

ROTATING ROOM

This room has a strange circular shape to it. When the Warriors walk into the room, it starts to rotate, cutting them off from the doorway!

When this room is revealed, the doorway is on a random side. At the beginning of each turn, the room rotates 90 degrees in a random direction. (Once determined, the direction will not change for the remainder of the adventure.) The Warriors must wait until the room rotates 180 degrees so that the doorway is lined up with the rest of the dungeon before they can continue exploring.



DUNGEON ROOM