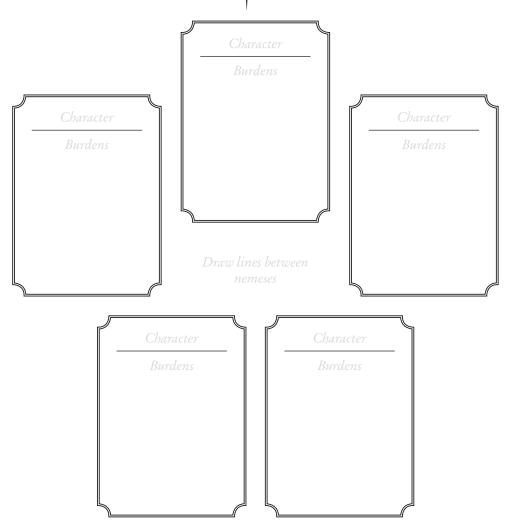
Nemesis map and burdens



Scene track

Character	Scenes																
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