


Subnautica can't find magnetite

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General DescriptionThe Grand Reef is a large biom located south of the crater. It is home to anchor pods and membrain trees. There is also an extended biom called the Sea Trader Way, located southwest of the crater, northwest of the great reef. This biome is quite deep, which has spread to the Deep Great Reef, and is characterized by an abundance of anchor pods and membrain trees. The large reef contains a variety of resources, with rubies and gel bags as common. There are also hydrothermal vents scattered around, useful for a marine base with thermal power plants powering it. The large reef sectionGrand reef is quite deep and foggy. It's a little hard to see a couple of meters ahead of you. Unlike most bios, a large reef is not a simple flat ground, instead there are many mounds, arches and other relief changes in height. Be careful when exploring, warpers and two ghost leviathans roam this biom. And also be careful not to get too far, as the void is literally right on the edge of the big reef. The Great Reef Cave SectionThere are a cave system in a large reef. They are very narrow and decorated only with unknown grass and membrain trees. A lot of reginalds can be found, but it's low in other resources, since only shale outcrops exist here. Fortunately, the ruby and uranium crystal seems easier to find here than outside on the surface of a large reef. These caves are decorated with unknown grass and membrain trees. The Section of the Sea TrustEr Path Damage plant life on the seabed suggests that this may be a migratory path of vast, bottom-form life. - PDA, DialogueSea Treader's Path scenery As its name suggested, this section of biome is characterized by a long, wide path paved with rocks and gravel, even as far as going through a dark tunnel. Herds of sea leviathans migrate along this path. Fortunately, they are the only leviathans that live here. Just like a large reef, various resources can be found here, although magnetite is quite rare and hard to find, seemingly only exist on some walls or rocks. At the same time, unlike the large reef, there is growing much more flora, for example, grass with spikes and purple cavalier. Curiously, there is a completely divided migration route of sea leviathans. While the path along the sea tread journey begins from the dunes to the large reef, this particular path starts from the boundary edge of the crater and the field of rocks, then continues through a large reef. The tunnel path of the marine protector is mentioned earlier, there is a tunnel that the path passes. There is a cavernous system in this tunnel. A lot of ruby and lithium can be found here. Aside from that, there isn't much about this cave, except that it has far more flora than a large reef and a sea tread path itself, with the addition of papyrus and a geiba pen, to name a few. Deep Big Reef SectionScans SectionsScans extensive cave networks below the surface in this area, accompanied by unusual energy signatures. (The detection of titanium mass somewhere in this area. It looks like a superficial large reef, although it lacks membrain trees and has a greenish-blue tint in the water. This place is inhabited by neither leviathan ghost nor other leviathans, but instead many crabs. Unfortunately, the military is still patrolling the area. At the deepest point of this biome you can find the entrance to the lost river. LifeformsI. Fauna Fish Boomerang Crabsquid Eye Ghost Leviathan Hoopfish Jellyray Piper Reginald Sea Treader Leviathan Shuttlebag Spadefish Warperl, Flora Anchor Pod' Cave Busch Furred Papyrus Gabe in the pen Gel Meshe Gru Cluster Membrain Tree Regress Shell Spike Horn Grass Violet BeauIII. Mushrooms Deep ShroomBlueprint / Fragment / PPC Abandoned PDA - Alterra Milos brochure (-1139 -157 -733) Abandoned PDA - Corporate Profile: Torgal Corp. (-273 -254 -788) - Abandoned PDA - Surveillance Magazine. Surveillance Leisure Deck B (-888 -446 -1422) Bench (Wreck 7, 10) Team Chair (Wreck 7, 10, 11) Composite Pot Factory (Wreck 7, 11) Cyclops Bridge (Sea Trader's Way; Crash 7) Cyclops Hull (Sea Treader Way; Wreck 7) Data Box - Cyclops Decoy Tube Update (Wreck 7, 11) Data Box - Cyclops Depth Module MK1 (Wreck 10) Data Box - Cyclops Docking Bay Repair Module (Wreck 7, 10) Data Box - Cyclops Shield Generator (Wreck 7) Data Box - Cyclops Sonar Update (Wreck 11) Data Box - Cyclops Heat Reactor Module (Wreck 11) Data Box - Repulsing Cannon (Wreck 10) Table (Wreck 7, 10, 11) Flood (Wreck 7) Crash 10, 11) Nuclear Reactor (Wreck 7) Office Chair (Wreck 10 11) Photo Frame (Wreck 7) Factory Shelf (Wreck 7, 11) Shrimp Suit (Wreck 7) Shrimp Suit Drill Arm (Wreck 10, 11) Shrimp Grappling Arm (Wreck 10, 11) Shrimp Suit Propulsion Cannon (Wreck 7) Quilted Double Bed (Wreck 11) Scanner Room (Wreck 10, 11) Wreck 10 , 11) Trash Can (Wreck 11) Wall Shelves (Wreck 11)Minerals Copper Diamond Gold Lead Lithium Magnetite quartz Rubin Salt Deposit Silver Titan Uraninite CrystalPoints of InterestI. Shipwrecks 7 (-1131 -166 -729) - Wreckage 10 (-290 -222 -773) - Crash 11 (-865 -430 -1390)II. Thermal Vent Clusters -375 -203 -729 -979 -393 -1372 -447 -350 -1264-----| SPOILER |-----III. Degasi Naval Base -640 -490 Alien Vent Alien Entry Point (-940 -335 -1220)-----| SPOILER |-----Trivia1. The large reef is the third largest biome in the crater2. In earlier assemblies, the Great Reef had large pillar spikes, some of which were visible above the water3. Despite its name, the Great Reef has neither real corals nor reef structures4. The SPOILER Warp Gate associated with the primary deterrent fund was scheduled to be in a large reef, but the idea was cancelled.-----Grand Reef SourceSea Treader's Path SourceDeep GRP.S. If there's anything you want me to change or add, just tell me on the comment section below. Page 2 Biodiversity in this region is unusually low. The cause is unknown. - PDA, DialogueGeneral DescriptionThe Sparse Reef, as its name suggests, is a very rare area, and only a few fauna and flora live here. This is why this area is relatively safe, except for bleeding, inhabited in a deeper area, and tiger plants. It is also quite deep, and for some reason there is a green tint in the water of rare reefs. Although it is a rare living, this biom has many materials made of limestone, sandstone (only in Deep Sparse Reef), and slate nude, you can even find rubies on the walls of Deep Sparse Reef. Along with this, there are also large deposits of resources of lead, lithium and quartz. Sparse Reef scenery (daytime) Also seems like we can find a lot of time capsules here. Surface SectionLarge, opening in deeper areas of TheSpars Reef consists of relatively flat areas covered with mounds, cracks and large holes in the deeper area, Deep Sparse Reef. There are also spire-like structures found along the Sparse Reef border with other biomes. Deep and cavernous sectionsVisa, passing through the large holes of a rare reef, you will find yourself in the Deep Sparse Reef. There's still not much life around, and the only dangers you'll find are bleeding and tiger plants. As mentioned earlier, you can find rubies as well as gel bags here, which practically means a lot of aerogels can be made. Along with these two, you can also find quartz and lithium on the walls and seabed. There is also a Sparse Reef cave, but there is only one. LifeformsI. Fauna Bleeder Piper Ribbek Leviathan Reginalde Rokgrube Shuttlebag SpadefishII. Flora Eye Stalk Fur Papyrus in Feather Gab Gel Bag Redwort Regress Shell Rouge Cradle Spike Horn Grass Tiger Plant Violet BeauIII. Coral Table CoralBlueprint / Fragment / PPC Abandoned PDA - Lifepod 19 Officer Kin Crew Magazine (Lifepod 19) Abandoned PDA - Lifepod 19 Officer Keen's Voicelog (Lifepod 19) Bench (Wreck Bioreactor (Wreck 20) Team Chairman (Wreck 20) Data Box - Cyclops Fire Suppression System (Wreck 20) Data Box - Enhanced Dive Suit (Wreck 20) Data Box - Ultra High Capacity Tank (Lifepod 19) - Data Box - Vehicle Upgrade Console (Wreck 20) Table (Wreck 20) Flood (Wreck 20) Light Stick (Wreck 20) Station Modification (Biom; Crash 20) Moonpool (Wreck 20) Office Chair (Wreck 20) Charger Power Cell Charger (Wreck 20) Shrimp Suit Torpedo Hand (Wreck 20) Thermal Plant (Wreck 20)Minerals Copper Diamond Gold Lead Lithium quartz Ruby deposit Silver TitanPoints of interest. Sunken Ships 20 (-787 -208 -713)II. Destroyed Lifepod 19 (-808 -298 -873)-----| SPOILER |-----III. History spoiler Deep sparse Reef Sanctuary (-880 -305 -790) Alien Vent Entry Point (-725 -300 -725)-----| AND SPOILER |-----Trivia1. At one point, Donald Trump's voice is heard on the Sparse Reef soundtrack with the words China.-----Deep Source Source. If there's anything you want me to change or add, just tell me on the comment section below. Below. where can you find magnetite in subnautica. subnautica below zero can't find magnetite

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