivity contains a detailed description of the characteristics of the Planetary Settlement's Productivity. It is measured in per (real life) day. Productivity is the passive income generated by the...