

# PATHFINDER<sup>®</sup>



## FORGED FACADE

By Randal Meyer

Bounty: 11

Level: 1

Sanctioned for use with:



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## HOW TO PLAY



**PLAY TIME: 1-1.5 HOURS**



**LEVEL: 1**



**PLAYERS: 3-6**



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# FORGED FACADE

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## GM RESOURCES

**Campaign Home Page:** [pathfindersociety.club](http://pathfindersociety.club)

**Books:** *Pathfinder Core Rulebook* and *Pathfinder Gamemastery Guide*

**Maps:** *Pathfinder Flip-Mat: Asylum*

**Online Resource:** Pathfinder Reference Document at [paizo.com/prd](http://paizo.com/prd)

## SUMMARY

The PCs meet a young halfling whose uncle's reputation has been ruined in a terrible scandal. One of the uncle's rivals has framed him for art forgery, and he's no longer welcome in Galt's social circles. The PCs attend a decadent salon, where they mingle with socialites and artists in an effort to learn the truth. After they discover and reveal the rival's identity—and his crime—to the hostess, the rival attacks them in an attempt to restore his honor!



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## ADVENTURE BACKGROUND

Galt has been trapped in a cycle of revolution and tumult for decades, and each revolution has seen the rise and fall of dozens of government officials. Enraptured by their newfound social status, many members in each “generation” of government throw lavish parties in the abandoned homes of departed nobles. Before the revolutions, these salons traditionally served to spur the exchange of ideas and the appreciation of art. Now, they’re a tool to stroke the egos and promote the agendas of Galt’s latest socialites, with artists and philosophers serving as mere pawns in the ever-shifting circles of influence.

**Asrennia Vaville** (LN female human bureaucrat) is a wealthy, influential bureaucrat in Isarn, Galt’s capital, who fancies herself as an art critic. She has been throwing a series of parties at an abandoned manor house turned asylum turned art gallery; artists, bureaucrats, and rising citizens come from all corners of Galt to attend. She prides herself on her artistic eye, but she’s largely putting on a show, using her charisma and influence to manipulate herself into greater wealth and power. She doles out praise and harsh criticism as favors, creating and ruining careers with a few careful words. It’s a well-known secret that Asrennia Vaville has terrible taste in art, but no one would dare tell her so.

**Trinsky Hattenpock** (N male halfling sculptor) is a reclusive artist who has weathered the storm of Galtan politics for several decades. He recently provoked the ire of a rival, **Baltaram Crounotte** (NE male human art forger) when he publicly criticized Baltaram’s latest work. Baltaram orchestrated an elaborate ruse to frame Trinsky for creating a forgery and planted evidence for Asrennia to find. Asrennia took the bait, decreeing that Trinsky was a fraud and, by extension, casting him into disgrace and poverty. Trinsky hasn’t ventured out in public for weeks.

Trinsky’s young relative **Shance Hattenpock** (NG nonbinary halfling socialite) desperately wishes to attend this evening’s salon at Asrennia Vaville’s gallery. They want to learn which of Trinsky’s rivals is responsible for the framing and reveal their deception. However, they’re forbidden from attending, so they call on outside help to make the rounds at the party and learn the truth.

## WHERE ON GALARION?

This adventure takes place in Isarn, the capital of Galt, a nation that has faced decades of revolution and turmoil. More information about Galt can be found on page 126 of *Pathfinder Lost Omens World Guide*.



## GETTING STARTED

The adventure begins with the PCs in Isarn, the capital of Galt, outside an inn that caters to travelers. A sign outside originally read “Travelers, Travelers!” but somebody painted “BEWARE” in red, changing the message to “Travelers, Beware: Travelers!” A young halfling, Shance Hattenpock, stands by the entrance, desperately trying to hand some sort of envelope to people entering or exiting the inn. Read or paraphrase the following.

“You, there! A minute of your time? I can pay—I need your help. Rather, my uncle does. I’m Shance Hattenpock, and my uncle Trinsky is a talented sculptor. Unfortunately, he has fallen victim to the endless political scheming that plagues Galt. Someone framed him for art forgery, casting him into disgrace, no doubt to advance their own station. There’s a salon tonight, at an art gallery of sorts. Many artists will be there, trying to impress Asrennia Vaville, the hostess. I’m certain one of them framed my uncle, but I’ve been uninvited. Will you attend the salon and help expose the truth to restore my uncle’s name?”



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Shance hands the PCs an envelope containing an invitation to the salon, which starts in less than an hour. It includes directions to Asrennia Vaville's gallery, a short distance from the inn. Shance adds that Asrennia Vaville is part of a group of wealthy bureaucrats who believe that having guests from a variety of professions and backgrounds is a sign of the host's sophistication, so the PCs should have no trouble entering the event. Shance offers a reward of 4 gp for each PC if the group can learn who conspired against their Uncle Trinsky and publicly clear his name. They suggest that the PCs play the part of socialites or artists, ask around about the scandal, and try to find some hint—or proof—of the culprit's act.

The PCs may have questions for Shance before they attend the salon.

**Can we meet your uncle first?** “Until this scandal is over with, he's afraid to show his face, and he wouldn't trust you even if he did meet you. He might've lost all hope, but I haven't! Besides, the salon is starting soon.”

**Who attends these salons?** “The people at these events are mostly bureaucrats, artists, and other people with money and time on their hands. The hostess, Asrennia Vaville, sees herself as a talented art critic, and just about everyone wants her approval these days.”

**Do you have any suspects in mind?** “My uncle loves to publicly criticize people; his opinion once carried great weight, so he certainly made a few enemies in doing so. Maybe he pushed someone too far, but I don't pay enough attention to all of that drama—I have my own social circles to worry about. Now I'm wishing I kept track of all their names better!”

## GALT LORE OR SOCIETY (RECALL KNOWLEDGE)

A PC who succeeds at a DC 10 Galt Lore or DC 15 Society check to Recall Knowledge gains insight that might help them in their espionage. Remember that this check should be rolled secretly.

**Success** The PC knows that the bored socialites who typically attend these events need little goading to start spilling what they know, but they're experts at gossiping without specifically calling someone out. Furthermore, it's a well-known secret that Asrennia Vaville has terrible taste in art, but no one dares tell her, given her influence.

**Critical Failure** The PC believes there's a good chance that Asrennia is the mastermind behind the entire affair, and that she orchestrated Trinsky's downfall as a reward for someone who gained her favor.

## HERO POINTS

As the PCs enter the salon, remind the players that they each have 1 Hero Point available.

## A. SALON

The estate that Asrennia Vaville has converted from asylum to art gallery is only a 15-minute walk from the inn where the PCs met Shance. The bleak building with barred windows stands in stark contrast to the ostentatious outfits of the several dozen guests making their way into the venue. Asrennia Vaville herself stands at the entrance. With a simple smile or disappointed frown, she indicates who is welcome and who must go, and no one seems willing to defy or question her decisions. She smiles at the PCs and says, “Newcomers are always welcome at the gallery of Asrennia Vaville. Please, come in, and enjoy the displays. The theme of the night is one of contrast between civilization and nature—you simply must tell me what you think. Enjoy your evening.”

The PCs now have an evening of socialization with which to discover the identity of the artist that framed Trinsky. While there are many artists and displays throughout the spacious gallery, there are four major exhibits on display this evening, each featuring artists who were rivals of Trinsky around the time of his fall from grace. As the socialites mill about, examining each exhibit, the PCs have plenty of opportunity to gossip and discover the real culprit, Baltaram Crounotte. Every NPC the PCs speak to suspects that Baltaram is the culprit, and most would be happy to see his actions come to light, knowing his fall could lead to opportunities for themselves. However, to keep up appearances and avoid embroiling themselves in the scandal, none of them openly accuse him. If the PCs bring up Trinsky or the recent scandal, the NPCs in each exhibit pretend not to know anything, then move to a piece of Baltaram's art and ask the PCs' opinion of it.

Whether or not the PCs realize that Baltaram's works are all forgeries in some way, it may be obvious to them that the attendees are pointing to Baltaram as the likely culprit. However, the PCs need to evaluate the art and gather evidence to sway Asrennia Vaville's opinion.

In each exhibit, each PC can attempt a single check to analyze and critique the art in question and earn Critique Points. The specific checks and DCs are listed in each area. The total number of points the PCs earn can alter how Asrennia reacts to the news as well as how Baltaram reacts to being outed. Once the PCs visit each exhibit, proceed to **Event: The Reveal** on page 7.

Use the following results for each check a PC makes in each exhibit. Each area gives additional details on how the NPCs react based on how many points the PCs earn.

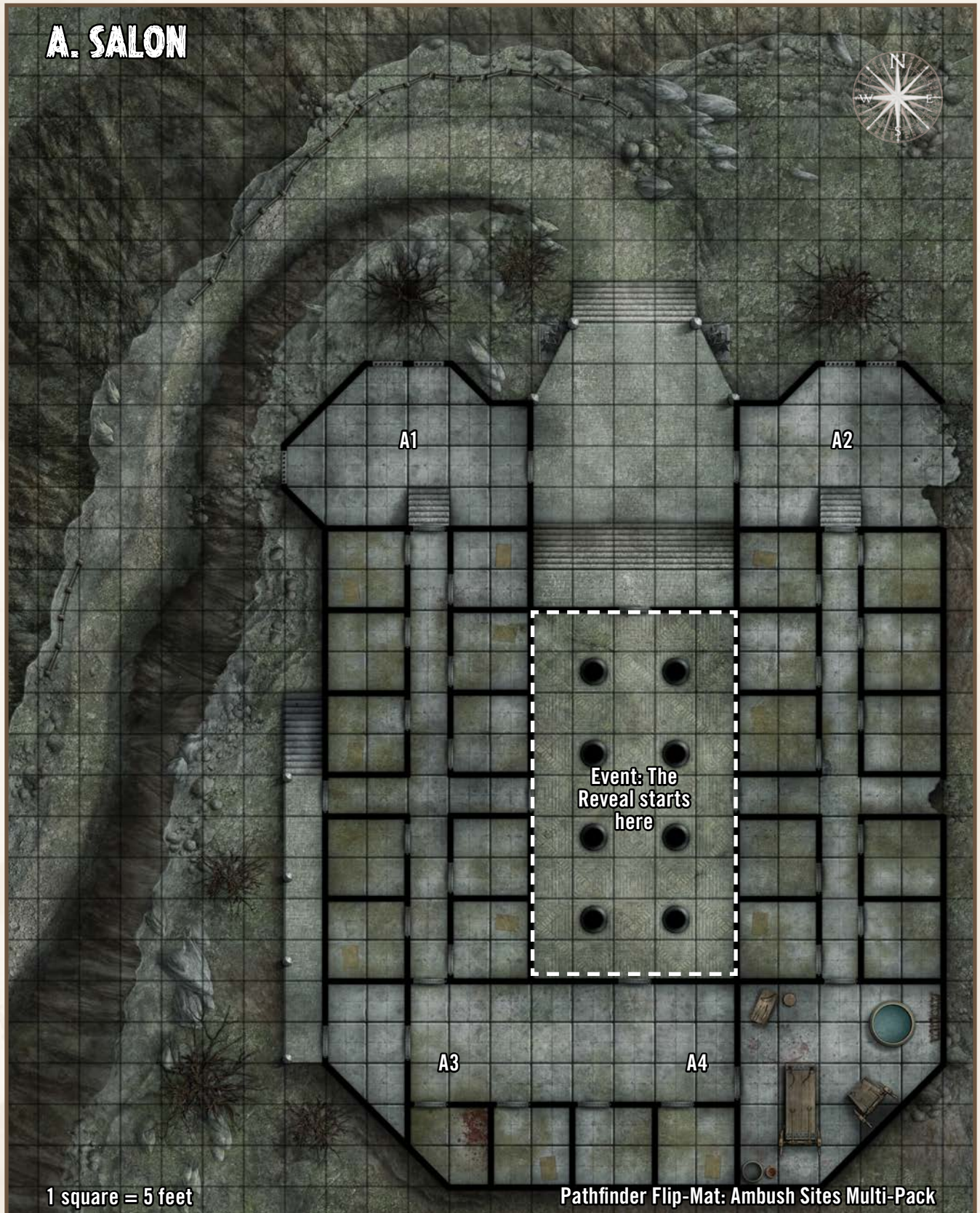
**Critical Success** The PC earns 2 Critique Points for the group.

**Success** The PC earns 1 Critique Point for the group.

**Critical Failure** The PC loses 1 Critique Point for the group.



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## A1. PAINTING GALLERY

A collection of paintings depicts a variety of forest scenes, most of which include animals or game trails.

An older bureaucrat, **Apexi Fulminoir** (LN male human bureaucrat), is here. He longs for his younger, carefree days of hunting on his family's lands. As he examines the paintings, he loudly lists off how many of each animal

he has slain. When asked if he knows anything about Trinsky, Baltaram, or the scandal, he mutters that he's not concerned with such things, then shows them one of Baltaram's paintings and asks their opinion: "Baltaram here has made quite a name for himself lately. What do you think of this, hmm?"

Each PC can attempt a DC 16 Perception check or DC 12 Art Lore check to earn Critique Points by comparing the brush strokes of the various paintings. A PC who succeeds realizes that Baltaram's painting was done by another artist. Alternatively, a PC can attempt a DC 15 Survival check to earn Critique Points. A PC who succeeds at this check notices that the inaccurate scale of the animals and trails proves the artist has little to no hunting experience.

If the PCs earn 2 or more Critique Points here, Apexi lets out a good belly laugh, briefly drawing attention from those nearby, and wishes the PCs luck.

## A2. SCULPTURE GALLERY

This garden of sculptures is made up entirely of animals wearing current fashion trends from various regions around the Inner Sea.

Two sisters wearing matching large wigs, **Audren** and **Lauress Darrageau** (N female human socialites), discuss the sculptures in hushed tones, trying to determine what city or nation each piece is from.

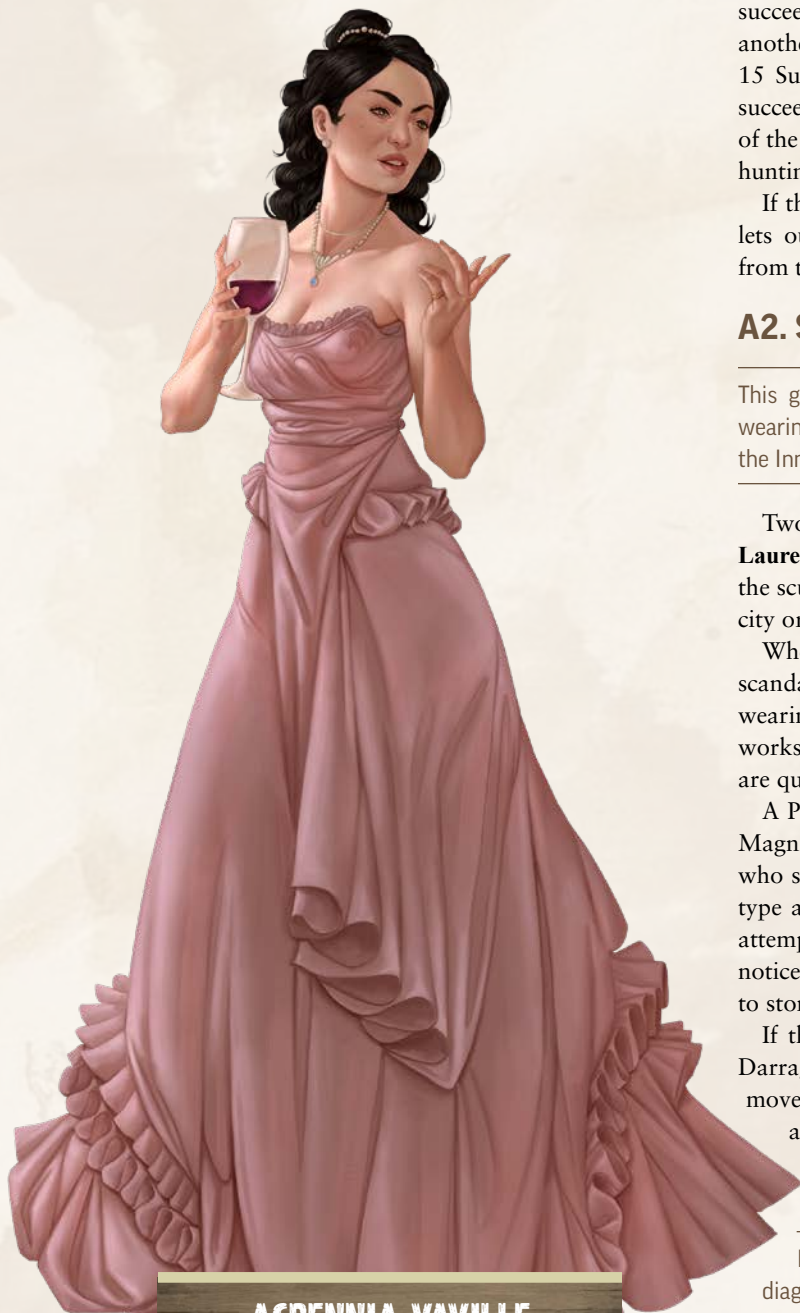
When asked if they know anything about the recent scandal, the pair move to a granite sculpture of a squirrel wearing a very fine coat and tie. It's one of Baltaram's works, titled "Magnimar Bushytail," and the socialites are quite curious to hear the PCs' thoughts.

A PC can attempt a DC 15 Survival check or DC 12 Magnimar Lore check to earn Critique Points. A PC who succeeds realizes that there are no squirrels of this type anywhere near Magnimar. Alternatively, a PC can attempt a DC 15 Arcana check. A PC who succeeds notices that the squirrel is in fact a real creature turned to stone by magic—no sculpting was involved at all.

If the PCs earn 2 or more Critique Points here, the Darrageau sisters whisper intently to one another and move off through the gallery, rapidly drawing the attention of others who want in on the gossip.

## A3. HERBALISM EXHIBIT

In this room, numerous carousels display sketches and diagrams depicting apothecaries and herbalists collecting and processing flowers, herbs, and other plants for various remedies and medicines.



ASRENNIA VAVILLE

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A vocal, self-absorbed man, Doctor **Fander Rolph** (NG male human doctor), is dramatically rotating and stopping a carousel, loudly complaining that the sketches, which are supposed to convey scientific knowledge and processes, lack accuracy.

When asked if he knows anything about Trinsky, Baltaram, or the scandal, Dr. Rolph rotates the carousel device to a journal of sketches of an apothecary grinding herbs for medicines, stating, “I don’t know about that. But see here, what do you make of this latest Baltaram sketch?!”

A PC can attempt a DC 15 Medicine check or DC 12 Herbalism Lore check to earn Critique Points. A PC who succeeds realizes that the plants in these sketches are medically useless. Alternatively, a PC can attempt a DC 14 Library Lore or Scribing Lore check. A PC who succeeds notices that the organization and presentation of the sketches and information is haphazard and represents amateur understanding, at best.

If the PCs earn 2 or more Critique Points here, the typically boisterous Dr. Rolph merely raises an eyebrow, gives a silent nod, and strides off. His uncharacteristic response draws a hushed murmur from nearby attendees.

## A4. MECHANICAL EXHIBIT

In this exhibit, a series of clockwork devices represent numerous elements of nature, such as the cycles of the sun and moon and the movements of other heavenly bodies.

**Penelette Weaverish** (CG female gnome astronomer), who wears work clothes as loudly colored as her hair, takes notes on everything she sees in the mechanical exhibit while trying to keep out of the way of the rich socialites and bureaucrats surrounding her.

When asked what she knows about recent events concerning Trinsky, Penelette grows pensive, then quietly taps a drawing in her notebook—a perfect sketch of one of the clockwork devices nearby, a gearbox that represents the solar system. Its creator, of course, is Baltaram.

A PC can attempt a DC 15 Nature check or DC 12 Astronomy Lore check to earn Critique Points. A PC who succeeds realizes that the planets are orbiting in the wrong direction. Alternatively, a PC can attempt a DC 15 Crafting check. A PC who succeeds notices that the device only functions due to magic. The clockwork itself is useless.

If the PCs earn 2 or more Critique Points here, Penelette laughs so hard she bumps a display, nearly knocking it to the floor. She apologizes profusely, drawing a great deal of attention, and continues laughing quietly to herself for much of the evening.

## EVENT: THE REVEAL **MODERATE 1**

This event occurs after the PCs visit areas **A1** through **A4** and attempt checks to earn Critique Points in each area.

After an evening of interacting with the artists, art critics, and other socialites, the PCs follow the crowd into the main hall (the large room with pillars in the center of the map on page 5), where Asrennia is preparing to thank her guests and announce her favorite pieces from the various galleries. She starts with several rounds of terrible jokes and descriptions of some of the winners from the minor galleries. During this time, if the PCs wish, each of them can conduct one of the following activities and attempt the associated check, each with a DC of 17: mingle with the crowd (Diplomacy), spread rumors (Bluff), or bully others into agreement (Intimidation). Each PC who succeeds earns one additional Critique Point for the group as they sway the attendees to their point of view or collect more tidbits of information about Baltaram’s misconduct.

Before announcing the winners from the four main exhibits, Asrennia invites the attendees to give commentary. She’s aware that the PCs have been asking questions and looking for information about the recent scandal involving Trinsky, though she is as yet unaware that Baltaram framed his rival. If the PCs don’t come forward, she strongly implies that she’s waiting for them to do so, and the other attendees turn their eyes to the party.

As the PCs explain the situation, Asrennia insists on hearing every scrap of evidence, masterfully playing to the crowd’s reactions. She gasps in shock, covers her mouth, snatches additional beverages from serving trays, and otherwise reacts in such a way as to add drama and flair to the evening. The crowd follows her lead, looking around in shock with each new revelation about Baltaram—who is nowhere to be seen.

When the PCs have finished sharing what they learned, Asrennia’s reaction depends on the number of Critique Points they’ve accrued up to this point. For groups of more than 4 PCs, refer to the scaling sidebar on page 8 to adjust these thresholds.

**0 to 3 points:** Asrennia chastises the PCs for disrupting the evening by asking inappropriate questions and casting aspersions on her “fellow artists.” She chides them for their lack of tact and taste and demands they leave at once, stating that it is her responsibility alone to deal with Baltaram and Trinsky.

**4 to 7 points:** Asrennia denounces Baltaram for his shameful entries to the gallery. She promises to investigate the charlatan’s conduct and apologizes for her mistreatment of Trinsky. She asks the PCs to leave and give him the good news.



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*8 points or more:* Asrennia denounces Baltaram and, with dramatic and crowd-pleasing flare, promises the restoration of Trinsky's reputation. She demands an immediate search for Baltaram so that the PCs themselves can escort him out of the gallery.

This encounter uses the map on page 5.

**Creatures:** Baltaram arrived late, hoping to make a dramatic entrance when Asrennia announced his winning pieces. After the PCs make their case and Asrennia responds, Baltaram rounds up a friend or two to attack the PCs and defend his honor. The location of the battle, and Baltaram's tactics, depend on how much the PCs ruined Baltaram's reputation (by earning Critique Points), as follows. For groups of more than 4 PCs, refer to the scaling sidebar to adjust these thresholds.

*0 to 3 points:* Baltaram decides to attack the PCs on the road after they leave, just north of the salon. The bodyguards form a wall between Baltaram and the PCs and attack with their greatclubs while Baltaram stays behind them and uses *daze*.

*4 to 7 points:* Baltaram follows and attacks the PCs just after they leave the large hall, shouting a challenge at them for his honor. The bodyguards attempt to use the stairs as a choke point to keep the PCs away from Baltaram by Shoving with their greatclubs.

*8 points or more:* When Asrennia demands a search for Baltaram, he comes forward with his guards to challenge the PCs for his honor in front of the crowd in the main hall. He's angry and spends his time moving to attack before retreating behind his bodyguards, who only wield their saps in combat.

In all cases, the bodyguards do their best to ensure one of them uses Bodyguard's Defense every round. As long as Baltaram is conscious, the bodyguards fight. Once he falls, they surrender when they have 10 Hit Points or fewer.

## BALTARAM

## CREATURE -1

UNIQUE NE MEDIUM HUMAN HUMANOID

NE male adept (*Pathfinder Gamemastery Guide* 228)

**Perception** +4

**Languages** Common

**Skills** Arcana +5, Diplomacy +3, Occultism +7, Scribing Lore +5, Society +5

**Str** +0, **Dex** +2, **Con** +0, **Int** +3, **Wis** +2, **Cha** +1

**Items** journal, robes, scroll case, writing set

**Focused Thinker** ♦ (concentrate) Baltaram focuses inward to muster knowledge and wisdom. While in this state of concentration, he gains a +2 status bonus to checks to Recall Knowledge, but takes a -2 penalty to Perception. He can end his focused state with a single action, which has the concentrate trait.

## SCALING EVENT: THE REVEAL

For larger groups of PCs, make the following adjustments. These adjustments are not cumulative.

**Five PCs:** Adjust the thresholds for each result to 0 to 4 Critique Points, 5 to 9 Critique Points, and 10 or more Critique Points. Increase Baltaram's Hit Points by 10 and each bodyguard's Hit Points by 5.

**Six PCs:** Adjust the thresholds for each result to 0 to 5 Critique Points, 6 to 11 Critique Points, and 12 or more Critique Points. Increase Baltaram's Hit Points by 10 and add a third bodyguard to the encounter.

**AC** 14; **Fort** +2, **Ref** +4, **Will** +6

**HP** 8

**Speed** 25 feet

**Melee** ♦ fist +6 (agile, nonlethal); **Damage** 1d4 bludgeoning

**Ranged** ♦ journal +6 (nonlethal, thrown 10 feet); **Damage** 1d6 bludgeoning

**Occult Spells Known** DC 14; **Cantrips (1st)** *daze*, *detect magic*, *mage hand*

## BODYGUARDS (2)

## CREATURE 1

N MEDIUM HUMAN HUMANOID

*Pathfinder Gamemastery Guide* 226

**Perception** +8

**Languages** Common

**Skills** Athletics +7, Intimidation +6, Society +2

**Str** +4, **Dex** +2, **Con** +3, **Int** -1, **Wis** +1, **Cha** +0

**Items** greatclub, sap, studded leather

**AC** 16; **Fort** +8, **Ref** +7, **Will** +4

**HP** 25

**Speed** 25 feet

**Melee** ♦ greatclub +7 (backswing, shove), **Damage** 1d10+4 bludgeoning

**Melee** ♦ sap +7 (agile, nonlethal), **Damage** 1d6+4 bludgeoning

**Bodyguard's Defense** ♦♦ The bodyguard selects one creature they can see and hear within 30 feet. That creature gains a +2 circumstance bonus to AC as long as the bodyguard is adjacent to the chosen creature and can act; this bonus lasts until the start of the bodyguard's next turn.

**Development:** However the fight ends, Dr. Rolph and Penelette Weaverish come forward to stabilize any fallen PCs or NPCs. Asrennia plays up the fight as "part of the spectacle" for the evening, but glares at the PCs until they make themselves scarce.

One way or another, Baltaram's reputation is ruined, and word quickly spreads that Trinsky is welcome in



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Asrennia's social circle once more. The PCs can return to Shance at the inn with the good news.

## CONCLUSION

After telling Shance the good news and receiving their reward, the PCs are free to stay in Galt and meet Trinsky for a celebratory meal or move on to their next adventure.

## OBJECTIVE

The PCs fulfill their objective if they visit the salon's exhibits and defeat Baltaram. For home groups, award 100 XP to your players; this includes their awards for navigating the social and combat action of the evening. Pathfinder Society GMs, see Organized Play (page 11) for determining appropriate rewards.



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## APPENDIX: GAME AIDS



**Imitation Bounty**



**Asrennia Vaville**



## ORGANIZED PLAY

### CHRONICLE SHEET

Characters playing this adventure for Pathfinder Society credit earn a Chronicle Sheet. If the PCs attend the salon and defeat Baltaram, they each earn 4 gp. Bounties do not grant Downtime.

The Pathfinder Society Organized Play program uses a version of the Slow advancement presented on page 509 of the *Pathfinder Core Rulebook*, simplified to 1 XP per 100 XP normally granted in core play. This adventure also grants the character 1 Reputation for a faction of their choice.



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## Event Reporting Form

Date: \_\_\_\_\_ Event Code: \_\_\_\_\_

Location: \_\_\_\_\_

GM Org Play #: _____ -2	GM Name: _____	GM Faction: _____
Adventure #: _____	Adventure Name: _____	
Reporting Codes: (check when instructed, line through all if no conditions to report) <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D		Reputation Earned: _____
Bonus Faction Goal Achieved: <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned? <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	

Character Name: _____		Faction: _____		<input type="checkbox"/> Slow Track
Org Play #: _____ -2	Level _____	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Dead
		<input type="checkbox"/> Radiant Oath	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Infamy
		<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel	

Character Name: _____		Faction: _____		<input type="checkbox"/> Slow Track
Org Play #: _____ -2	Level _____	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Dead
		<input type="checkbox"/> Radiant Oath	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Infamy
		<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel	

Character Name: _____		Faction: _____		<input type="checkbox"/> Slow Track
Org Play #: _____ -2	Level _____	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Dead
		<input type="checkbox"/> Radiant Oath	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Infamy
		<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel	

Character Name: _____		Faction: _____		<input type="checkbox"/> Slow Track
Org Play #: _____ -2	Level _____	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Dead
		<input type="checkbox"/> Radiant Oath	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Infamy
		<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel	

Character Name: _____		Faction: _____		<input type="checkbox"/> Slow Track
Org Play #: _____ -2	Level _____	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Dead
		<input type="checkbox"/> Radiant Oath	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Infamy
		<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel	

Character Name: _____		Faction: _____		<input type="checkbox"/> Slow Track
Org Play #: _____ -2	Level _____	<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Dead
		<input type="checkbox"/> Radiant Oath	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Infamy
		<input type="checkbox"/> Vigilant Seal	<input type="checkbox"/> Verdant Wheel	

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