

Podcast: [What If World](#)

Episode: 192: Sun Snappers (Guilds & Goblins 5)

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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:                     Greetings, adventurers and welcome back to Guilds & Goblins, the game  
where your questions and ideas—

Scully:                  And our dice rolls!

Zizi:                     Inspire off the cuff adventures. I'm Zizi, you host, joined as always by  
Lola Rabbit—

Lola Rabbit:            I play Lowlandra, a nature mage were rabbit and barbarian.

Zizi:                     Then, there's my little brother Zach.

Zach:                    Well, I'm only a couple inches shorter, but yeah, I play Zachimedes, the  
goblin eggchanter. And here's my best friend Scully the Squid.

Scully:                  I play Scullen Bones, a skeleton pirate and trickster who can reshape  
their body to do all kinds of crazy bone stuff.

Zizi:                     I think this adventure might be longer than usual, so we're going to wait  
until the end of this week's game to play Iris's question for you.

Scully:                  Oh, I can't wait to hear it.

Zizi:                     We've also got another question from Zephira, and I hope we get far  
enough into the story today to play it. But if not, we'll save it for next  
week.

Zach:                    Well, then, let's get to the game.

Zizi:                     We're going to take a quick break, and then we'll join our adventurers  
back in the world of Guilds & Goblins.

[Rising harp scale.]

And we're back, adventurers. You three each wake to find yourselves  
sitting on top of cold metal tables.

Lola Rabbit: Wait wait wait, weren't we just resting in the forest?

Zizi: That is the last thing you remember.

Zach: Oh, I don't like this.

Scully: Where are we?

Zizi: You look around to see that you are in a white, shiny room.

Zach: Is there a way out?

Zizi: When you try to move, you find that you're each strapped to these silvery metal tables.

Lola Rabbit: Hang on! This makes no sense! We were just talking to those faeries, Hide and Seek, and they were saying that we had to, um...

Zach: Go to outer space.

Scully: Oh yeah, to face down those sun snappers.

Lola Rabbit: That's right, and we were hoping that they would have the final ingredient to break the spell on the Trumpet of Travel.

Zach: Do you think we got taken by the sun snappers?

Scully: No way to find out until we get out of here. I pop off my hand so I can unlock all of us from these metal tables.

Zizi: You do that, Scully, but then you realize your entire body is inside a heavy black bag, and only your head's sticking out.

Scully: Then I pop my head off?

Zizi: No luck there. The bag is strapped down tightly and there's a band even tighter across your forehead. You can barely move.

Lola Rabbit: Zizi, do we have all of our stuff on us?

Zizi: Good question. You're all fully clothed, but your equipment is all piled in a corner.

Zach: Oh, that means no eggs, huh.

Zizi: Not unless you can get out of these bindings.

Lola Rabbit: I want to see if I have like a nut or a seed or a flower or something just stuck in my fur or the folds of my clothes or something.

Zizi: Roll me a learn check, see if you can find something.

Lola Rabbit: Seven...

Zizi: All you find is a little dirt, but no plants.

Scully: I want to try to pop off my pokiest rib bone and use my detached hand to try to slowly push and poke and turn it until it can pop through this bag.

Zizi: Ooh, okay. Roll dare.

Scully: Ugh, I rolled a seven, too.

Zizi: It's a good idea, but it's a very very strong bag made out of some material you've never seen before.

Zach: Can I try to chew through any of my bindings.

Zizi: Well, they didn't strap down your head, so if you succeed on a dare check, I think we're in business.

Zach: I get a minus d4 to dare, though. Nine minus three is six.

Zizi: Those were all great ideas, but your bindings are really tight. Whoever's got you captured doesn't want you getting loose.

Scully: Let us out! What's going on, here?

Lola Rabbit: Come on, come out and face us.

Zizi: Suddenly, the white wall slides open even though you didn't see a seam for a door. And in steps a very large, yellow alien, with three eyes and a hundred tiny tentacled feet pushing it forward.

Alien: Harble are you all quiteol comforbul?

Zach: Are we quite comfortable? You've got us strapped down?

Scully: And I'm in a bag.

Alien: [Burling] Well, you were not supposed to be here.

Lola Rabbit: Just like you weren't supposed to sun snap the faeries hide out and get them invaded by a bunch of hoardlings?

Zizi: Oh, okay Lola. Roll learn, see if you can help them make sense with this reasonable argument.

Lola Rabbit: Here we go... finally! A 15.

Alien: An interesting assessment of our hypocrisy.

Zach: Oh, now you're really speaking alien.

Scully: Oh, no no. Hypocrisy, that's like when you're a hypocrite. Like when you say people are supposed to act one way, but then you act the other way.

Alien: Indeeba. [Blurbles] I'm have to take [unclear] before the sun snappers.

Zizi: And the alien shuffles out.

Zach: Oh, as the alien goes to leave, I say, Hey, sun snapper?

Alien: Hublub what?

Zach: It's just, it's a little cold in this room and I don't have fur like Lowlandra.

Scully: Yeah, and I don't even have any skin.

Zach: Yeah, so, would you mind just giving us a little campfire or something.

Alien: Hublub, a campfire in space. [Blurbles] the skeleton, and the goblin.

Zizi: And above you and Scully, the perfectly white ceiling starts glowing white-hot. The air shimmers between you, and you start feeling nice and warm. Then the alien scuttles out and the white, seamless door slides shut behind it.

Lola Rabbit: Whoa, whoa, whoa, wait. As it's closing, I want to take that handful of dirt you said I found and toss it towards the opening.

Zizi: Okay, a little bit of dirt gets caught up as the door closes and now you can see where that seam should be.

Scully: Were you really cold, Zachimedes?

Zach: Yes. I was very cold. Because people are probably watching us all the time and I wanted them to know that I was really actually cold and not just making it up so I could find out more about where we're being held.

Scully: Weird, because your question did actually lead us to finding out more information about—oh.

Zach: Oh, what a coincidence. We learned a little something.

Lola Rabbit: Yeah, like that we are in outer space and that we are on a ship.

Scully: And how we can make it nice and warm above one of us. You know, I am actually really, really, really cold.

Zach: You are?

Scully: Oh, so cold. Shipa, could youba make it ba even ba warmer above me ba?

Zizi: Okay, Scully. The white ceiling starts glowing even hotter above you. It's about as hot as a human can even bear.

Scully: Yeah, but a skeleton could bear it getting a little hotter, though, and I am really really cold. Shipaba, could you make it even ba warmer ba?

Zizi: Scully, if you make it any hotter, you could get hurt.

Scully: But it might weaken this bag enough that I can finally cut my way out.

Zizi: Oh, I see. And Scully, you can roll again to try to escape.

Scully: Here we go. Are you kidding me, another seven?

Zizi: The black bag starts melting a little, but it doesn't seem to make it any softer.

Lola Rabbit: Oh, hey, ship. I got some seeds and stuff over with my things, and if they're not kept very warm, they could wither away.

Zizi: Nothing happens.

Lola Rabbit: Okay, uh, Shipa, could you ba warm ba our stuff ba?

Zizi: And the ceiling directly above your stuff starts getting hotter and hotter.

Zach: Oh, does it crack any of my eggs?

Lola Rabbit: Or does it make any of my seeds grow?

Zizi: I'll let it be a roll off to see if either of you get lucky, and what happens first.

Lola Rabbit: [Rolls] Ooh, ooh! I got a 14.

Zach: That's pretty good, but not as good as a natural 20!

Zizi: Okay, which of your eggs breaks?

Zach: Can I have a super exploding egg or something?

Zizi: Zach, I actually think you've got enough eggs. In the past you've used an egg of protection, an egg of egg-tangle, and an egg of slippery yolks. Plus an egg that detects magic and sheds light, that's four different egg powers, so try to get creative with those and maybe if you go up in level you can get a new egg power.

Zach: Well, with a natural 20, can I have yolky egg-tangle tentacles spread out all over the room, walls and ceilings and maybe knock one of us over or loosen up our bindings?

Zizi: With a natural 20, I think that's okay. So we'll say Lola was closest to the pack of stuff, and as the egg-tangling yolk and whites spread all over the room, floors, ceilings, and walls, Lola gets knocked over, and finds herself within ear's reach of her pack.

Lola Rabbit: I'm gonna try to flop my pointy ear and reach out to a seed or flowerbud or something.

Zizi: Okay, roll dare. See what you can grab.

Lola Rabbit: Alrighty... [Rolls] Ooh, 16 plus 3 is 19!

Zizi: Ooh, okay. You get one of your secret thornyken seeds that can sprout a very sharp thorn when you throw it or activate it.

Lola Rabbit: I'm gonna use it to cut loose my bindings and Zachimedes' and Scullen's, too.

Zizi: Okay, but you're gonna have to roll one more dare check to make sure you don't get stuck up in the egg-tangle spell.

Scully: But it's a friendly spell. Wouldn't it not get us?

Zach: No, my magic's not that smart yet.

Lola Rabbit: Don't worry about, I get a plus d4 to dare. 15 plus 2, easy 17.

Zizi: You quickly cut your friends loose, but as you're all getting geared up, the white walls start to glow red and a strange alarm sound blazed through the room.

Alien: Aba escapeba... [echoes in background]

Scully: I want to take one of my bones and stick it in the seam where we know the door is and try to pry it open.

Lola Rabbit: I'll jump in and help, why not.

Zizi: That's a team roll.

Lola Rabbit: I got a 10, not bad.

Scully: I got a 20! So good!

Zizi: Okay, so before you can even use your weight and strength, you luck out and hit some kind of mechanism and zhoop! The door opens wide. And you see every other door in the ship opening, too.

Scully: Wow, I'm like a computer hacker... by accident.

Zach: If only we knew what computers were.

Lola Rabbit: Okay, focus up, you two. We've got to get away off of this ship.

Scully: Well, as the only pirate of the group and clearly the ship expert, I'll lead the way.

Zizi: Um, Scully, this is nothing at all like a pirate ship, so you're just going to make a pure luck roll.

Scully: Yeah, that sounds fair. Oh, 15, not bad.

Zizi: The floor is lighting up with strange symbols that you can't understand, but you see other aliens far ahead, seeming to follow these symbols. Luckily, they don't seem to have seen you.

Scully: But I rolled a 15, so don't you have to tell me which I should go.

Zizi: Well, you've got to sense, like, these aliens are fleeing to safety in an emergency. So you can either follow them, or you could maybe go in the complete opposite direction.

Scully: Oh, I don't know what to do.

Lola Rabbit: Yeah, if we go that way, they might just capture us again.

Zach: But if we go the other way, it could be even more dangerous.

Scully: What if we disguise ourselves like an alien?

Lola Rabbit: I don't even know how we would do that.

Zach: Oh, let's take that bag that used to be over Scully and throw it over all three of us, and then I'll use one of my extra yolky slippery eggs to try to fashion a disguise over the bag to make us look like one of these goopy aliens.

Lola Rabbit: I'll make three of my seeds grow out like little flower eyeballs, since they got three eyes.

Zizi: Okay, this is a crazy idea. The aliens can probably see through a disguise, but with all of you helping, I'll still just give you a straight roll. Plus wonder. This is going to be a GM roll. You're not going to know how good your disguise looks until someone else sees it, so I've got to roll your wonder secretly.

Scully: Oh, this makes me even more nervous.

Zach: Can I still make the roll but just keep my eyes closed?

Zizi: As long as you trust me, that's totally fine.

Zach: You're my big sister, of course I don't trust you.

Zizi: [Laughs]

Scully: [Laughs] Zach!

Lola Rabbit: Yeah, come on, we can't play this game if we don't trust each other.

Zach: I know, I know. Okay, let me roll. [Rolls] Was it good or bad?

Zizi: I'm not gonna tell you, but from what you remember of the alien, you look kinda like it.

Scully: Okay, are the lines lighting up on the floor, too, so we can see them even with the bag over us?

Zizi: Yes, you can.

Scully: Then we follow all the other aliens.

Zizi: Okay, you can't make much out from under the bag, but you do hear a loud computer voice saying:



Voice: Wabadaba password.

Zizi: And then each alien seems to mumble something before you hear [mechanical noise] like a door opening and closing. Then you feel yourself bump into a wall.

Voice: Wabdaba password?

Scully: I ba donba know-ba?

Voice: Ibadonbaknowba, password accepted.

Zach: Wait, that was the password?

Zizi: The door opens, but then you hear an alien on the other side say,

Alien: Imbaposters!

Zach: Oh boy, I must have rolled really bad on that disguise.

Zizi: Yeah, I'm sorry, Zach. You just got an eight.

Lola Rabbit: I mean, that sorta makes sense. If an alien wore a trash bag covered in pudding shaped like a human we wouldn't think it was a human.

Zach: I know...

Zizi: It looks like the aliens are about to close the door on you—

Mamma Jamma: Zach, Zizi, it's time for dinner!

[Record scratch]

Zizi: Oh, Mom, I'm right in the middle of my adventure.

Poppa Loo: Oh, you two, listen to your mother.

Scully: Ooh, ask her if we can stay.

Zizi: Can Scully and Lola stay for dinner?

Mamma Jamma: Oh sure, there's enough broccoli loaf for everyone.

Scully: Ooh, sounds delicious.

Lola Rabbit: Wow, my broccoli's extra steamy.

Mamma Jamma: I thought that would actually scare them away. I'm sorry, I don't have enough for you two. You'll have to come back and finish your game next time.

Scully: Aw.  
[Falling harp scale.]

Zizi: But Mom, I didn't even do the outro.

Poppa Loo: That's okay. We'll just get Mr. Eric to do it. Beep boop bop bo dialing a phone. Ring ring, ring ring.

Mr. Eric: Poppa Loo? Why does my phone sound like your voice?

Poppa Loo: Mr. Eric, these kids have been playing too much Guilds & Goblins. You've got to do the outro so they can have some dinner.

Mr. Eric: Oh, okay. Yeah, sure. I just gotta find the shout-outs for this week.

Zizi: Tell him he's gotta play Iris's question.

Poppa Loo: Apparently, you've got to play Iris's question.

Mr. Eric: I know, I love this question. She even made some artwork to go along.

Iris: Hi, I'm Iris and I'm six. I have a question for you and it is what if the sun was a camera flash and alien tourists made day and night happen. Bye.

Mr. Eric: Thank you, Iris, for helping to inspire this three-part Guilds & Goblins adventure. And Zafira, we'll definitely get to your question next week, but it was such a cool detail, I don't think Zizi had time to get to it.

Fred: Okay, move aside, Mr. Eric. I got a shout out for Addison. She's ten years old and she has a brother who's 16, and they live in El Paso, Texas. She likes to listen every night at bedtime and in the car.

Abacus: And I've got a belated birthday shout-out for Calvin, age six. His brothers Wyatt and Milo love to listen, too. And Calvin loves drawing while listening.

Molamo: It's me, Molamo here to shout out Byron, age seven. He likes playing Minecraft and collecting rocks as well as jumping on his trampoline.

Mr. Eric: And finally, I'm psyched I got to do a shout out for Luka, age four, who loves to build things and also loves to run super fast. They live in

Vancouver, WA, and their favorite character is all of them. Thank you, Luka.

And finally, I'd like to thank Karen O'Keeffe, my co-creator. Craig Martinson for our theme song, and all you kids at home who know that, lucky or not, if you keep trying new ideas, you're always going to have a great adventure. Until we meet again—

Zizi: No, it's, "Until we adventure again!"

Mr. Eric: Well, until you all adventure again, keep wondering.

[What If World theme song plays.]

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