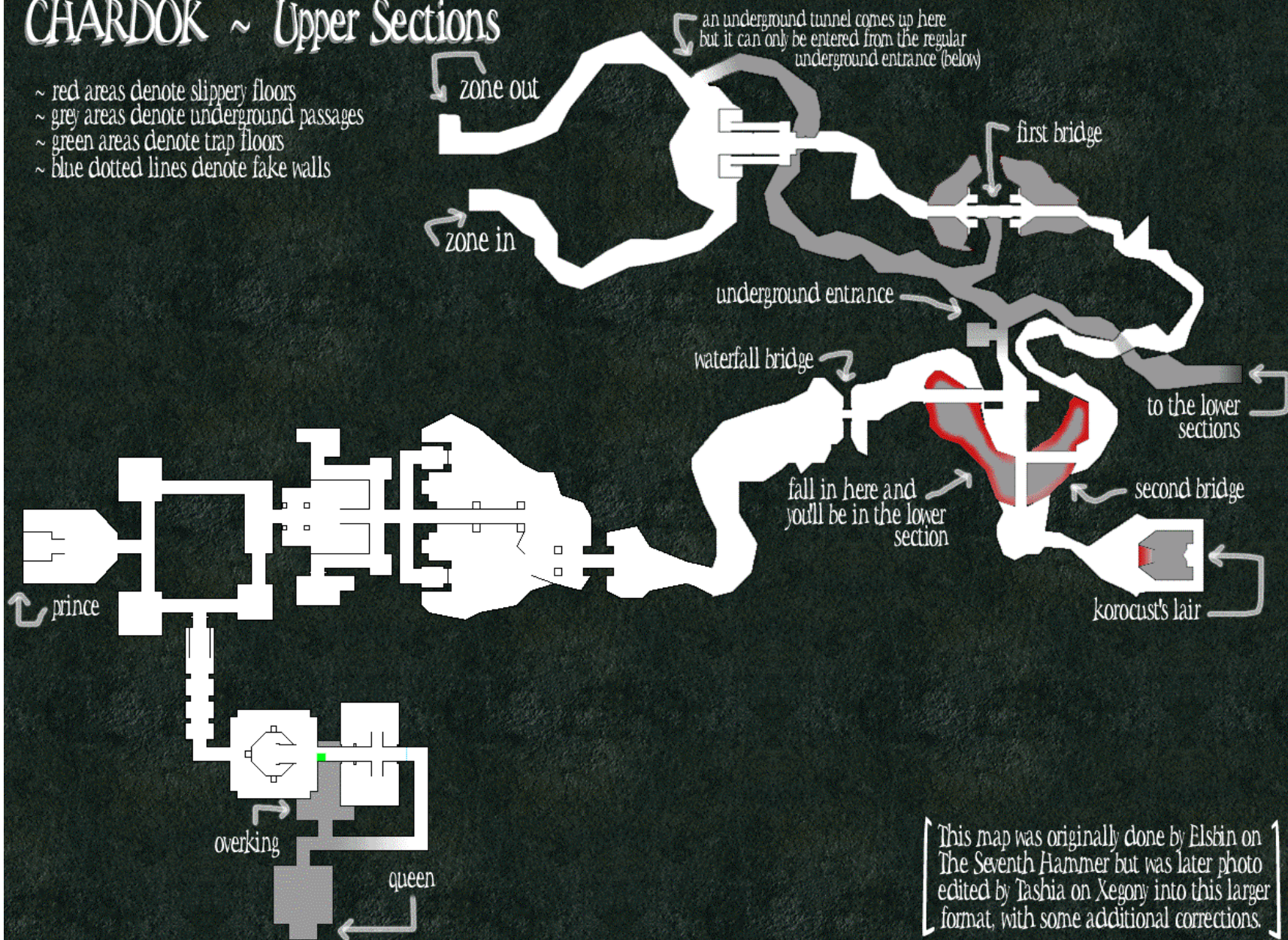


# CHARDOK ~ Upper Sections

- ~ red areas denote slippery floors
- ~ grey areas denote underground passages
- ~ green areas denote trap floors
- ~ blue dotted lines denote fake walls



This map was originally done by Elsbin on The Seventh Hammer but was later photo edited by Tashia on Xegony into this larger format, with some additional corrections.



# CHARDOK ~ Lower Sections

