
The Power of the Gods

Congratulations! You feel a change coming over you as you connect with the power of the Elder Demons! Put on the red headband. If anyone asks, you are now a large, terrifying, tentacled, scaly demon lord. Those Enlightened Ones standing around you start to look... crunchy...

New Abilities

- You are immune to tazers, bullets, waylay attempts, and martial attacks.
- You can throw spell packets that do the standard 3 sanity damage at a rate of no more than one per 30 seconds. You absorb the energy of the sanity damage you do.
- If someone hits you with a dispell (spell packet), you absorb 1 point of sanity energy, but are otherwise unaffected by their pathetic attempts to control you.
- The Enlightened Ones standing around you look extremely tasty. Fortunately, the rituals you have been through together have made their minds transparent to you. Before becoming rate-limited in your sanity attacks, you may immediately throw a spell packet at each of them.

Dunwich is far too small to contain your new power! You must get out of here, and release yourself into the world, or even better, into the extra-platonic dimensions, where you could live with other demons of your stature. But you are not yet strong enough to escape. You are consumed by an overwhelming hunger for others' sanity. It will help you build your strength.

Then, nothing will hold you back. You will be unbound, and able to destroy. You will learn to harness the power of the Gods themselves!

New goals crystallize in your mind.

New Goals

- Consume 21 points (7 hits) of sanity as quickly as you can.
- Escape. Escape through the large rift in 34-3 if at all possible. If this is impossible, escape Dunwich by jumping into the ocean and taking one minute to swim away.