

Podcast: [What If World](#)

Episode: 191: Guilds & Goblins Part 4: Faerie Forest

File Length: 24:42

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.

Zizi:                     Hey there folks, and welcome back to Guilds & Goblins, the show where your questions and ideas inspire off the cuff adventures. I'm Zizi Jammaloo, your host and guildmaster, joined as always by my brother, Zach.

Zach:                    I play Zachimedes, a goblin eggchanter with a hunger for magical secrets. And also food. And my teammates are Lola Rabbit and Scully the Squid.

Lola Rabbit:            Yeah, Lola Rabbit here. I play Lowlandra, a were rabbit and nature mage who doesn't take guff from anybody.

Scully:                 I'm Scully, but I play Scullen Bones, a skeleton pirate and trickster who likes shiny things.

Zizi:                    Oh, thanks. I like how you each added a detail about your characters, today. We should do that more often.

Zach:                    Oh, quick, quick, quick! I want to get to the adventure.

Zizi:                    Zach, we haven't even gotten the question yet. Plus, you're all ready to level up into some new rules.

Scully:                 Yay. But can I stick with the starter rules?

Zizi:                    Sure thing, Scully. These rules are simple enough that you can take them or leave them.

Lola Rabbit:            All right, all right, tell us about it already!

Zizi:                    So, today we'll be playing with heart and harm.

Zach:                    Oh, oh, I read about these.

Zizi:                    Of course you did.

Zach: Heart's what you get for doing kind and thoughtful things and it can be used to do extra cool stuff in the game.

Zizi: That's right. And harm is what happens when people and things get hurt. And it's important to note that people can have their feelings hurt, not just their bodies.

Lola Rabbit: Oh, that makes sense. And I think I read that harm almost always goes both ways.

Zizi: Look at you, Lowlandra, reading the rules.

Lola Rabbit: Like I'm going to let Zach be the only know-it-all in the room.

Zizi: Yeah, so we don't want to just harm everything we come across because that'll make for a very short game as you'll get harmed, too.

Scully: Oh, but I don't have to worry about heart and harm if I don't want to?

Zizi: No, Scully, every player can stick with the starter rules as long as they want. We're still all playing the same game. Okay. Now, we've got two questions today, a write-in question from a listener and a recording from a patron.

Zach: Well, let me guess, they're too secret to play.

Zizi: You guessed right, but I can at least tell you that Maeve sent in a question about faeries, and our patron Iris sent in a question about aliens. Now, we're gonna take a quick break, and then we're going to jump right back into our Guilds & Goblins adventure.

[Rising harp scale.]

And we're back. Okay, adventurers. Do you remember where we left off?

Zach: Yeah, we were in the misty meadows.

Scully: Uh-huh. We'd stopped the dinosaurs and the ballerinas from fighting.

Lola Rabbit: Yeah, and we rescued that goblin master tinker lady, but she didn't know how to fix the Trumpet of Travel.

Zizi: That's right. You still need to remove the curse from the Trumpet of Travel to free all of your guild leaders and people.

Goblin Tinker: It is a very powerful spell you are asking me to break.

Zizi: Says the Master Tinker, looking at the Trumpet of Travel.

Goblin Tinker: I'm going to need some special, secret ingredients.

Zach: Okay, what can we get you?

Zizi: The old master artificer has a twinkle in her eye as she looks to the three of you.

Goblin Tinker: First, you will need to find what you have lost.

Lola Rabbit: Ah, great. A riddle.

Goblin Tinker: Then, you shall need to gather a memory of the sun.

Scully: A memory of the sun, oh.

Goblin Tinker: Now, I will make my way back to Tinker Town. You can meet me there when you have gathered these magical ingredients.

Lola Rabbit: Oh, can we get a quick hint before you walk off into the mist?

Goblin Tinker: Hint? You think I'm gonna give you a hint? I'm an ancient mad scientist. You're lucky I make any sense at all.

Zizi: And with that, she disappears into the misty meadows.

Scully: Oh, for crying out loud.

Zach: If I use a heart, will you tell us the answer?

Zizi: I'm sorry, Zach. That's not exactly how it works. You can use hearts to try something really difficult that you might not normally be able to do or to help a friend with a roll they just failed, or just to heal someone that's been harmed. But they can't just do everything magical, because then the game would be too easy.

Lola Rabbit: Come on, you two. We can figure this out. We've already got the best clues at all.

Zach: What do you mean?

Lola Rabbit: The what if questions!

Scully: But we don't know what they are.

Lola Rabbit: We don't have to know the whole question, but we do know one's about faeries, and one's about aliens. So I bet we'll find our ingredients with faeries or aliens.

Zizi: I knew I shouldn't have told you anything about the questions.

Zach: Ah-ha! Now we know you're onto something, Lowlandra.

Scully: Or maybe the GM's just trying to trick us.

Lola Rabbit: It doesn't matter. It's the only leads we've got.

Scully: It's not the only leads. We also have the riddles. We've got to find what we have lost and then we have to gather a memory of the sun. Okay, now, I'm really confused by that one.

Zach: Oh, we've lost all of our people.

Lola Rabbit: Yeah, no, but they're in the trumpet, so it's like, we know where they are.

Scully: Can we look at ourselves and see if we're missing anything?

Zizi: Okay, great. I want you all to roll Learn. And Scully, if you're sticking with the starter rules, that means you just roll a d20.

Scully: Oh, easy. Okay. Ooh, a 12.

Zach: I got an 11.

Lola Rabbit: Come on, come on, come on. Ooh, a 19. Oh, wait, but I got a minus 1d4 to learn rolls. Okay, a 17.

Zizi: So Lola, you're the first to realize that you're missing a sock. But then Zach and Scully...

Zach: We're missing socks, too, aren't we?

Scully: Oh, my skeleton bone feet are going to be so cold in my boots.

Lola Rabbit: Oh that's weird, we're each just missing one sock.

Scully: I mean isn't everyone missing one sock.

Zach: Oh, at least. I feel like I lose another sock every time I do laundry.

Zizi: Zach, you've only done the laundry once.

Zach: And I lost all the socks.

Lola Rabbit: Okay, this is definitely a clue. So now we've got to find some aliens or some faeries. Um, oh, maybe I could make a tree grow extra extra high and we climb up so high that we meet some.

Scully: Oh, that's a great idea. I was gonna make myself into a bone ladder, but I don't think I'd go that high.

Zach: I was gonna use an egg of chicken wings, but those wings are really little.

Zizi: That sounds like a great plan, although there aren't many trees in the misty meadow.

Scully: Ooh ooh! I'm a pirate. I must have a map of the lands of Barend.

Zizi: You sure do.

Scully: All right, where's the nearest woodlands to the misty meadows.

Zizi: Well, that would happen to be the Faerie Forest.

Zach: I wonder if we might find some faeries there?

Lola Rabbit: Only one way to find out! Lead the way, Scullen Bones!

Zizi: Scullen, with your map and natural pirate-y abilities, you're out of the misty meadows before lunch.

Lola Rabbit: Yeah, I'm gonna find the nearest tree I can.

Zach: And let's see if there are an faeries hanging out.

Zizi: You're not so lucky. It's day time and Zachimedes, you would know that faeries tend to be more active at night.

Lola Rabbit: Well, we can't wait that long. We're on a mission! So I find a tree and use my were rabbit nature mage magic to make it grow.

Zach: Can I use some eggchanter magic to help it even more?

Zizi: Great idea. We'll call that a team roll. So each of you gets to roll wonder and you take the best roll.

Zach: I get to add a d4 to wonder. I rolled 13 plus 2, 15!

Lola Rabbit: I only rolled a 4.

Zizi: Well, then good thing you two were working together.

Zach: Yeah, yeah. I use an egg that glows brighter when I get close to something magical.

Zizi: And that's how you find the most magical tree in the faerie forest. And then Lowlandra and Zachimedes working together make it grow and grow and grow.

Scully: I'll still turn myself into a ladder so that we can get up to those first branches.

Zizi: So you're able to climb as it's growing, getting higher and higher, all the way up into the sky. You see a bright flash of light as you break through the canopy of trees. And then, suddenly, you're in darkness.

Scully: Weird. I thought it was lunchtime.

Zizi: But the sky's dark above the trees anyway, except for a few pinpoints of floating light that seem to move and shimmer and start gathering towards you curiously.

Zach: I hold up my egg of detection! Are these creatures magical?

Zizi: They are indeed.

Lola Rabbit: I jump up and down with my big were rabbit legs and I wave my arms and my ears and I say, Hey hey! Faeries! Over here! We need your help, quick!

Zizi: And two lights seem to break off from the pack of faeries. As they get closer to you, they seem to change and take shape. One of them is a soft, violet light, wrapped up in fold after fold of a rough woven robe so you can barely see the light within. The other had long, pointed ears like a faerie, and trailed faerie dust, but in all other ways resembled a smooth wooden toy of a dog wearing a maroon vest and shorts. The dog faerie speaks up, first.

Dog Faerie: Do you have any idea what you've just done?

Lola Rabbit: What do you mean? I just grew a tree, you should be thanking me.

Zizi: The robed faerie spoke up.

Robed Faerie: Oh, I love this big, beautiful tree, but I wish you would've at least checked with us faeries first.

Dog Faerie: You find the most magical tree in the forest, and you think you can just cast a spell on it? You've let the sun snappers find it.

Zach: We're sorry, we're sorry! We didn't know. We needed your help, and—

Robed Faerie: I'm afraid there's no time for that. We've all got to hide before the hoardlings get here.

Scully: Hoardlings... that doesn't sound good.

Zizi: And, indeed, at that moment, you hear a skittering down below you, and it seems to be getting closer. You can't see it yet, but something or somethings are climbing up the tree.

Lola Rabbit: Listen, we're new adventurers, we didn't mean any harm.

Dog Faerie: That's what every adventurer says before they trounce through our forest, casting spells willy-nilly!

Zizi: Said the wooden dog faerie.

Robed Faerie: Seek, Seek, they're never going to learn if we just yell at them.

Zizi: Said the robed faerie.

Dog Faerie: Oh, Hide. You think every moment's a teachable moment, even when hoardlings are climbing up the elder tree!

Zizi: Said the faerie named Seek.

Hide: Every moment can be a teachable moment. And right now, we should teach everyone how to hide.

Zizi: Said the one called Hide.

Seek: Fine. Come follow us.

Zizi: And Seek bounds off into the darkness, seeming to jump from one invisible object to the next!

Zach: Uh, point of order. All we see is darkness and a few faerie lights.

Hide: Oh, Seek, can you lend them a few lenses of the lost.

Seek: Oh, no time, no time, no time!

Zizi: But Seek pulls out three pairs of glasses and tosses them to you.

Scully: Can mine be an eyepatch, since I don't have eyes anyway.

Zizi: Okay, fine.

Zach: Oh, and I want mine to be goggles. That better suits my steampunk wizard aesthetic.

Zizi: Okay, Zach, good vocab.

Lola: Okay, then I want mine to be a monocle and class up my whole were rabbit persona a little bit.

Zizi: Okay, your lenses are an eye patch, goggles, and a monocle, and as soon as you put them on, you can see a hundred tiny objects floating in the darkness. Clocks, rocks, sticks, socks, the last piece of a puzzle, or board game, or chess board. Even a dusty old doll.

Scully: Do we see our own socks?

Zizi: Do you want to spend time searching for them.

Zach: I think we should follow the faeries.

Zizi: Might be a good idea, Zach. And as you jump and bounce from one lost object to the next, to the next, you see these little creatures climbing up the elder tree, and they seem to be made up of old trash and lost objects just like the ones you're jumping on.

Hide: You see.

Zizi: Says Hide, catching Zachimedes as he almost slips off an old playing card.

Hide: We faeries are protectors of all things lost and and forgotten.

Seek: Whereas hoardlings are mindless collectors of junk, which they simply use to make more hoardlings.

Zizi: And one of the junky old hoardlings close on your heels grabs some sticks and stones out of the floating blackness and then takes an old battery and sticks it on its back, and—

Zach: Another hoardling?

Lola Rabbit: Lowlandra asks, How do we defeat these things?

Zach: Yeah, can Zachimedes create an egg shield around everyone?



Zizi: Go ahead and roll wonder Zach.

Zach: Okay, I get a plus d4. Ooh, that's only an 8.

Zizi: The magic of this faerie realm somehow messes with your eggchantment and your shield is much flimsier than usual. A few hoardlings bounce off of it and it's already starting to crack.

Scully: Can I pull out some of my bones and stuck them against a crack to reinforce the shield?

Zizi: Ooh, give me a roll.

Scully: A 13?

Zizi: A few hoardlings bump into your bones and fall off into the darkness.

Scully: Sorry, little creatures!

Seek: Ah, don't worry about them, they're indestructible. Just keep putting themselves back together.

Zizi: Hide and Seek lead you to a little dollhouse made of a hundred missing pieces of other dollhouses. They shut the doors and windows tight and huddle with you in the corner.

Zach: Zachimedes will whisper really quietly, hey you mentioned something about sun snappers?

Hide: Oh, yes. The sun's always been trying to find our secret hideout and flash its light on us.

Seek: And now that it did and you grew a tree right into our hideout, the hoardlings have found us and can come and go as they please.

Zizi: Seek's voice got really loud there for a second. I've got to roll and see if the hoardlings hear you. A five. They're gathering junk and lost items far off, but they are getting closer.

Lola Rabbit: Hey, Zizi?

Zizi: Yeah?

Lola Rabbit: Can Lowlandra still sense the elder tree?

Zizi: Sure, it's got really powerful magic.

Lola Rabbit: Okay, I want to try to reach out to its branches and get it to grab as many of these hoardlings as it can.

Zizi: That's really powerful magic for a low level character?

Lola Rabbit: Ooh, can I use a heart to let me do it?

Zizi: Exactly, that's what they're for. Now, roll wonder.

Lola Rabbit: Okay, I get no bonuses or penalties. That's a Nat 20!

Zizi: Wow. You used the heart and you rolled a natural 20. The elder tree's branches curl and crack, snapping up every single hoardling in the secret hideout and flinging them all back to the ground.

Seek: I've never seen magic like that. You must truly respect nature.

Hide: But as long as that tree's in our hideout, the hoardlings will just keep rebuilding and coming up here.

Lola Rabbit: If I can make it back to the tree, can I shrink it back down to its normal size?

Seek: I don't know. It's worth a shot, though, right. Good luck.

Hide: Oh, Seek. Let's go help them.

Seek: Ugh, fine. But if I get turned back into a hoardling, it's on you, Hide.

Zach: Back into a hoardling.

Seek: Yeah, a hoardling can come to life and stop being a mindless creature if given a true purpose.

Hide: Like Seek, here, who helps me find the lost and hidden things with his wooden dog nose and keen pointy ears.

Seek: Oh, stop.

Scully: Yeah, seriously. There's no time to lose.

Zizi: When you leave the dollhouse, you see you've got a problem. There's nothing lost in sight except for a single sock with a skull and crossbones symbol on it, but it's too far away for you to reach and it's in the other direction from the elder tree.

Scully: Hey, it's my lost sock. Seek, we need that sock to save our people. If we do our best to save yours, can you help us out?

Seek: Our people wouldn't need saving if it weren't for you and the...

Hide: Seek, they know. They're trying. They're learning.

Seek: Right. Hide, you get them to the tree. I'll meet you there.

Zizi: And Seek doggy paddles into the darkness toward the far-off sock.

Scully: If I start throwing my bones into the secret hideout, will they count as lost things and then we can bounce from one bone to the next?

Zizi: How can I say no to an idea like that, but it's still going to be dangerous. Each of you needs to roll dare to make it to the tree safely.

Scully: That's just a regular roll for me. [Hisses] A nine...

Zizi: Ooh, that's almost good enough, but your bones have been taking a beating today, and one of them cracks as you jump off of it!

Scully: Oooow.

Zizi: That's gonna make it a hard roll for the next person to go.

Zach: Oh great.

Lola Rabbit: Well, I got a bonus to dare, so I'll go next. [Rolls dice] I rolled a nine and a nineteen so I take the nine, but then I add two to it. That's 11!

Zizi: Just barely good enough. You bound off the old bone and take it along with you so Scullen can fix it up later.

Zach: Okay, I'll try now. Ooh, an 8.

Zizi: It's a near miss, Zachimedes. So you're bounding from bone to bone and you almost make it, but you slip and tumble at the last minute, crashing into the elder tree, and you take one harm.

Zach: Oh, how many harm can I take?

Zizi: Well, if you take three, then you're stunned and that's really dangerous.

Zach: So I'm going to need to be careful.

Lola Rabbit: Okay, so we made it to the tree, right? Then I'm gonna cast a spell and try to shrink it back down.

Zach: Oh, can I help again.

Zizi: Normally yes, but there are hoardlings climbing back up the tree.

Zach: Aw, I want to crack my yolkiest egg and make the tree all slippery so they fall.

Zizi: Cool. Roll wonder.

Zach: Come on... 13 plus 2. 15!

Zizi: Okay, they're slipping and sliding. None of you will take any harm from these jagged old piles of junk.

Lola Rabbit: Okay, I'm going to cast my spell. Or try, anyway. Ugh. A 4.

Zach: Oh, wait wait wait, can I use my heart to let her roll that again?

Zizi: Yeah, just tell me what you do to inspire her.

Zach: Okay, I say, Lowlandra! Cast this spell and I'll do your homework for a week.

Lola Rabbit: Hey, I like doing homework.

Zach: Fine, then cast this spell and then you can do my homework for a week.

All: [Laugh]

Scully: Yeah, mine, too.

Zizi: Okay, fine, Lowlandra. I'm going to give you an extra d4 when you roll this.

Lola Rabbit: Okay,... ugh. 6 plus 2. That's still not good enough.

Zizi: It's a really big tree and it is shrinking, Lola, but just not fast enough to keep the hoardlings away. A few scramble up and over you, and it really hurts. You take one harm.

Lola Rabbit: Okay, I'm just going to keep focusing on this spell.

Zizi: You see Seek doggy paddling back towards you with a black and white sock in his mouth. But there are hoardlings trying to get to him, and

some of them have wings made of paper airplanes and fluttery plastic bags.

Scully: Can I turn myself into like a cage? And try to trap them?

Zizi: Roll for it!

Scully: [Rolls] Ooh, a two.

Zizi: You manage to trap a couple, but the rest squeeze through and fly through the blackness straight toward Seek and the sock you need.

Zach: Can I have a turn again.

Zizi: Yeah, Zach. Everyone's gone, so it's back to you. You can either help out Lowlandra with her spell, or help out Seek, or I guess you could just try to get the sock.

Zach: No way! I'm not leaving Seek. I'm going to use my egg-tangle egg and throw it at the hoardlings that got through the cage.

Zizi: I'll let you roll wonder.

Zach: [Rolls] Ugh, 7 plus 2 is only 9.

Zizi: Oh, this is going badly. One of them's gonna reach Seek.

Zach: Can I have it get me instead? I can still take two more harm before I'm stunned.

Zizi: Okay, you jump heroically in the way and two paper airplane wings poke you in each eye!

Zach: Ow!

Zizi: Now you've got two harm, Zachimedes, so be really careful.

Zach: Ugh.

Zizi: But I'm also going to give you a heart for that.

Lola Rabbit: Okay, I'm going to roll again. Dice don't fail me now!

D20: I'm doing my best there, Lowlandra.

Lola Rabbit: [Rolls] Yes! An 18!

Dzo:                   Whoa, that was a close one.

Zizi:                   The tree's shrinking out of the faeries' home in the sky. And Hide says,

Hide:                   We can't come out until night, so keep yourselves safe until then.

Zizi:                   And the elder tree sinks back to the forest canopy, leaving the dark sky that was the faerie hide out.

Scully:                I can reach for the sock, but that might let the hoardlings get to us, so... I'll just turn into a big bone shield and try to cover Lowlandra and Zachimedes.

Zizi:                   Roll it, Scully.

Scully:                [Rolls] A 13.

Zizi:                   Your beat up old bones hold strong, and with the hideout no longer pierced by the elder tree, the hoardlings can't get into it, not even the flying ones. They begin to lose interest and head out of faerie forest.

Lola Rabbit:         I think we should all rest up in this elder tree. That was a close one.

Scully:                Close? We lost. We didn't get the sock.

Zizi:                   Well, that night as you are resting up, you see Hide and Seek come down from their twilight hideaway.

Seek:                 Right, you all messed up big, today.

Hide:                 But you were also very heroic.

Seek:                 And uh... I heard you needed this.

Zizi:                   And he pulls out your sock.

Scully:                My sock!

Lola Rabbit:         Yes!

Zach:                 Yes!

Lola Rabbit:         All right, one ingredient down!

Seek:                 Thing is, uh, we could maybe use your help.

Zach:                 Well, as far as I see, we still owe you one for putting you in danger.

Hide: Well, the sun snappers can put us in danger again. That flash of sunlight was them finding our hideaway.

Zach: Well, are they bad?

Seek: Good or bad, if they reveal our secret home, we could have more problems than just hoardlings.

Scully: Okay, well, how do we get to these sun snappers?

Hide: Well, there's really only one way, uh, we sorta have to send you to, um...

Seek: Outer space.

Zach: What?

Lola Rabbit: Aliens, I knew it.

Scully: Oh ho ho ho oh yeah!

Zizi: The end.

[Falling harp scale.]

Well, Zach, Lola, and Scully, I hope you enjoyed your adventure. Maeve and Iris, I hope you enjoyed your story. Now, we didn't quite get to Iris's question, but now you know it involves the sun and aliens. We'll find out more next week.

Zach: Aw, man.

Zizi: But we can read Maeve's question.

Lola Rabbit: Oh can I, I always wanted to read the question.

Zizi: Sure.

Lola Rabbit: Okay, let me see. It says, Maeve asks, if the missing socks at night were taken by faeries to play hide and seek with.

Zach: Cool.

Zizi: Thank you, Maeve.

Fred: Speaking of shout outs, I got one for Beatrice Nathanson. She's seven years old, loves dogs and playing tennis with her dad, and cooking. They're from New York City but live in Los Angeles, now.

Dracomax: And I have a mighty roar for her twin sister Eloise, also seven, who likes ballet, dance, drawing, art, and books.

Fred: Then there's Vin, who's seven years old, almost eight. And he loves video games and has a sister named Sydney.

Zach: Plus, big sis Veruca's five month old brother Rory, who she absolutely adores.

Fred: And finally, Loraine from Oakland, California. She's got a little brother named Carson.

Zizi: And I'd like to thank Karen O'Keeffe, co-creator of What If World, Craig Martinson, who wrote our theme song—

Zach: And all you kids who try to donate your old things before they get lost.

Scully: And turn into hoardlings!

Lola Rabbit: Or just like, get really dusty.

Zizi: Until we adventure again, keep wondering.

[What If World theme song plays.]