

# SECRET ROOMS

## ABOUT

These small maps are meant to allow DMs to add a secret room to a map which does not contain one. Each map has two versions: one which has the entrance in a wall and another which has the entrance in a trap door in the floor.

The three secret rooms included are a killer's lair, a prison and a cult shrine.

## NOTES

These maps can also be used to simply add a non-secret cellar to a map. A trap door token is included if you want to mark the entrance on another map.

The prison room may be useful for DMs running an adventure in which the party must rescue people from captivity. Adding the prison room as a cellar can provide a convenient place for the victims to be held.

For DMs using VTTs, I would recommend switching maps when the players enter the secret room rather than placing the secret room into the other map.

























