
Destroy the Laundry

Congratulations! You feel a change coming over you as some of the power of the Great Ones is bestowed upon you!

New Abilities

- You become insubstantial – immune to normal combat, and incapable of carrying physical objects. Drop any you were carrying, and put on a purple headband.
- You can throw spell packets that do the standard 2 sanity damage at a rate of one per 6-seconds.
- If you are hit by a dispell (spell packet), you return to being a normal human for 1 minute (during which you are vulnerable to tazer, gun, waylay, etc. attempts, and can be killed. Remove your purple headbands if this happens). At the end of the minute, you regain your sanity attack abilities and your immunity to tazers and bullets. If, during this 1 minute, you are knocked out, you remain unconscious for the full 5 minutes, at which point you wake up, with your new abilities restored. If you are restrained/tied up at this point, you cannot throw spell packets.
- ...Despite your new abilities, you still look like normal humans.

Perhaps you're compelled by your new connection with the Great Ones, perhaps you just want an opportunity to try out your new abilities. Either way, it suddenly becomes clear that what you just did was Right, and anyone who sees otherwise isn't worth your time. A new goal crystallizes in the minds of the Enlightened Ones.

Every time you hit someone with a sanity packet, you absorb the energy of their sanity. Any individual member who consumes 6 points of sanity in total can vanish through the rift (or into the ocean if the rift closes), to serve your new masters for all eternity.

New Goal

- Consume enough sanity to each escape.