

Podcast: What If World

Episode: 068: [What if giants could turn into fairies and fairies could turn into giants?](#)

File Length: 19:17

Transcription by Keffy

Lyrics: What if kittens played the glockenspiel? And what if unicorns were real?
What if you could fly or travel back in time? We welcome you to What If
World. What If World. This is What If World.

Mr. Eric: Hey there folks, and welcome back to What If World, the show where
your questions and ideas inspire off-the-cuff stories. I'm Mr. Eric, your
host, and today is a really special episode because I've got one of my
greatest old friends here—he's not that old, but he's been my friend for a
really long time—Sydney Hollis!

Sydney: Hey!

Mr. Eric: [Laughs]

Sydney: I'm excited to be here. This is going to be a lot of fun, Eric.

Mr. Eric: Great, I'm so, so excited. Folks, you might not know, but Sydney Hollis is
one of the greatest improvisers alive.

Sydney: Oh, boy.

Mr. Eric: I think that's safe to say, right?

Sydney: I mean, I say it, but I don't know, I've never heard anyone else say it.

Mr. Eric: Um, well, he's certainly one of my favorites because I used to do improv
with him, and I wouldn't have gotten where I am today, improvising
stories, if I hadn't spent four or five years doing improv with Sydney in
New York.

Sydney: And I, you, Eric. I, you.

Mr. Eric: Ah, thank you.

But I don't want to bore all you folks with the many details and our
misadventures. I just want to play Jocelyn's question.

Jocelyn: My name's Jocelyn and I really like giants, and I wanted to know what if
fairies could turn into giants?

Jocelyn's Parent: That was Jocelyn and she wanted to know, what if giants could turn into fairies, and fairies could turn into giants?

Mr. Eric: Thank you so much, Jocelyn, and I know you've called in a bunch of times with different questions, so I'm really excited we get to answer yours today.

Sydney, what do you think about giants and fairies?

Sydney: I'm excited. Those are both really fun, what's the word I'm looking for, beings to think abt.

Mr. Eric: Yeah!

Sydney: And being in the same realm.

Mr. Eric: Yeah, yeah. I don't think we've ever actually had a proper giant in What If World, but we have many fairies already. Lots of kids seem to love them, so we might see some of our favorite old characters. But because Sydney's here, I know we're going to meet some new friends.

Sydney: Ooh.

Mr. Eric: Are you ready, Syd?

Sydney: I'm ready. I'm excited. Let's do this thing. Let's, yeah. Let's yeah. That's, yeah.

Mr. Eric: [Laughs] Okay, let's find out, what if giants could turn into fairies and fairies could turn into giants?

[Rising harp scale]

Mr. Eric: Once upon a time, there was a giant and his name was...

Sydney: Igor.

Mr. Eric: Oh, Igor. I forgot all about Igor the Giant. You see, a lot of people forget about Igor the Giant. He may be big, but he's kind of quiet. Ooh, awkward, right?

Sydney: Oh yes, he's quite awkward.

Mr. Eric: And Igor had a few friends that thought just about the same thing.

Ralph: Hey, uh, Igor, is that you?

Igor: Uh, yeah. Yeah, it's me.

Mr. Eric: It was his friend, Ralph. Well, I don't know if you could call him a friend. Ralph was the kind of big, strong, manly giant that used to pick on other kids. They were in the schoolyard, of course. It was recess.

Ralph: Let's, uh, I was thinking we should play some kickball.

Igor: Kickball? I don't know if kickball's for me. It's, it's... I get so worried about kicking it that I just, I can't do it.

Ralph: I wouldn't worry much about that, Igor. We were gonna have you be the ball.

Igor: Me?

Mr. Eric: Ralph picked up Igor and rolled him up into a little soccer ball shape.

Ralph: Here we go! [Whump]

Igor: Whoaaa! [Groans dizzily]

Mr. Eric: He booted him halfway across the schoolyard, and he came to land by a little fairy whose name was Pixicato.

Pixicato: Hey, Igor. What's going on?

Igor: I'm playing kickball. I'm the ball.

Pixicato: Did you want to be the ball, Igor? You don't look very happy.

Igor: I didn't really want to be the ball. I think Ralph took advantage of me and kicked me out of the park.

Pixicato: Why don't you come play with us? We were just playing a round of fairy stones. Why don't you just come right in the middle of the fairy circle and you'll be the head stone?

Igor: I one time saw you guys playing fairy stones from the bushes, but I figured because I was a giant, you guys wouldn't let me play. And then when I went home, I told my brothers and sisters about having seen that.

[Falling harp scale]

Igor's Brother: Hi Igor, how was school today?

Igor: I found out about this really cool game called fairy stones, I—

Igor's Sibling: Fairy stones? That sounds like a-a-a fairy game!

Igor: It looks fun and I don't think you have to be a fairy to play it.

Igor's Sibling 2: Igor, I'm sorry to burst your bubble, but, fairies are the only ones that can play fairy games. Giants have to play games like Snort the Carrot and Sit on the Lump, and, you know, Eat the Rope.

Igor: Those games are okay, but something about fairy stones and how you get to be creative when you play is kind of appealing to me.

Igor's Sibling: Oh, too good for Snort the Carrot, that's Igor.

[Rising harp scale]

Igor: This feels like a trick.

Pixicato: Oh, no. It's quite okay! Just get right in the middle, sit on the center stone, in the middle of the circle.

Igor: Okay, like this?

Pixicato: Yes, you're doing great.

Mr. Eric: Pixicato started dancing a circle around Igor who was feeling a little nervous and sweaty and bruised and dirty. But he kept playing the game, or at least what he thought the game was.

Pixicato: Ala-kazaam, a fairy I am!

Mr. Eric: And with one last twist of her wand, fairy powder spread all over Igor, turning him into—you guessed it! A fairy, himself!

Igor: Oh my—I'm a fairy!

Pixicato: Yeah, you've really never watched this game all the way through?

Igor: I just saw you guys dancing around on some rocks and it looked like something that I would like and be good at. I can't believe I'm a fairy now, what am I gonna do?

Pixicato: You turn into a fairy, I d—then it's up to you. I don't really know. We've never played stone fairy, that's the reverse of the game.

Igor: Oh, right, because stone and fairy are swapped.

Pixicato: Yeah, I guess. I... we really don't know what would ever happen, so it's maybe a little too dangerous. I think you're just gonna have to be a fairy for a little while, see how it goes.

Igor: My goodness. I've got the mind of a giant in the skin of a fairy.

Mr. Eric: Igor was a little nervous being a fairy but the recess bell rang and it was time for him to get back to class. The classroom they went just then was art. Murals were being painted, and of course, being What If World, they were coming to live right before their very eyes.

Art Teacher: Hello everyone, welcome back from recess, welcome to art class.

Mr. Eric: It was Professor Je Pardonne!

Ralph: Uh, I'm not really big into art class, could I just go around kicking Igor again?

Prof. Je Pardonne: Now Ralph, that's not how we act in art class, now put on your smock, one arm in and one arm in, ok, you have a giant smock for a nice giant.

Ralph: Thank you, uh, it's tight around the midsection. Where is that Igor, anyway?

Prof. Je Pardonne: Let's do a head count, we have one, two, three students, four students, five students, six students, well the right number of students are here but there is one more fairy than usual and one less giant than usual.

Ralph: That's unusual.

Pixicato: Uh, Professor Je Pardonne?

Prof. Je Pardonne: Yes?

Pixicato: We have, uh...

Mr. Eric: She looked over to Igor and he shook his head furiously.

Pixicato: We have a new student, his name is, um... [whispers] Igor, what's your name?

Igor: Call me, um... call me, call me...

Pixicato: His name's Callme.

Igor: Oh, whatever... no.

Mr. Eric: And so, Professor Je Pardonne, went on teaching the class.

Prof. Je Pardonne: So students, today we are going to work on our watercolors. We're going to paint something happy and maybe a theme should be the sea.

Mr. Eric: The children all through the class got very excited.

Children: Yay!

Mr. Eric: Except, of course, for Ralph.

Ralph: Ugh.

Prof. Je Pardonne: Is there a problem with painting something happy from the sea? Don't you like the waves and the sand and the sun.

Ralph: I don't know, that kind of seems like fairy stuff to me. I don't want to paint happy doofy stuff like that. I want to paint monsters biting other monsters!

Prof. Je Pardonne: Well, Ralph, giants can be nice, too. You know, Professor Je Pardonne, I was saved by a giant once at sea.

[Falling harp scale]

Prof. Je Pardonne: Oh, help me, help me. I was painting on this little dock and the dock broke free from the, the ground and my easel acted like a sail and I'm out here in the middle of the water.

Giant: Why don't you just stand up, like me?

Sydney: Oh my goodness, that rock was a giant just standing in the water up to his neck.

Giant: Oh, I get it, you're little.

Prof. Je Pardonne: I am little compared to you, and I'm pretty average for a human.

Giant: I'll save you this time. But remember this story, and when you tell it, make sure I'm doing something really cool, like blasting rockets out of my butt or something.

Prof. Je Pardonne: That's cool? I have so much to learn about giant culture.

Giant: You're the artist, you make it cool, when you tell the story.

[Rising harp scale]

Prof. Je Pardonne: So students, there I was in the middle of the angry seas, my easel acting as a sail, and then this giant came along and he was so cool. He was wearing sunglasses and a leather jacket, and if he'd had a motorcycle, it would have been the perfect image, but we were in water, so he didn't. And he threw his hands through his hair and he said, "I'll save you, Professor."

Pixicato: Wow! I guess giants do love the water sometimes.

Prof. Je Pardonne: And they can be happy sometimes, take that as a note, Mr. Ralph.

Ralph: [Groans] Oh, ok.

Mr. Eric: And so, the students got out their watercolors, which of course were just waters that the pixies and fairies changed to different colors, and they splashed over their canvases and worked out this scene or that, and Igor, he'd never painted as a fairy before, but you know, he ended up being quite proud of his art.

Igor: Look what I've made!

Pixicato: Wow, it's like a beautiful pile of... mud?

Igor: It's a sand castle. No, not even a castle, it's a sand... it's a sand town.

Pixicato: It's so beautiful.

Igor: Thank you.

Mr. Eric: And Ralph stomped over behind them, looking down at the canvas.

Ralph: Oh, that is some fairy stuff right there. If I painted a town, it'd be blown up, and there'd be giants stomping on it.

Igor: Well, you see, Ralph, if that is your name.

Ralph: Why are you suddenly skeptical of my name? What's your name?

Igor: Callme. My name is Callme.

Ralph: Call—I mean, Callme's a really weird name.

Igor: Oh, and Ralph's not? How many other names have PHs in them?

Ralph: Uh, Stephanie.

Igor: Phoebe.

Ralph: Phoebe. Uh... you're right, not many.

Igor: So, Ralph, this little town is so secret that giants don't know about it, and some fairies spend their whole lives trying to find out where it is.

Mr. Eric: And as he was talking about the town, Igor happened to put his finger upon the canvas, much to Professor's Je Pardonne's dismay.

Prof. Je Pardonne: Callme, be careful! You know, you touch a painting and you might end up inside of the world!

[Magical whoosh!]

Mr. Eric: Pixicato, Ralph, and Igor—also known as Callme—got sucked into his little town. Pixicato didn't seem too worried, being more familiar with magic. But Ralph, well...

Ralph: Uh, I'm freaking out. See, when I make art, it doesn't really, you know, capture you like this. Callme, what should we do? You're a fairy.

Igor: Um. This might be a bad time to tell everyone, but I'm actually a giant. It's me, Igor. I just, I've been turned into a fairy. I'm as clueless as you are right now?

Ralph: What? You turned into a fairy and then you got us stuck in this world and you don't know how to get us out?

Igor: This is all true.

Ralph: Pixicato, any ideas?

Pixicato: Well, one of the rules of fairyhood is that you can't undo another fairy's magic. I'm afraid he's got to figure this out by himself.

Igor: Me? Figure this out? I was just a soccer ball that Ralph was kicking around earlier and now all of our fates depend on me?

Ralph: Hey, maybe that's an idea! What if I turn you into a soccer ball and I kick you right out of this painting.

Igor: Oh, Ralph. I don't know much, but I do know that I don't want to be a soccer ball again.

Ralph: [Groans]

Mr. Eric: And Ralph decided to go around stomping on sand huts just to make himself feel better.

[Stomping noises]

- Voice: Help!
- Ralph: Oh, uh, oh, excuse me, I just was going on a standard giant rampage, who are you?
- Voice: My name is Post and I live here.
- Ralph: Oh.
- Mr. Eric: Ralph bent down very, very low to see little Post. She was really just a post sticking up out of the ground. It seemed like all the street signs in this town were alive.
- Ahoy Street Sign: Aye, please, quit stepping on us. It's me, Ahoy Street. We may be imaginary, but that doesn't mean we don't have rights.
- Sign 3: Yeah.
- Ralph: Okay, okay, I won't step on you guys, under one condition.
- Sign 3: What?
- Ralph: You're gonna tell me how to vamoose, get out of here.
- Sign 4: We have to tell you how to get out of our world?
- Ralph: Yeah, I thought that's how it worked. I don't know.
- Mr. Eric: Pixicato flew over and started using her fairy magic to repair the various houses of sand that Ralph had destroyed.
- Sand Beings: Hey, thanks! Oh, that feels so much better.
- Mr. Eric: But it didn't seem like any of the street signs or houses could really give them directions out of here. You know, you got us here with a painting, maybe there's something there?
- Igor: Oh my goodness, I just had an idea because of your idea!
- Ralph: I just had an idea. I'm gonna take a nap.
- Igor: Ralph, I think that's good.
- Ralph: [Thud and sleeping noises]

Mr. Eric: And Ralph clocked out.

Igor: I think the reason that I painted this painting was because everything felt so right in this little world. So if I paint our world, the world where we really live, but I paint it where it feels right, then that'll magically take us back because everything will be good!

Pixicato: By magic rules, that's pretty sound logic.

Mr. Eric: And so, Callme, aka Igor, set about with his new painting. He picked up sand and Fair Elise [sic] changed it to this color and that, and he painted on the ground, making a bigger and bigger canvas of their classroom. He made Je Pardonne, their teacher. He painted Ralph and Fair Elise. And then he got to himself and he couldn't quite decide.

Igor: Am I a giant? Am I a fairy? I like being a giant, but I just want to be different. All those crazy games aren't for me.

Mr. Eric: Just then, Ralph woke up with a snort.

Ralph: [Snort] Sorry, I had a carrot up my nose. Is anyone hungry?

Mr. Eric: And he held out the carrot to Igor.

Ralph: You don't want to play carrot snort?

Igor: I don't know if I do. If I was going to play a game with this carrot, I would decorate it with ribbon and make it into a fun baton to throw around.

Ralph: That actually does sound kind of fun and you don't even need ribbon! It's already covered in boogs.

Igor: Oh, Ralph. At least you're trying, I guess.

Fair Elise: Yes, at least he's trying.

Mr. Eric: They looked back at the painting. They saw the clock in the painting start to move. It was getting towards the end of the school day.

Igor: Okay, I think I've figured it out. I'm going to paint myself as a giant, but a giant who's playing games like fairy stones or this new carrot baton game, and I don't have to play snorts and rock headbutting just because I'm a giant. I can do these other things!

Mr. Eric: And so he finished painting himself, and he was a more confident-looking giant than he ever remembered seeing. And as he put the last touch of colored sand upon the canvas... [Whoosh!]

They were all sucked back into the classroom!

Igor: Whoa!

Mr. Eric: Je Pardonne ran up to the three of them.

Prof. Je Pardonne: You are back, my students! And wait a minute, two fairies and one giant left here, and two giants and one fairy come back. Professor Je Pardonne, very confused.

Ralph: Well, you see, Callme has the body of a giant but he's got the heart of a fairy and it saved us all!

Pixicato: Oh, well, even though it sort of doomed us, first.

Ralph: It saved us all!

Prof. Je Pardonne: Is Callme really Igor?

Igor: Yes, it's been me this whole time.

Mr. Eric: And all the class gave a cheer.

Class: Yippee! Whoa! Yeah, he's actually a pretty good artist for a giant. I didn't think giants could draw.

Mr. Eric: And Pixi said,

Pixicato: Giants can do lots of awesome things, just like, even though I'm a pixie, sometimes I like to roughhouse and play sports.

Mr. Eric: They got out back to the schoolyard, the three new friends really enjoying spending some time together.

Ralph: Hey, Igor. You know I was thinking, maybe you would want me to be the soccer ball for a change?

Igor: Wow, really, Ralph?

Ralph: Hey! You opened my eyes, and you made my carrot into a booger baton, so I owe you big.

Igor: Well, how about this. You don't have to be a soccer ball. Maybe you could be a canvas and I could paint a picture on you with washable paints, and it'd be kind of funny.

Ralph: That sounds great.

Mr. Eric: And Ralph lifted up his shirt and out rolled his big giant hairy belly, which he gave a smack. [Smack smack smack]

Ralph: All right, let's get started.

Mr. Eric: Pixicato gave a sigh.

Pixicato: Uh, maybe we'll pick this up tomorrow?

Prof. Je Pardonne: I'm glad you've discovered the joy of painting, kids.

Mr. Eric: Said Professor Je Pardonne, handing Igor a paintbrush and a razor. The end.

[Falling harp scale]

All right! Jocelyn, I hope you liked your story. Sydney, how was that? Did you have fun?

Sydney: That was great! I got sucked into these little worlds.

Mr. Eric: [Laughs] Yeah, well, I'm really glad. It's always so much fun to tell a story with a friend.

Sydney: You're too kind, Eric.

Mr. Eric: Oh, you are too kind for being on my show.

All right, folks, I'm going to let Mr. Sydney go, and hopefully we'll see him again, soon.

Sydney: I'd love that.

Mr. Eric: Take it easy, Syd. Thank you so much!

Sydney: Bye, guys!

Mr. Eric: I'd like to thank Karen Marshall O'Keeffe, my editor and producer, Jason O'Keefe for our artwork, Craig Martinson for the best theme song in the universe.

Until we meet again, keep wondering!

What If World. This is What If World.

[What If World theme plays.]

©2018, Eric O'Keeffe/What If World