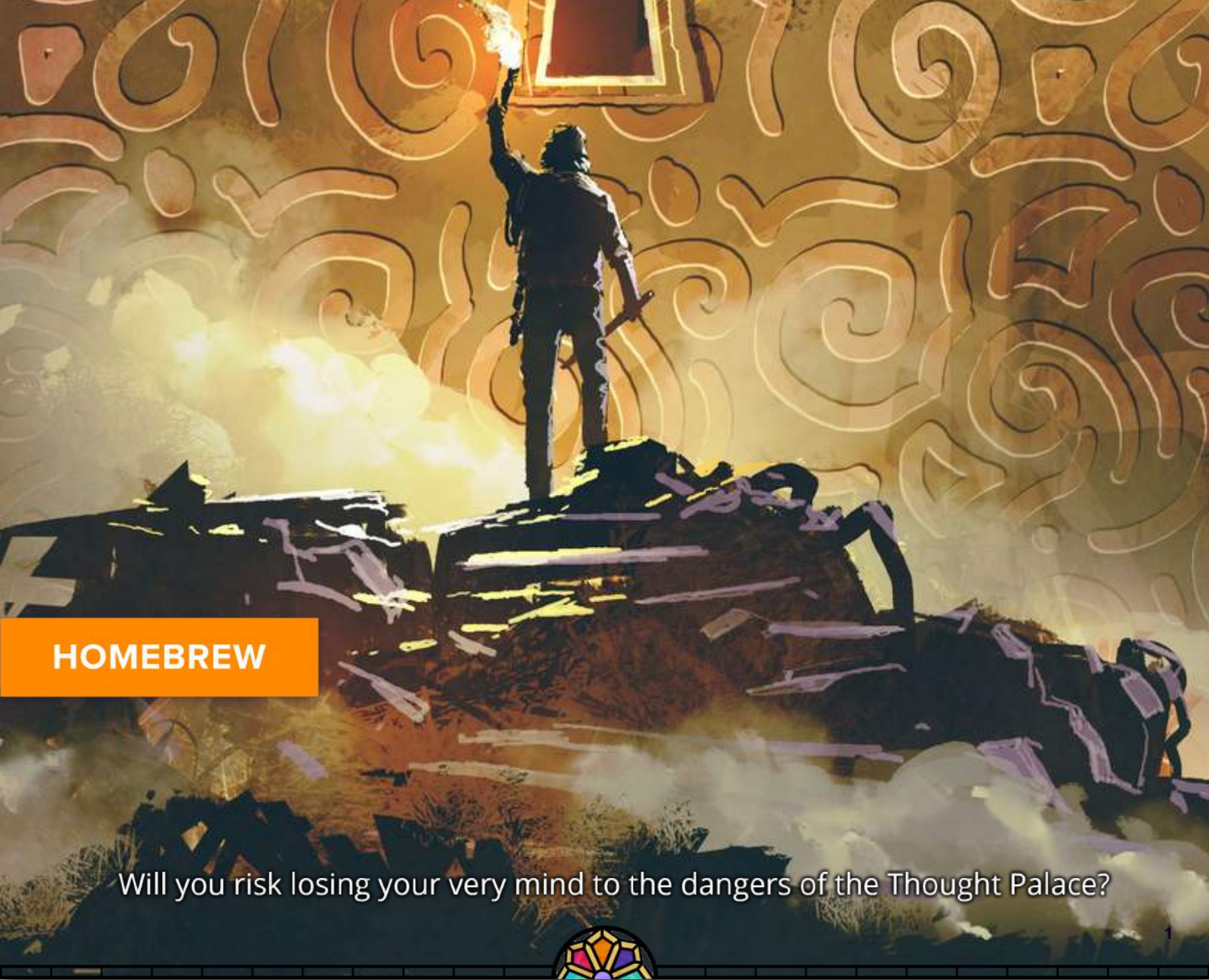


# THE THOUGHT PALACE



HOMEBREW

Will you risk losing your very mind to the dangers of the Thought Palace?







## The Thought Palace

**T**he *Thought Palace* is a 5th Edition adventure for **3-7 characters of 7th-level** and is optimized for a party of **four characters with an average party level (APL) of 7**. Characters who complete this adventure earn one third of the experience necessary to reach 8th level. This adventure sees the party entering a realm entirely within the mind of a powerful creature; all to retrieve a powerful magical item. Although this adventure is set in the world of Adrenon, you are free to fit it into any setting you like.

### Background

The Taunters are the most powerful criminal group in the metropolis of Pamor, but are divided into four smaller factions. Each faction specialises in a particular type of crime. Although the Taunters all share a common goal the leaders of the different bands constantly vie for dominance.

Due to the nature of their work, as well as the suspicion and bad blood that permeates the group, the Taunter's leadership only ever meet in the Thought Palace, a realm that exists in the mind of the leader of the Pensieves, the thought thieves of the Taunters. None of the other leaders is content with this arrangement and seek to find a way to wrest control of this stronghold for themselves.

With the next meeting only a day away, Quiller the Red (leader of the Cons), is seeking to use the distraction this will cause to steal the Corundrum, a clear gem the size of an apple, and the heart of the Thought Palace.

### Adventure Summary

The characters are approached separately by a branch of the Taunters, the Cons. Who asks the party to steal the Corundrum from within the Thought Palace.

The characters must overcome the dangers within and discover the Corundrum, once successful they must find their own means of escaping the Palace.

### Adventure Hook:

Read or paraphrase the following:

Tally's Troll on the dockside is well known for the best ale in all Pamor. It is also here that rumours and secrets can be learned for those with the sense to listen.

"Ah Pamor! The City of Shores. It is said that this metropolis has ships coming and going from every port on the Sweet Sea, bringing exotic goods and wonders for trade."

A flamboyantly dressed gnomish woman stands atop a barstool, gesturing expansively around her.

If the characters do not choose to speak with the gnome, she requests the pleasure of their presence.



## Quiller the Red

This gnome is Quiller the Red (Neutral female gnome **mage** with *mirror image*, *major illusion* and *seeming* in place of *suggestion*, *fireball* and *cone of cold*). Quiller is the leader of the Cons, the con artists and charlatans of the Taunters.

She wants to hire the characters to infiltrate the Thought Palace and steal the Corundrum and thus the power to control the Palace, or so she believes. She will tell paraphrase the information in the first three paragraphs of the background and through conversation and questioning, the characters can learn the following information:

- The Corundrum is a powerful artefact that allows Morthos Ambition, the leader of the Pensieves, to control the Thought Palace.
- The Thought Palace is a realm entirely within the mind of Morthos.
- Within the Thought Palace Morthos can manifest anything his mind conceives.
- She is going to meet with Morthos and the other leaders of the Taunters in another section of the Palace. While this meeting is taking place Morthos will be distracted, but if the characters do anything too disruptive to the Palace, such as significant damage to the structure, Morthos will become aware of their presence.
- The meeting is due to last five or six hours, once it is over Morthos will become aware of their presence.
- She can get the characters into the Palace, but they must find their own exit once they have completed their task.
- The Thought Palace will collapse shortly after the Corundrum is removed to the real world.
- She offers them 5,000 gp for the mission and anything they can find, with the obvious exception of the Corundrum.

## Journey to the Thought Palace

Once the characters are done asking questions of Quiller she leads the characters to a warehouse on the docks.

She is too impatient to answer more questions but will tell the characters to be careful, if their minds suffer too much damage they will die.

She shows the characters to a number of cots and then lies down. Once the characters lie down in their she will cast a powerful *sleep* spell. Each of the characters drifts off to sleep and awakens in the Thought Palace.





# The Thought Palace

Unbeknown to all but a select few, the Thought Palace is a constructed reality held within the mind of Morthos Ambition. Morthos is the leader of the Pensieves. Morthos is a **rakshasa** but disguises himself as a tiefling man with rich purple skin.

This area is used to train mid-level Pensieves and so is filled with puzzles and obstacles that a Pensieve must learn to overcome. Many die in the attempt.

## General Features

Unless otherwise stated the areas within the Thought Palace have the following features.

**Light.** The entire well-lit with a sickly pink light. The light does not seem to come from anywhere in particular but is always there.

**Synaptic River.** When Morthos wants to change something about the Palace he does so in small pieces using a flow of psychic energy that manifests as a river of information. If a character tries to swim across it they must succeed in a DC 15 Strength (Athletics) check or be pulled ten feet downstream on a failure.

**Synaptic Water.** If a creature is foolish enough to drink some of the water they must succeed on a DC 18 Intelligence saving throw or suffer one level of exhaustion and take 16 (3d10) psychic damage.

If they succeed by more than 5, however, they gain a temporary bonus of +2 to their Intelligence score. This bonus ends when they leave the Palace.

**Walls and floors.** The walls and floors appear to be constructed of cut stone patterned to resemble a forest.

**Ceilings.** Ceilings are 10 feet high.

**Doors.** The double doors are not locked.

## 1 - Antechamber

This small room is filled with comfortable couches and chairs.

**Encounter: Ooze!** A **gelatinous cube** occupies the space immediately behind the door. It is used as a training tool for new Pensieves, teaching them about perception. The ooze is perfectly still and will not attack until a creature steps into its space.

Noticing the ooze requires a successful DC 15 Wisdom (Perception) check.

## 2 - Ever-Changing Room

This large room hall seems to be in a state of flux. That end of the room is also submerged under a river of glowing water that flows from south to north. The floor of the west end of the room is carpeted with hundreds, if not thousands, of purple moss.

**Purple Moss** This moss is dangerous and a successful DC 18 Intelligence (Nature) check will confirm this and provide the following details.

This moss is another training tool of the Pensieves. When a living creature moves within 5 feet of a patch of memory moss, the moss attacks by attempting to steal that creature's memories.

A targeted creature must succeed on a DC 14 Wisdom saving throw or lose all memories from the last 24 hours. This is particularly nasty to spellcasters, who lose all spells prepared within the last 24 hours. (Only those spells actually prepared in the last 24 hours are lost; spells prepared longer than 24 hours ago are not lost.)

Once a memory moss steals a creature's memories, it does not attack again for one day. If a creature loses its memories to the memory moss, it acts as if affected by a *confusion* spell for the next 1d4 hours. Lost memories can be regained by eating the memory moss that absorbed them.

The moss is vulnerable to and will be destroyed by fire, cold, radiant damage, sunlight or any disease curing magic.

**Treasure** Covered in moss and at the centre of the room is a chest. The chest is unlocked and holds a potion of healing and 50 bars of gold, each worth 10 gp.

## 3a - Training Room

This small room holds a sarcophagus and a rack holding ten wooden poles. The nearest pole is one foot long and each subsequent pole is one foot longer, until the final pole is ten foot long.

These poles are a red herring and have little to do with the puzzle this room offers.

**Trapped Sarcophagus.** The sarcophagus holds the image of a beautiful elven woman carved into its top. It is inscribed with a *symbol*/spell. Identifying the spell requires a successful DC 18 Intelligence (Investigation) check. If opened without being dispelled the symbol triggers a Hopelessness effect filling a 60-foot-radius sphere for ten minutes.

**Encounter: The Shadows Are Alive!** Triggering this spell alerts the two **shadows** in area 3b who attack. The shadows are immune to the Hopelessness effect.

**Treasure** Within the chest is 5 bars of platinum, each bar is worth 100 gp.

## 3b - Library

This small room holds shelves of hundreds of books. The magic of this room, however, means that if a character attempts to find a book on any subject they find it after a short search.

**Encounter: Shadows.** Two **shadows** are hidden within the tiny cracks in the walls. They will not attack unless they are first attacked themselves or the trapped chest in area 3a is triggered. Noticing the inky blackness within the cracks requires a successful DC 25 Wisdom (Perception) check.

## 4 - Martial Hall

This area is used to train the Pensieves in the martial arts. The floor is covered in a spongy material to soften falls.





**Encounter: Pensieve Initiates.** Five **pensieve initiates** of various races are training in this room. They rush to attack any intruders, fighting to the death. If a Pensieve is taken prisoner they will know nothing useful from the areas on the other side of the river but a successful DC 16 Charisma (Intimidation) check will force them to reveal their knowledge of the areas on this side of it.

### Pensieve Initiates

Use the **cult fanatic** stat block with the following changes:

- replace the *thaumaturgy* cantrip for *mage hand*
- swap their Intelligence and Wisdom scores and use Intelligence as their spell-casting ability.

**Treasure** Resting atop a velvet pillow on a raised dais to the northern end of the room is a clear crystal roughly the size of an apple. This gem is a fake but it requires a *detect magic* or *identify* spell or similar effect to reveal this.

## 5 - Puzzle Room

This room's entire purpose is to inhibit access into area 6.

This room is roughly thirty foot square and the walls are of cut stone that resembles an arid desert. A caravan of merchants can be seen moving from the western wall to the eastern, stopping at an oasis on the southern wall.

Repeated along the bottom are the words "Only the wisest will see." written in common.

Standing proudly atop columns are statues of four dragons, each one is a similar pose; fangs bared in an eternal snarl.

In the room's centre is a triangular stone pedestal. Resting atop the pedestal is a glass vial that appears empty.

To the east stands a door of burnished metal, it has no visible handles or keyholes.

**Glass Vial.** Investigation of the vial reveals a label that reads "Open me" and that the pedestal has a triangular hole in it. The door is made of adamantium and there is no magical or physical way of forcing entry.

The vial contains a gaseous poison that is released when opened. If a character inhales it they must succeed on a DC 16 Constitution saving throw or become poisoned for 1 minute. While poisoned in this way they are paralyzed and suffer from hallucinations.

The key that fits into the pedestal is hidden within an illusion and can only be seen when under the effects of the poison in the vial. Once a character has seen the key, they can retrieve it once the paralysis wears off.

Using the key in the pedestal opens both of the doors into area 6.

**Encounter: Angry Dragons.** If the characters damage anything in the room the four statues animate into **brass dragon wyrmlings** (except their type is Construct) and attack. They use their first action to bathe the room with their fire breath.

## 6 - Vault

**Guarded entrance.** An eastern door leads into area 6 from the river. This door is protected by two **chuul** that patrol the river. They attack as soon as a character steps foot in the passageway leading to area 6, unless they have already been dealt with elsewhere.

This room is square. A painting on the northeastern wall shows an image of a handsome elderly gentleman and on the south eastern that of a fine lady.

Sat in the centre of the room is a large, ironbound chest.

**Riddle Me This.** If a character approaches within five feet of the northern painting the gentleman animates and asks a riddle: "I can only live where there is light, but I die if the light shines on me. What am I?"

The answer is 'shadow', but answering the riddle has no effect. This is a clue for the last riddle the gynosphinx asks in area 9.

**Chest.** The chest in the room's centre is a puzzle box. On top of the flat top of the chest is a maze of interlocking pieces with a metal bead trapped at the one side. A small hole, the perfect fit for the bead, is at the other end of the puzzle.

If a character chooses to solve the puzzle they must succeed on three DC 15 Intelligence checks before three failures. If they fail, not only does the metal bead disappear but the poisonous gas is released from the chest that deals 11 (2d10) poison damage to the character attempting the puzzle. The bead reappears 24 hours later.

**Treasure.** The chest contains 300 platinum coins. When the party leaves the dungeon all but one disappears, but this coin holds a magic map. This could also be a link to other adventures. Balanced haphazardly on top of the coins is a clear crystal roughly the size of an apple. This is the Corundrum. If a character casts *identify* on it the crystal acts like a *ioun stone of reserve* (*charm person* (DC 16) and *mirror image* spells are currently stored within it).

The stone is, however, a ruse and is instead an **emerald eye** (see Appendix) created by Morthos to spy on Quiller. The gem will not reveal its true nature to the party unless it is directly attacked.





## 7 - Training Area

This area is another training space but only for those people who have found a way across the river.

**Encounter: Chuuls.** Two **chuuls**, entering from the river to the south, attack any intruders that reach this far, unless they have already been encountered elsewhere.

## 8 - Lounge

Read or paraphrase the following:

This long, thin room is covered in the remains of comfy-looking leather chairs and no small amount of dried blood and viscera. A shining blade is all that remains intact.

From across the room a voice calls out, "Stop! The floor is trapped!"

A halfling man sits hunched into a far corner, one whole leg missing from the knee down, a ruined stump and bloody smear suggesting that his leg was crushed.

The man's pale face falls onto his chest.

**Trapped Floor.** The floor is indeed trapped, and a number of tiles will trigger the trap (see handout 1 in Appendix E). Spotting a trigger tile requires a successful DC 15 Wisdom (Perception) check. Disarming a tile then requires a successful DC 15 Dexterity check made with proficiency with thief's tools.

Once triggered the trap closes and seals both doors and the ceiling lowers five-foot per round, taking two rounds to reach the floor and crush anything still beneath it; likely killing any creatures.

In the first round a door can be forced open with a successful DC 18 Strength check. Each door has AC 15 and 18 hp and immunity to poison and psychic damage.

**Halfling Man.** The man is Takrit (NG male halfling **spy**), a thief and member of the Cons. Takrit was part of another group sent into the Palace. Each of them was killed by the monsters and traps.

Only Takrit survives. He is unconscious, suffering from five levels of exhaustion, and has 3 hp remaining. Finally, he will need help to walk, but to fight effectively he will need his leg to be healed with a spell such as *regenerate*.

Takrit does not have long to live and will only survive for another 30 minutes. To save him the characters will need to reach him in time to administer healing of at least 10 hp.

**Treasure.** One of Takrit's companions, Olfash the Bold, carried a *+1 longsword*. This rests with what is left of Olfash in the dead centre of the room.

## What Takrit knows

Takrit will tell the characters what he knows, but will lie about some things.

- Quiller sent him into the Palace to steal the Corundrum more than a week ago. (Lie. They were actually sent to murder Morthos Ambition).
- He does not know how to escape. (True).
- There's a massive, winged lion in the room to the east. (True, but he knows it is actually a sphinx).

## 9 - Hall of Ambition

This hall is lined with the statues of cloaked figures of various races; some of the previous leaders of the Pensieves.

**Encounter: Gynosphinx.** A **gynosphinx** guards the passage into area 10. As soon as a character enters halls read or paraphrase the following:

At the northern end of the room a large winged lion lounges in front of a passageway that leads further northwards.

As it becomes aware of your presence it yawns massively, revealing rows of sharp teeth. "Ah, more guests. If you would progress further, answer me these questions three. I cover cities and destroy mountains, I make men blind, yet help them see. What am I?"

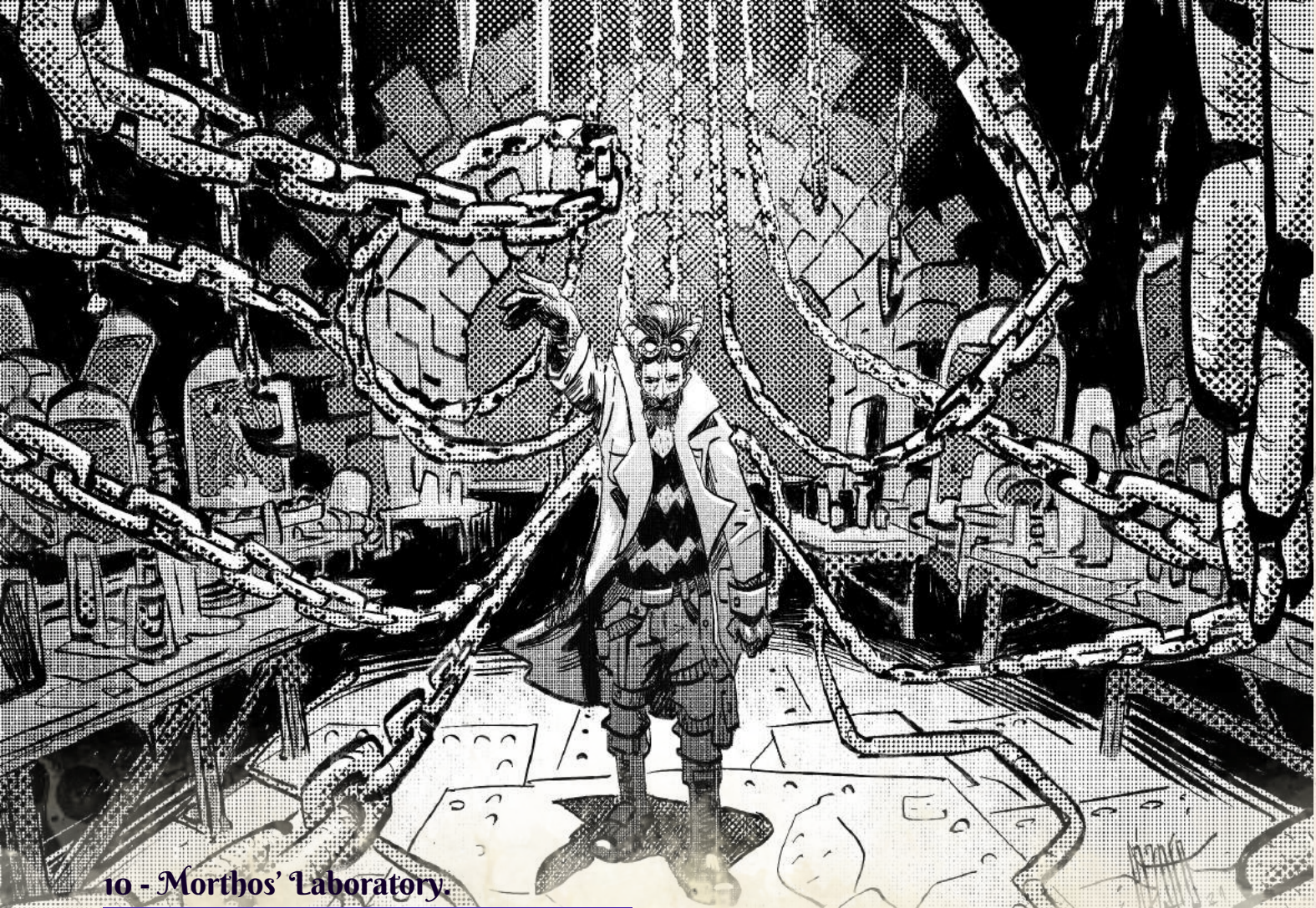
She then waits patiently.

The sphinx has three riddles in total, the answer to this one is 'sand'. If the characters answer all three riddles correctly then the sphinx moves and allows them passage onwards. If they guess incorrectly, attack the sphinx, or try to bypass it in any way, the gynosphinx attacks.

**Riddle 2.** "Ten men's strength, ten men's length, ten men can't break it, yet a young boy walks off with it. What is it?" Answer: Rope.

**Riddle 3.** "It cannot be seen, cannot be felt, cannot be heard, cannot be smelt. It lies behind stars and under hills, and empty holes it fills. It comes first and follows after, ends life, kills laughter." Answer: A shadow.





## 10 - Morthos' Laboratory.

This circular room is where Morthos performs experiments. It also holds the only gateway to exit the Palace available to the characters.

The room has two tables to the north-west and south-east of the centre, upon each of which is an experiment Morthos is undertaking. Finally the room has a beautiful piano that Morthos is quite accomplished at playing.

Hanging from the ceiling over these tables are chains, often used to hold specimens in place during experiments.

**Encounter: Avatar of Morthos.** Despite being absent from this section of the Palace, Morthos is so accomplished in the powers and skills of the mind that he is able to leave behind a small portion of himself to continue his experiments and help guide the other Pensieves. This avatar takes Morthos' appearance but uses the stat block of a **chain devil** and is able to animate the chains that litter the laboratory.

Morthos will not immediately attack, however, instead offering the characters the chance to betray their patron and work for him. He explains that, unless he wills it, none of the gold or treasure the adventurers have collected will be able to leave the Palace, but that if they accept his bargain, he will ensure that they can. He will also invite them to join the Pensieves as part of this bargain.

If they accept, Morthos explains the true nature of the Corundrum and grants them access to the portal out of the Palace. If they refuse, he attacks.

Morthos, however, wants the party to succeed and so does not fight to kill and will leave the characters a path to the portal.

## Adventure Conclusion

With heart, soul and steel the adventurers have made it safely through the Thought Palace and escaped through the portal with the Corundrum. Only the real Corundrum, the magic sword from area 8 and a single platinum piece from area 6 are still with them when they make it back to the real world.

Quiller is waiting for them when they awaken and, if they give her the Corundrum, she pays them the reward and invites them to join the Cons.

### Credits

**Story and Mechanics:** Ninetoes82

**Cover Illustrator:** Tithi Luadthong

**Illustrations:** Mykhailo Skop, Liu zishan and Matias Lazaro

**Cartography:** Dyson Logos





# Appendix

## Emerald Eye

*Tiny construct, chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 54 (12d4 + 24)

**Speed** 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	14 (+2)	15 (+2)	12 (+1)	16 (+3)

**Saving Throws** Dex +4, Con +4, Int +4

**Skills** Acrobatics +4, Arcana +4, Deception +5, History +4, Perception +3, Persuasion +5, Religion +4

**Damage Resistances** cold, fire; piercing damage

**Damage Immunities** poison

**Condition Immunities** blinded, deafened, exhausted, paralyzed, petrified, poisoned, prone, unconscious

**Senses** blindsight 60 ft., passive Perception 13

**Languages** Common, Draconic, telepathy 250 ft.

**Challenge** 1 (200 XP)

**Bound.** An emerald eye cannot move more than 25 feet away from the creature that it is psychically linked to. It begins existence bound to its creator, but a free emerald eye can bind itself to another creature as in the Bind action.

**Immutable Form.** The emerald eye is immune to any spell or effect that would alter its form.

## Actions

**Slash.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 14 (5d4 + 2) slashing damage.

**Attraction (Recharge 5-6).** An emerald eye can compel one creature to move toward a particular person or object. If the creature fails a DC 13 Charisma saving throw, it feels a powerful compulsion to move toward whatever the emerald eye chooses. The target creature must be within 25 feet of the emerald eye when attraction is triggered, but the creature is then free to move beyond this range while remaining under the effect. Nothing seems out of the ordinary to the creature, but it does not knowingly put itself or its allies in harm's way to reach the object. The creature may attempt another DC 13 Charisma saving throw at the start of each of its turns; a success ends the effect.

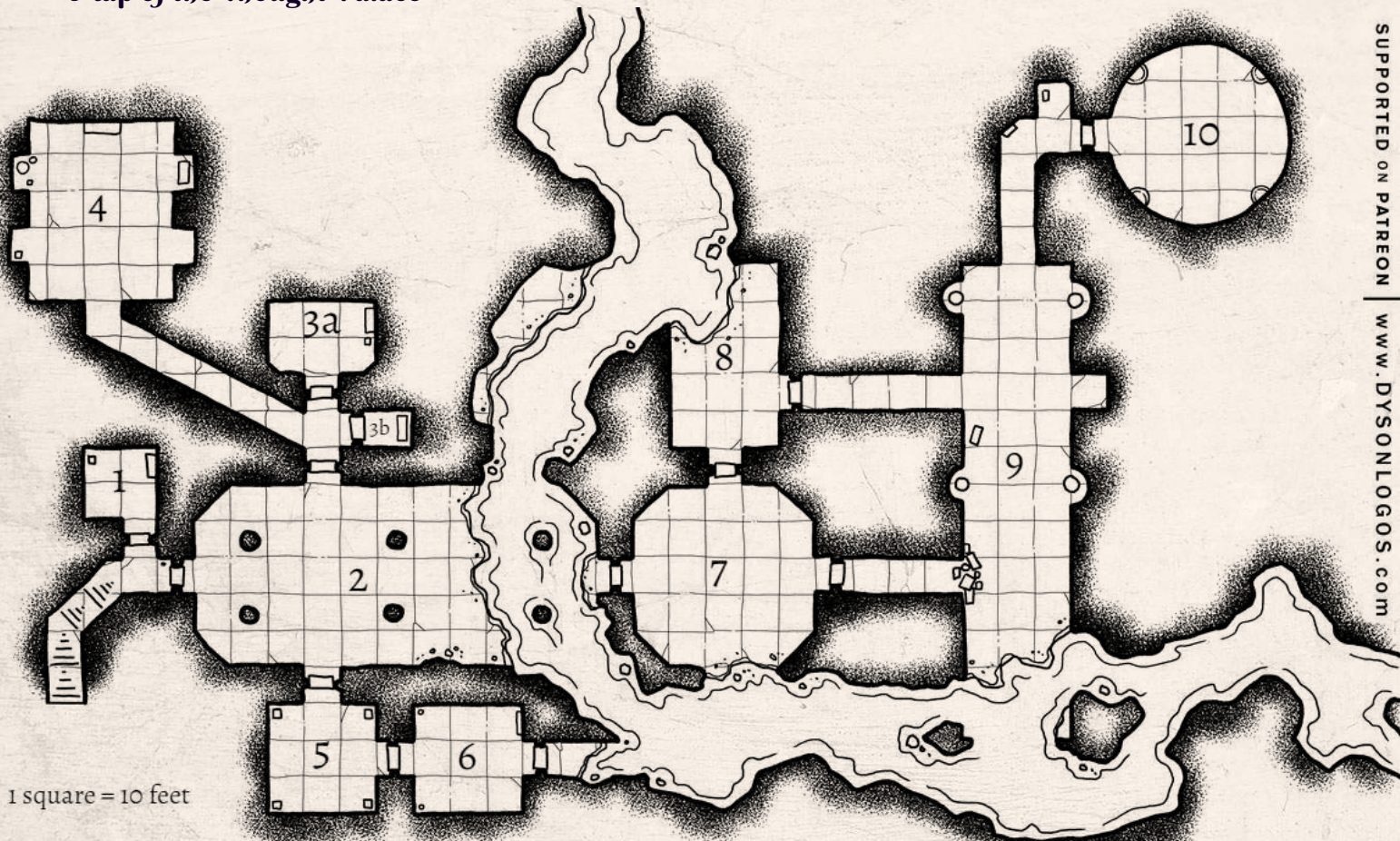
**Bind (3/Day).** The emerald eye can bind itself psychically to a creature with an Intelligence of 6 or greater. The attempt fails if the target succeeds on a DC 13 Charisma saving throw. The attempt is unnoticed by the target, regardless of the result.

**Telepathic Lash (3/Day).** An emerald eye can overwhelm one humanoid creature within 25 feet with emotions and impulses the creature is hard-pressed to control. If the target fails a DC 13 Wisdom saving throw, it is stunned for 1 round.





# Map of the Thought Palace



1 square = 10 feet





Open Gaming License The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other forms in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphics, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title, and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original original material by E. Gary Gygax and Dave Arneson. Tome of Beasts. © 2016, Open Design; Authors Chris Harris, Dan Dillon, Rodrigo Garcia Carmona, and Wolfgang Baur. Some cartography copyright Adventurer's Tome, used with permission. Some artwork copyright Matias Lazaro, used with permission. Some artwork copyright Shutterstock.com, used with permission. The Thought Palace. © 2021. Authors: Tim Andrews.







WWW.GMBINDER.COM

THIS DOCUMENT WAS LOVINGLY CREATED  
USING [GM BINDER](#).

If you would like to support the GM Binder developers,  
consider joining our [Patreon](#) community.