



IF  
WISHES  
WERE  
FISHES

**GAGMEN**  
Adventure Writing Podcast



G1501

# If Wishes Were Fishes

Or  
a Mage, a Monkey, and a Magic Carpet Ride

GagMen Episode 31  
January 2015

A Basic Fantasy Adventure  
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## Table of Contents

Introduction .....	2	A Wizards (house) work is never done .....	7
Adventure Summary .....	2	Conflict.....	7
Setting/Theme .....	3	The library of Mondeblack.....	8
Tengoku.....	3	If the Library is Rockin'.....	9
The Village of Hokai .....	3	The Crazy Carpet Chase .....	9
Plot.....	4	Threats upon Threats.....	9
A fish walks into a bar... ..	4	"Look Ma, No Legs!" .....	10
Oh, the Fish-manity! .....	4	Wish upon a Fish.....	10
The Caves of the Koi.....	5	Super Happy Fun Ending.....	10
Plop, plop, fizz, fizz.....	6	Characters.....	11
Whole lotta shakin' goin' on .....	6	Details .....	14
Who is Mondegreen (black?).....	6	Bestiary .....	14
Hard Times in Hawkwood .....	6	Tanuki .....	15
Ape Pagoda .....	7	History of the WorldFish.....	16
		Goon Rules.....	16



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## Introduction

This adventure was created with the Basic Fantasy Rules (by Chris Gonnerman) but could be used for most retro-clone versions of Dungeons & Dragons, or any version of Dungeons & Dragons with which you may be more familiar. The adventure is designed for beginning level characters, preferably between levels 1 - 3, and was written with lots of silly little things meant to keep your gaming experience fun.

Brattleburg is the central city of the GagMen's in house fantasy world, and serves as a starting place for most of our fantasy adventures. While definitely tailored to our needs, Brattleburg is adaptable with most fantasy settings. The main philosophy behind the World of Brattleburg is that not all members of the "monster" species are thoughtless killers to be used by the game master; rather, every race has a diversity of personalities and culture that makes them worthwhile. Parties exploring Brattleburg and the surrounding region may find themselves helping ogres, traveling with goblins, or rationalizing with a Minotaur. The GagMen love to add comedic twists and plenty of fun to every adventure, we encourage you to be a creative and enthusiastic GM; create new content, throw in your own twist or flair, and polish up any parts of the game where you think we took a wrong step. As the GM, YOU are a co-writer, so make it your own!

Far East of Brattleburg lays a land where elements of China, Japan, India, and even dashes of Arabic flavors combine to form the island continent of Tengoku.

As always, we ask that you do not feed, mock, laugh at, encourage, lead on, seduce, hypnotize, starve, compliment, strike, or massage the GagMen, as 80% of the known GagMen population are married, and their spouses get jealous when others horn in on their territory. The GagMen are aware that koi cannot walk and talk, though we are fairly confident in the existence of Dire Koi, as there can be no other explanation for the beast living at the local Chinese place. Please remember, Tanuki are definitely fiction, and just because the raccoons on your property occasionally outsmart you, that doesn't necessarily mean they know Karate.

### Adventure Summary

Back in the mystical land of Tengoku, the party finds themselves called on a quest by a not so coy Koi named Coy. With the island in danger, a walking and talking fish running the risk of gill cancer thanks to his new cigar habit, and a missing enchanted gem, the land Far East of Brattleburg may soon find itself going south! Can the heroes restore the balance, solve the mystery of the world fish, and eat their takeout noodles before they go cold? Find the answer in "If Wishes were Fishes!"



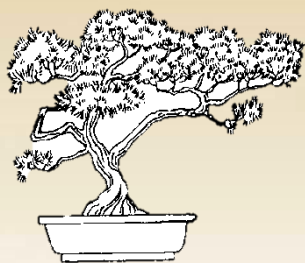
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## Setting/Theme

### Tengoku

A small island continent, Tengoku can be difficult to reach due to the treacherous waters that surround it. Even the most experienced sailors have a difficult time navigating their way to the island, and even then only with the sturdiest of ships. In fact, the Makudo-Maru is the only ship able to make the trip safely; as such all trade, travel, and commerce relies on the huge vessel. While the waters around Tengoku are home to sea monsters, most have learned not to interfere with the voyage of the Makudo-Maru; the ship's defenses and armaments make it more than a match for any serpent.

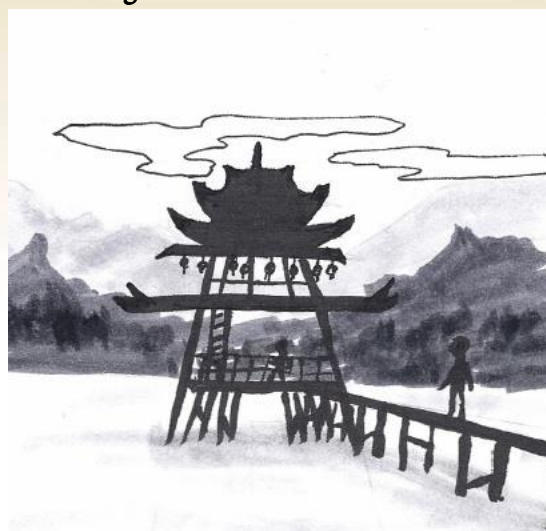


Tengoku is known for its many herbs and spices used for anything from medicinal purposes to getting your chicken just right. There's even an old legend that tells of a time when an overreaching Colonel came for Tengoku's chicken recipes, but was repelled by a great Tengoku General.

The island has a variety of environments, such as the Tien-Zo Mountains and their snowcapped peaks, which serve as home to the great Hwang-Tang-Ba monastery. The land is cut by the Sweetwater Rivers, of which the people say that the water is so sweet and pure that one drink will quench any thirst. The rivers feed the lush forests and fertile farmlands, which provide some of the most delicious vegetation ever grown.

Recently the island continent has been plagued by a series of tremors, bringing fear to the people of Tengoku. While there are old volcanos on the island, none are smoking or show any activity.

### The Village of Hokai



Hokai is a peaceful seaside town, and the people are friendly and welcoming. As a fishing town, the port is open to small fishing boats and the occasional transport. Hokai is home to less than a hundred people and 20 or so buildings, among them the three story pagoda that houses the well-established Izakaya, a quant sake shop. On the main street there are many street









monsters, but they have been transformed into creatures of pure rage thrashing about, knocking Coy into the pool and knocking the gem loose.

**Plop, plop, fizz, fizz.....**

In the confusion of the fight Nobuki will finish siphoning off her gem and sneak away before the party can notice. When the gem falls into the pond, it dissolves causing the pond to glow a bright green. When Coy emerges from the pond the glow follows, leaving Coy glowing a brilliant green for a few seconds before dimming to normal. It should be apparent to the party that Coy has somehow absorbed the power of the gem.

**Whole lotta shakin' goin' on**



After fifteen minutes have passed a serious earthquake will strike Tengoku, shaking rocks

loose and sending a rush of water running into the cave. Any character in the caves will have to make a dexterity check or be knocked off their feet and washed out to the ocean. Each time a quake strikes, the party should experience a similar situation, trying to avoid opening chasms or falling objects. Coy will know that with the jewel of harmony removed the island is certain to sink and somehow the gem has fused with his body. Only a wizard as powerful as Mondegreen could separate the gem from the ever changing

fish-man. However Mondegreen lives far away near Brattleburg; the only wizard close enough and of similar ability is his clone, Mondeblack.

**Who is Mondegreen (black?)**

A powerful wizard like Mondegreen would have the power to restore the gem and the koi, but Mondegreen doesn't live on



Tengoku. Mondegreen is one of the more powerful and sought after wizards of the world, so much so that he cloned himself so he could be more accessible. As per Mondegreen's spells, none of his clones came out perfect; each comes with varying tastes and styles, but they all have the same take on the mystical arts. Mondeblack has become the magical beacon of Tengoku, sporting darker colored robes, trimmed with gold stitching. Following many of the meditation techniques of the monasteries on Tengoku has helped to calm the wizard, far more than his original creator.

**Hard Times in Hawkwood**

Mondeblack has a wizard's pagoda twenty miles (32 kilometers) due north from Hokai through the Hawkwood Forest. One of the first thoughts any character would have is, "Why is it called Hawkwood?" If any player should say it





aloud, throw out a dire hawk attack, just to make sure they get the full effect.

The Hawkwood Forest is a mix of bamboo clumps, maple, birch, and peach trees that make for good cover against the dire hawks and owls that fly overhead. A small group of Tanuki live in the forest and gather fruits and nuts to trade with Hokai. Before leaving Hokai with one of the trading tanuki and offering to protect their wagons in exchange for guidance through Hawkwood.

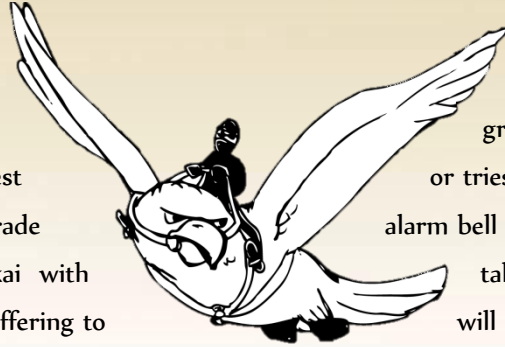
It will take a hard day's ride on horseback to reach the craggy rock face, north of Hawkwood, where Mondeblack's pagoda stands. If the party decides to travel with the tanuki, or stops to help someone along the way, it could take two full days of travel to travel through Hawkwood.

### Ape Pagoda

The pagoda stands eight stories high and sticks out through the forest canopy. There are wooden shutters and doors all around the tiered levels. The wood is coated in heavy black lacquer with decorative gold painted trim along the edges. Outside of the front door is an oversized gorilla, sitting on a stool, that is folding paper into intricate origami statues adorning a small table. The gorillas name

is Shichi and he is the protector and assistant to Mondeblack.

Shichi is a very intelligent gorilla, but a gorilla just the same; while the party may try to talk to him, he is unable to do more than hand gestures. If the group makes any suspicious moves or tries to attack Shichi, he will ring an alarm bell by the door. If the party tries to talk or negotiate with Shichi, he will take the group around back where Mondeblack is working on laundry.



### A Wizards (house) work is never done

The group will find Mondeblack behind his pagoda walking around in a loincloth yelling at his cloths on the drying line. He recently had a spell backfire and was trying to wash out the smell of burnt parrot. If Shichi brings the party around, Mondeblack will make several accusatory statements directed to his ape assistant, but Shichi will ignore it and wave the crazy wizard off. If asked why a wizard is doing laundry, he will respond that magic isn't always an instant cure and it shouldn't be used to solve every problem even if it does.



### Conflict



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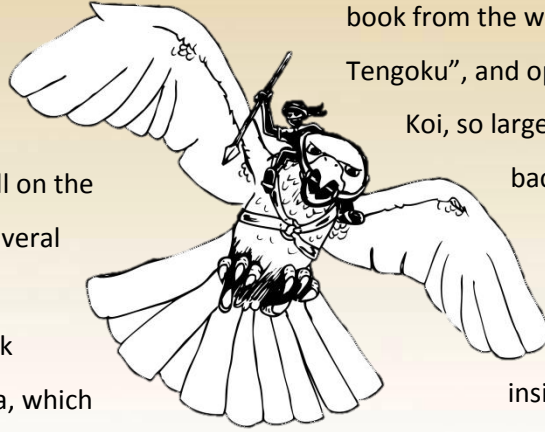


### The library of Mondeblack

Mondeblack will put on his wet robes and invite the party in. Inside the pagoda the walls are lined with bookshelves with a stairwell on the far wall, and a table with several chairs in the center. Mondeblack will ask Shichi to get them some tea, which he will grumpily put together for the group. After describing the problem and introducing Coy, Mondeblack will look confused about why Nobuki took the gem at all. The gem was only used at the annual celebration years ago, it was a gem charged with pyrotechnic spells, nothing more. The key to the balance of the island and the true magic of the pool came from Coy, the Worldfish that has been in the cave to thousands of years. The earthquakes aren't being caused by some mysterious gem; it is that Coy left to begin with.

Coy will act surprised, reassuring the group that he is not this magical "Worldfish", and definitely

doesn't possess the power over the lands or even his own body. Mondeblack will pull a book from the wall, entitled "History of Tengoku", and opens it to a picture of a giant Koi, so large the entire island is on its back. "Don't worry, it isn't literal, but it is still quite accurate," Mondeblack declares.

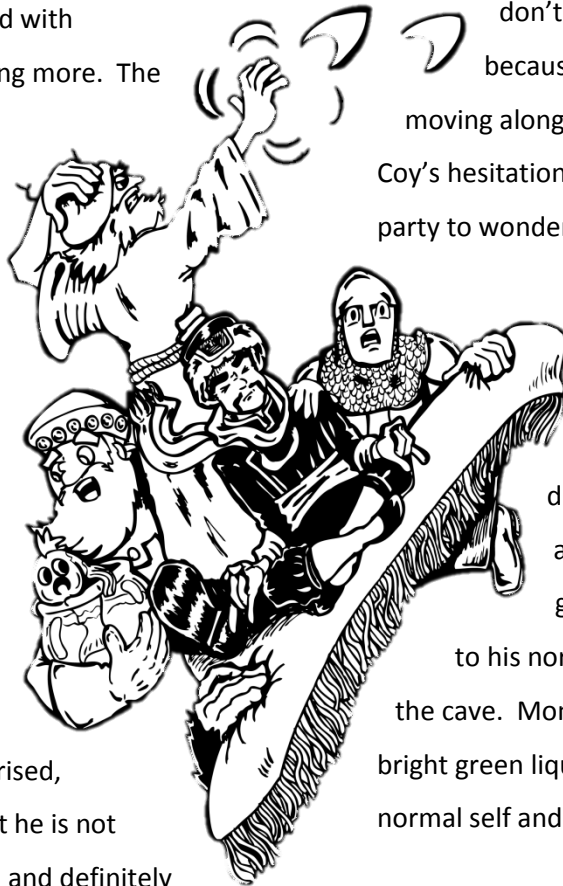


"That isn't me!" Coy insists as he stabs his

finger/flipper at the picture in the book. Coy should react in a state of denial, giving the players a chance to role-play on a personal level with the DM as Coy. Coy will have a difficult time accepting that he is the worldfish, but

don't feel the need to dwell on it because the adventure will need to get moving along soon. It is important to note Coy's hesitation and uncertainty to get the party to wonder if he is the worldfish too.

The worldfish keeps and maintains the balance; Coy must have felt the imbalance because of the disturbance of Nobuki in the cave and went to look for help. All the group has to do is turn Coy back to his normal koi self and return him to the cave. Mondeblack has a simple vial, with a bright green liquid, that should revert Coy to his normal self and he can take it as soon as he gets



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the caverns is to help make the party feel pressured to make them hesitate or doubt their abilities.

**"Look Ma, No Legs!"**

With a few quick goodbyes from Coy, he will drink the potion that Mondeblack gave them, and dive back into the koi pond. This might be a good dramatic moment to have Nobuki and any remaining henchmen to corner the party. Mondeblack will come out of his meditation state with the island safe again, but appear weakened and drained from the ordeal. Nobuki will take this moment to gloat over how hard they fought and it was all such a waste since she can now take what she wants and no one can stop her.

Nobuki, feeling bold, will get closer and closer to Mondeblack, so she can rub her victory in the wizards face. What she doesn't know is that Mondeblack is carrying a magic lantern that he will entrap Nobuki, once she gets within touching range. With Nobuki trapped, her men will flee as quickly as possible.

**Wish upon a Fish**

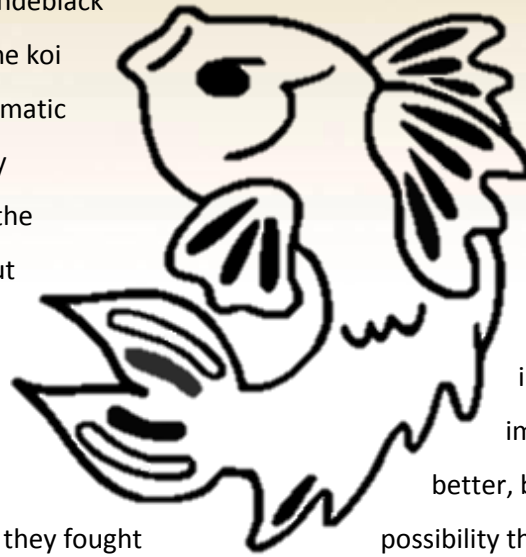
Coy restored has his full memories and finally recognizes himself as the fish that is

responsible for the island of Tengoku, but because of Nobuki's tampering Coy and the island had become unstable. Through a telepathic announcement Coy says, "Thank you for all your help. Because of your selflessness, you are each granted a (limited) wish. Tengoku

thanks you for your service."

**Super Happy Fun Ending**

With Tengoku saved and Nobuki imprisoned, it may seem impossible to make it much better, but there is also the possibility that Mondeblack can keep Coy as a human and still save Tengoku. Perhaps Mondeblack calls out for help from the other Mondegreen clones and they show up just in time, with all their power combined they permanently raise Tengoku without the help of Coy. If you want to go even happier have Nobuki realize the error of her ways and join forces with Mondeblack. As one last alternative, Mondeblack tricks Nobuki into taking the power from Coy forcing her to become a fish and be trapped in the pond for the rest of her days.







### *Nobuki's Guards*

(AC 15, Fighter 3, #AT 1, Damage Yari Spear (1d10), Mv 30', Sv F3, MI 8, HP 18) Equipment: Chain Mail and Yari

### *Mondegreen*

This crazy old wizard really isn't in the story, but we felt it important for DM's to understand how Mondeblack came into being and what Mondegreen is all about. As a powerful wizard, Mondegreen was constantly getting called away to deal with one problem or another in all corners of the world. Eventually, he came to the conclusion that he could get a lot more done if there were more of him to go around. He took it upon himself to create clones that could take care of problems locally and thus avoid travelling around the world once a month.

The cloning spell took one other mage and two clerics to complete the process, but in the end Mondegreen was able to make six copies of himself. The copies were perfect in appearance and knowledge, but different in attitudes and ideas. Because of their similarities and differences they each took on a different color to designate one from the other.

### *Mondeblack*

(AC 15, Magic-User 6, #AT 1, Damage Bo Staff (1d8), Mv 30', Sv Magic-User 6, MI 10, HP 17)

Spells: 1st Level Spells - Floating Disc, Magic Missile, Sleep

2nd Level Spells - Levitate, Wizard Lock

3rd Level Spells - Clairvoyance, Lightning Bolt

Magic Items: Elven Cloak, Ring of Protection + 1, Tomb of Tengoku (don't let the island sink), Wand of Polymorph (16 charges), (2x) Potion of Healing, Scroll (Fly)



Mondeblack is the clone of the wizard Mondegreen, and is sworn to help protect the island continent of Tengoku. He favors wearing black silk robes with gold trim, and has a pagoda north of the Hawkwood Forest. He personally trained Shichi to become his assistant, and the two have worked together for over six years faithfully. Mondeblack started with a small collection of fifteen tomes that Mondegreen sent him out with and his collection has grown to fill the walls of all eight stories of his pagoda.

### *Shichi*

(AC 14; hp 11; #AT: 1; DMG boken 1d6; save as Fighter lvl 2)

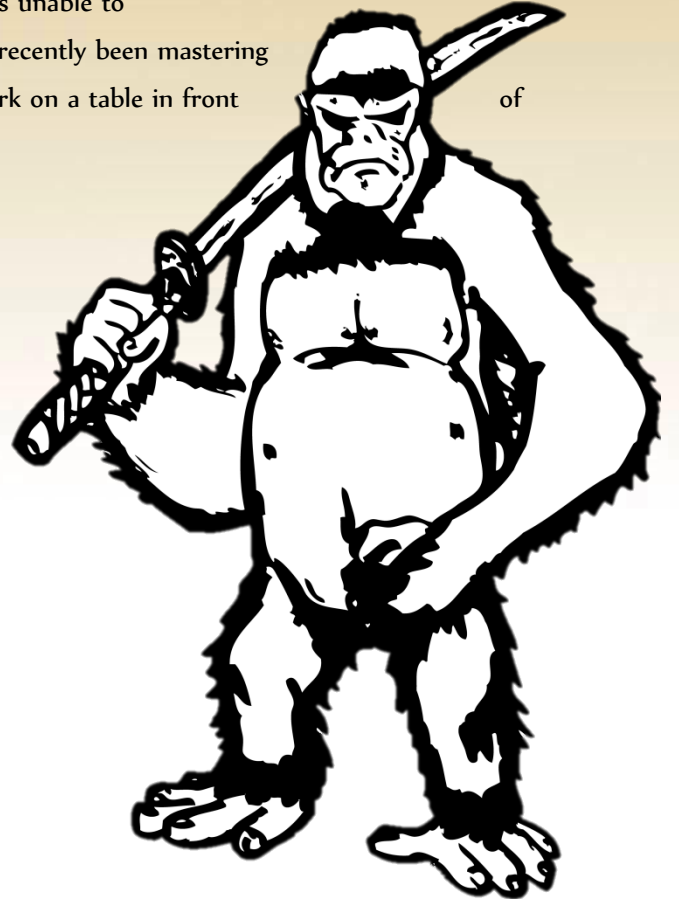
Magic Items: Boken (Wooden Sword) +1 Flame on Command



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A four-hundred pound Gorilla with silver flecked black fur, Shichi has been trained to assist Mondeblack in his work. Shichi responds to common, but is unable to communicate outside of grunts and hand gestures. He has recently been mastering the art of origami and will have a dozen examples of his work on a table in front of Mondeblack's pagoda.



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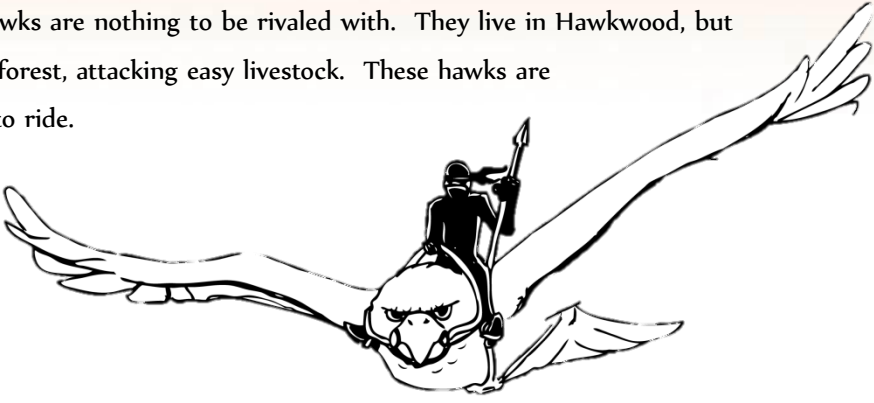


### Details

#### Bestiary (Far East of Brattleburg)

<b>Dire-Hawk</b>	Damage:	1d4/1d4/1d6
A Armor	Movement:	Fly 150' (10')
Class:	No. Appearing:	1d6
Hit	Save As:	Fighter: 4
Dice:	Morale:	8
4	Treasure Type:	None
No. of Attacks:	XP:	250
2		
talons 1 beak		

Dire-Hawks are birds of prey, able to lift man-sized creatures into the air, though they prefer Halfling-sized creatures as they are easier to fly away with. With a wingspan of up to eight-feet across and talons that hold shield as if it were a coin, the dire-hawks are nothing to be rived with. They live in Hawkwood, but will hunt up to a hundred miles from the forest, attacking easy livestock. These hawks are moderately intelligent and can be trained to ride.



#### Dire-Koi

Armor Class:	14	No. Appearing:	1d6
Hit Dice:	3	Save As:	Fighter: 3
No. of Attacks:	1 bite	Morale:	7
Damage:	1d6	Treasure Type:	None
Movement:	Swim 50' (10')	XP:	85

Dire-Koi are rare in the wild, sticking to freshwater sources and only on Tengoku, which is a small continent. Koi are a normally docile fish, with no ill intentions, unless their territory is being threatened, Dire-Koi are aggressive with even less provocation.





## Tanuki

as a Character Race (Optional)

Designed for use with Basic Fantasy by Chris  
Gonnerman

### Common Villager

Armor Class:	11
Hit Dice:	1
No. of Attacks:	1 pitchfork or rake
Damage:	1d4
Movement:	30'
No. Appearing:	1d6
Save As:	Fighter: 1
Morale:	6
Treasure Type:	P
XP:	20



The Tanuki villagers inside Hawkwood Forest are scroungers, finding roots, vegetables, and fruits where they can. They try to scurry from tree to tree, staying under the forest canopy, and avoiding any contact with the Dire Hawks.

### *Description:*

Tanuki are a small humanoid (around 3 ½ feet average height), with fur covering their entire body, a tail, and a Raccoon-like fur pattern. They are generally plump or stocky as a species and very agile. As a race they are very dexterous, and some might even say 'bouncy' leaping about when excited. Their furry coats and large eyes make them very likeable by almost every race.

They are typically friendly and outgoing and in some cases outspoken as they will not let a wrong go undone, nor will they let it go if they find a problem in the right. As natural born brewers they use their senses to help refine food and drink, they are the most critical of all food and drink than any other race in the world. Tanuki advanced senses have made them some of the best spear fishermen on Tengoku. Commonly a

curious people, less in some and more in others, as the common catchphrase around Tanuki is, "Don't touch that!"

### *Restrictions:*

Tanuki favor the Thief and will gain 10% experience as they learn faster in this class. They are required to have a minimum Charisma and Dexterity of 9, as even the ugliest Tanuki is simply adorable to the rest of the world. Because of their smaller size they are not able to use large weapons (weapons over 4 feet), as they become unwieldy.

### *Special Abilities:*

Their small size makes them harder to hit, any larger than man sized creatures will suffer -2 to hit on the Tanuki in melee combat. They have a heightened sense of smell and hearing. They can smell or hear an approaching enemy from 100' away, presuming that wind isn't a factor.

Saving Throws: +2 vs Poison, Magic Wands, Paralysis or Petrify, and spells; +4 vs Breath Weapon; +4 vs any drinking affects.



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## History of the WorldFish

Thousands of years before Tengoku existed, a group of people fleeing persecution were stranded in the middle of the ocean with nowhere they could go. The land they fled from was now ruled by an evil tyrant who would have them killed if they returned; and no other lands would have them. They had all but given up hope when a young boy, Hiro, caught a fish that promised a wish if it was released. The boy asked for a land for him and his people. From the simple wish of a child the island of Tengoku rose from the ocean, the fish asked only to have a home on Tengoku also, to be away from fishermen and other predators. Hiro, the wise, became the first emperor and would visit the Caves of the Koi often for any advice from his new fish friend. The fish was happy and often granted small wishes to help Hiro and his people, eventually Hiro passed and his predecessors forgot about the fish. Now only some of the oldest books keep the story alive.



## Goon Rules (or, Rules for Fight Choreography)

The 'Minion Rule' appears in the 4th edition Dungeons & Dragons Dungeon Masters Guide, and describes using half or quarter stat versions of a monster to give the party more to fight and to add to the adventure's flavor. The first appearance of rules for cannon fodder troops was introduced in Feng Shui by Robin D. Laws, specifically known as "Mook Rules". The thought behind renaming the rule was to separate it from the D6 system design from the original Feng Shui, and retune the rule to work with Basic Fantasy

and the OSR. The purpose of the rule is to add a cinematic flare to your game, it may be necessary to emphasize to your players that the Goon Rules are in play and not in play if you decide not to use them at all times in the game.



Goons and Mooks are basically bad guys, swarms of them, all nameless and all brandishing the same or similar weapons. With goon rules in place, it's easy to amp up your casual fights and adds cinematic flare to your game without bogging your game down in mounds of stats and paperwork. These rules are designed for action based games, with an emphasis on fun and excitement, each action should add flash, style and a bit of showmanship. The rules will not work very well for a heavy suspense style of game, unless it is used in between the mystery scenes.

It should be noted that goon rules will not work in a heavy combat game either. Wait, combat is action, you say? Well, a combat game is usually based off of miniature or tactical combat actions, where each round is measured out and every hit point is counted. So a character will know the events of each



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attack as they play out, for example: A fighter is cornered in a kitchen by three men and the fight takes six rounds of combat. The other party members hear the action after the first round and go in to help, cutting the combat down to two rounds.

But using the Goon Rules, you can make dramatic fighting happen, allowing you to rocket back to the story and give the character a little more style. For example, a group of characters are sitting in a pub, the fighter goes to checkout something he saw out of the corner of his eye, he walks into the kitchen and the group sees five goons surround him. The door closes, the rest of the party gets up from the table, and the fighter opens the door with a pile of goons in the middle of the kitchen floor.

A rule to follow when using the Goon Rule, is simply ask yourself if the fight is progressing the story and how can it be more exciting. When calculating how to do some crazy stunt, if it is exciting, always add bonuses to success. Characters should always be attacking more than one creature and usually using a prop or improvised weapon.

#### Goon Rules applied to Basic Fantasy

1. Goons are nameless
2. All named characters get +5 to hit any goon, or start with a base goon AC of 5
3. Goons have a -5 to hit any "named" character
4. multiple goons may be the target of a single attack
5. Attacking more than one goon, characters have -1 to hit roll per goon added
6. Goon fights are considered "knock out" fights; goons are knocked unconscious or out of combat with one hit. Ignore normal hit point rules.
7. Improvised weapons add +1 to hit for any character or goon
8. Improvised stunt (swinging from chandelier, block shot with table, running on a rolling barrel, knocking out roof supports, flipping over goons, etc.) +1 per effect



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# If Wishes Were Fishes

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*Back in the mystical land of Tengoku, the party finds themselves called on a quest by a not so coy Koi named Coy. With the island in danger, a walking and talking fish running the risk of gill cancer thanks to his new cigar habit, and a missing enchanted gem, the land Far East of Brattleburg may soon find itself going south! Can the heroes restore the balance, solve the mystery of the world fish, and eat their takeout noodles before they go cold? Find the answer in "If Wishes were Fishes!"*

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*If Wishes Were Fishes*

*Or*

*A Mage, a Monkey, and a  
Magic Carpet Ride*

*GagMen Episode 31*

*January 2015*

*A Basic Fantasy Adventure*

*Written by the GagMen on  
the GagMen RPG Podcast*

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