|  |  |  |
| --- | --- | --- |
|  | Staircase  (Prison Guard)  (Hide [Chest, Corner, Statue]) |  |
|  | Hallway  (Puzzle) |  |
| Guard’s Room  (Key)  (Secret) | Intersection  (Locked Door [North]) | Abandoned Cell  (Rusty Bar) |
|  | Cell  (Spawn)  (Locked Door [North])  (Key) |  |