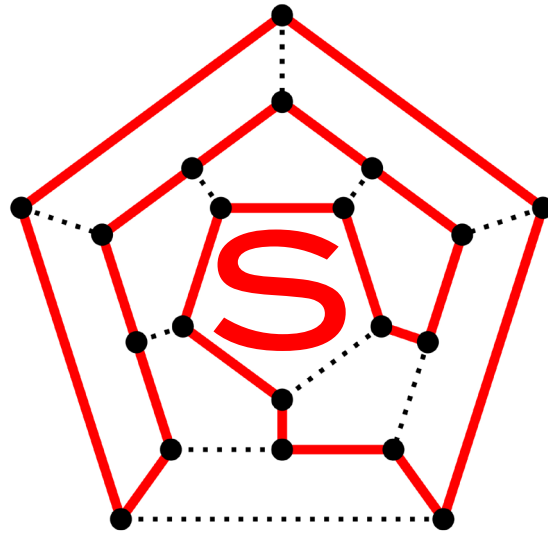


The Secret Project

According to the classified briefing that you received, the product is no less than a fully functional teleportation system. Such a system could revolutionize every single aspect of society. No more highway system. No more shipping overseas. No more travel by space shuttle. No more border security. How will it change transportation? Industry? Urban development? Space exploration? Warfare?

The Facility

Though they are making big promises, the SAT labs are pretty small and humble. Just a single smallish lab and a few other rooms. Are these three scientists the only science staff that they have? Did they really make this amazing breakthrough as a modest little garage startup? You had heard amazing things about Sufficiently Advanced Technologies. The reality seems to be... smaller. Not the giant well funded lab that you were expecting from their press releases.



SUFFICIENTLY

ADVANCED

TECHNOLOGIES

Information packet for

Guest Name

Project ISIS presentation

January 22nd, 2021

Welcome to Sufficiently Advanced Technologies!

Everyone in a high tech industry has heard of **Sufficiently Advanced Technologies**. It's the impressive little startup that snatched up some of the world's leading physicists.

Led by maverick businessman **Alan Smithee**, the company has been spawning rumors and buzz aplenty, even without ever announcing what it's been working on.

Everyone seems to have a theory about what the secret project is. You have heard several before you were invited to this presentation. Some theories are mundane, some are outlandish. All of them were wrong.





Background

Your consciousness is no longer the terrestrial consciousness that controlled this vessel previously. Your mental framework inhabits this physical vessel for a short time while you work to save yourself.

You came through the doorway to escape much conflict. Another group of entities called themselves **The Clockmakers** and attempted to do harm to you and your kinfolk for unknown reasons. Your kinfolk, a species called **The Grubbers**, were nearly made extinct by the Clockmaker's attacks. Unable to fight back, the Grubbers tried to escape your home in the Negative Dimension. But there seemed to be some tremendous elemental force keeping both races trapped there.

You were searching for one of your lost brethren, while running and hiding from a group of Clockmakers. A strange glowing doorway appeared, and you chose to pass through rather than face the Clockmaker's wrath. Is this where your kin Grubber disappeared to as well? Are there any Clockmakers on this side of the portal?

Goals

Escape the Clockmakers. You think one or more followed you through the portal. He wants to kill you, so you need to avoid or defeat him somehow. Unfortunately, the Clockmakers have probably taken a human form like you did, so you cannot be sure who the Clockmaker is.

Hide your alien nature. The humans do not know of other sentient life in the universe. They would likely react poorly if they discovered an alien being in their midst.

Locate other Grubbers. One Grubber came through the doorway some time ago, and may know more about this world. A useful ally to have in a dangerous situation like this.

Prevent the re-opening of the portal. The humans think the device is a teleportation system, but it isn't. It's a dimensional portal to your home plane of existence. Re-opening would let additional Clockmakers through, which would be terrible. You'll miss your home plane of existence, but the Clockmakers had destroyed most of it and killed your kinfolk already.

Find out where you are now. And learn more about this new world. You've escaped the Negative Dimension, but you know nothing about where you are now.

Sentient Races

Grubbers - Grubbers have difficulty understanding abstract concepts, metaphors and analogies. Grubbers only comprehend the concrete ideas and the immediate data of their senses. Grubbers are non-physical entities that share their biological manifestations communally. You didn't realize that the apemen on this side of the doorway operated differently, so you took an available body.

The Clockmakers - Horrifying monsters bent on killing the Grubbers. You have no idea why they hunt you. You must escape and avoid the Clockmaker however you can.

The Infinity Guardians - Ushas, one of the Infinity Guardians, trapped your entire race in the Negative Dimension without even realizing you were there. Trapped you in with the horrific Clockmakers. Ultimately, the Infinity Guardians are to blame for all your suffering.

The Humans - You don't know nothing about the natives or their culture. What are these strange alien beings? Are they friend or foe? Will they hunt and kill you, as the Clockmakers do?