

# Operation Glass Maw

Operation *Glass Maw* is a classified deep-field deployment initiated by InterSleuths following increased anomalous radiation readings and seismic anomalies across irradiated wastelands, a long-abandoned terraforming failure zone..

Local chart-runners and blackbox distress signals report the presence of a subterranean apex lifeform, dubbed the **Valikkar**, a leviathan-class sand worm believed to have mutated through prolonged exposure to residual terraforming isotopes and illegal radiation dumping.

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## ? Mission Objective:

To **locate, track, and eliminate** the Valikkar entity before its territorial radius breaches neighboring settlements and fringe research outposts. Intelligence indicates the creature's burrowing pattern is approaching ancient vault-zones rumored to contain pre-Collapse UEE tech, now highly unstable.

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## ? Entity Classification: VALIKKAR

- **Designation:** Bio-Anomalous Leviathan (Code: Xeniform-17b "Valikkar")
  - **Status:** Radiated | Burrowing Apex Predator
  - **Size Est.:** 150+ meters in length
  - **Behavior:** Tectonic burrower. Reacts to sound, electromagnetic pulses, and surface vibration.
  - **Mutation Profile:** Internal biofusion pockets emit enough radiation to scorch and vitrify sand, leaving behind "**glass tunnels**"—hence the operation's name.
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## ? The Glass Maw Protocol

The InterSleuths Rapid Reaction Cell was dispatched under full radiation containment gear, seismic mapping drones, and strike-capable planetary drop crafts. The creature's neural structure appears to include **radiation-sensory bone latticework**, rendering traditional EM-guided weapons unreliable.

Initial contact was made during Phase 1 sub-sand drone surveillance. What followed was a catastrophic loss of signal and a kinetic detonation in Quadrant Echo-3. All hands presumed lost.

The entity did not attack out of defense, but **out of recollection**. This was not hunger. This was response to **something buried**.

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## ? Current Status:

Operation Glass Maw remains **active and classified**.

Teams rotate in and out under psi-warding and decontamination. Every approach into the dunes risks waking what locals now call *"The Ancestor Below."*

The worm is more than a beast. It's a **biological archive**, a radiated echo of the Collapse, and perhaps even the unintended guardian of something beneath the glassed sands.

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### “ Last transmission from Pathfinder Carrow:

*"It stared up from the pit. But not at me... through me. Like it had seen us before. Like we were a memory it could taste."*

All agents involved in *Glass Maw* are required to undergo **neural echo screening** and **temporal dissociation testing** upon return. The dunes aren't just irradiated, they're **haunted** by what time forgot.

**Intelligence Sector, Division Axiom, Unit Alpha - is leading intelligence gathering on the operation.**

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Revision #4

Created 22 June 2025 20:07:43 by VoidLock

Updated 23 June 2025 07:06:09 by VoidLock