

Lurking Horror

If there is only one **Lurking Horror** card drawn so far, you notice signs of an enormous, invisible beast preparing to strike. You hear its stealthy tread. You feel its hot breath nearby. Yet you do not see the creature itself. If there are two **Lurking Horror** cards drawn, the monster attacks. All present must sacrifice a card or die. Then reshuffle the deck.

The Exit

If you wish, you can leave the Whisper Labyrinth now.

The Mad

(If you **do not** have Your Sanity, then you can use this bottle to answer one question.)

The Wounded

(If you **do not** have Your Health, then you can use this bottle to answer one question.)

The Self Loathing

(If you **do not** have Your Sense of Self-Worth, then you can use this bottle to answer one question.)

No One

This bottle is empty, perhaps having already been used by some other person.

The Director

The named character can use this bottle to answer one question as they see fit.

The Star

The named character can use this bottle to answer one question as they see fit.

The Drowned

The named character can use this bottle to answer one question as they see fit.

The Envious

The named character can use this bottle to answer one question as they see fit.

The Unloved

The named character can use this bottle to answer one question as they see fit.

The Dreamer

The named character can use this bottle to answer one question as they see fit.

The Ephemeral

The named character can use this bottle to answer one question as they see fit.

The Angry One

The named character can use this bottle to answer one question as they see fit.

The Watched

The named character can use this bottle to answer one question as they see fit.

The Traveler

The named character can use this bottle to answer one question as they see fit.

The Visionary

The named character can use this bottle to answer one question as they see fit.

The Invited

The named character can use this bottle to answer one question as they see fit.

The Control Freak

The named character can use this bottle to answer one question as they see fit.

Dead End

This tunnel leads nowhere, and you will have to turn back. Reshuffle the discard pile into the deck. **Lurking Horror** cards drawn stay out.