



Class: harmful, nested-dimensional, growing

Authority: A.P.S. security and research department,
government forces-~~none~~

Name: The Throath

This is an abnormal place, nested in our world, it is entered through a ravine opening and expands under it beyon human comprehension, its danger level and organism variety grows as it consumes living animals (like humans), all these information combined caused it to be called “The Throath”

The Throath is an abnormal place that isnt aggressive on its own but actively creates aggressive organism using the corpses it consumes, any organism it created tries to hunt for food, they kill but never eat, the world itself does.

As it eats, it creates more copies of “hunters”, entry to the throath is blocked and forbidden even for research purposes since any casualties will make it harder to contain, but previous researchs are documented below with their corresponding numbers (as in hunter-1, hunter-2, hunter-3 etc.)

hunter-1 is a creature with no re-placement movement, so it cant walk, doesnt have eyes or a nose, it is referred as the “mouth of the throath”, it nests itself under ground (“itself” is basically some spikes made out of bones) and emits sticky substances (made with organs), when a living creature (animal) gets stuck in the sticky matter, this creature (or its spikes) raise from the ground, trapping the animal and slowly dissolving it in acid. watching where you step is crucial.

hunter-2 is a reptilian-like creature with wings, it screeches loudy and tries to fly out of the throath to catch and throw more animals inside it (or atleast direct them towards there) when goverment forces started to hunt these creatures down, the throath stopped producing more (or they are hiding down there).

hunter-3 is an animated human corpse, they find anything they could use to harm animals (or humans) and run arround attacking. these usually produce in great numbers so taking down them can get hard.

hunter-3-A is a hunter-3 organism that has a companion (horse, pig, eagle, sword), they arent much intelligent but they know how to work with other creatures so this makes them powerfull targets (like a cavalry).

hunter-4 is a skull with spider legs, these creatures usually propel their bodies forward and attack their victim's eyes.

even though they are not alive, this world is covered with veins, trees and some rivers, nothing is toxic (as far as we could test) and these structures are very tough.

The ravine opening is nothing out of ordinary but the world under is expands further than 500 kilometers (furthest point our range detectors could detect).

hunter-B this one isnt really a hunter, he also isnt dead, this is the name we gave to the sentient person covered in roots we found, he was alive and aware of whats going on but couldnt control his own body, what we could learn from him before he was shot because of our miscommunication is that whenever he got the point of starvation he hunted for corpses and ate them without controlling himself, other times he hunted but never ate anything, he was a cave diver before he got here. we believe that this might be a rare case when someone gets turned into a hunter-3 while still alive.



the ravine is partially blocked with concrete and is trapped with explosives

file over.