

Podcast: What If World

[Episode: 199: What if birthdays were every day? \(G&G Part 7\)](#)

File Length: 00:20:23

Transcription by Keffy

[Rising harp scales followed by the What If World theme song.]

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.

[Gentle bell music.]

Zizi: Hey there, folks, and welcome back to Guilds & Goblins, the show where your questions and ideas inspire off the cuff adventures!

Zack: And our random, in the moment dice rolls actually shape the story as we tell it!

Zizi: That's right. I'm Zizi Jamma-Loo, your host, joined as always by my good friend, Lola.

Lola Rabbit: Yeah, I play Lolandra, bunny nature mage, who's all the rage.

Zizi: Also, Scully the Squid.

Scully: I play Scullen Bones, your skeleton friend who'll always trick you in the end.

Zizi: And my brother, Zack.

Zack: You can call me Zackimedes, goblin eggchanter from the land of inventors.

Zizi: Ooh, I like all these rhymes. I'm gonna let you each start off with a heart for your great intros.

Scully: Yeah, yay!

Lola Rabbit: Nice.

Zack: Thanks, sis.

Zizi: Now, we've got two characters submitted by brothers Oliver and Ian, and those will count as two of our three questions of the day. Their names are Cornan and Thorn, but you'll have to wait for the story to find out more about them.

Zack: Oh, and then we've got a patron question, too, right?

Zizi: That's right! Let's hear from Karis.

Karis: Hi, my name is Karis and I'm eight years old and I like Harry Potter, animals, Abacus P. Grumbler, J.F. Kat, and Fred the Dog, and my question is what if birthdays were every day. And I'm from Australia. Thank you, bye, I love your podcast.

Lola Rabbit: I could use a couple extra birthdays a year.

Scully: Yeah, sure, why not?

Zizi: Now, folks, you'd have to go all the way back to episode 176, called Guilds & Goblins Part 1 to get part up on the story.

Zack: Except we're gonna give you a recap right now!

Scully: It all started on Truce Day, the day when the Trumpet of Travel passes from one guild to the next as a sign of faith and trust.

Lola Rabbit: Only the trumpet had been cursed and each of our three guilds got sucked in.

Zack: Except for us, because we were stuck way out doing crowd control.

Zizi: That's right. But Zackimedes, Lolandra, and Scullen have been searching far and wide for a way to break the curse on the Trumpet of Travel and free their people.

Scully: One of the secret ingredients was our missing socks held in the Fairy Forest.

Zack: And the other was a memory of the sun. I'm not sure if we've got one from the Sun Snappers.

Lola Rabbit: Yeah, because we had to run away in our fresh new unicar.

Zizi: But you were pursued by armed unicars sent by the mysterious Overlos. You crashlanded in the middle of nowhere!

Zack: And now we've got to hide or something so we don't get caught.

Zizi: So let's let the adventure begin.

Adventurers, you find yourselves lost in a wide-open wilderness by a beautiful green mountainside next to a silvery lake. It's the most beautiful sight you've seen since leaving your homes for the Truce Day celebration. But it also makes you realize just how far from home you are. There's not a soul in sight in any direction.

Zack: Can I fix up our unicar so we can fly away?

Zizi: Your unicar is very damaged. You're gonna need some good supplies and some good ideas before this thing is fixed.

Unicar: You can say that again.

Zizi: Says your unicar.

Lola Rabbit: Oh, okay, well Lolandra's part of the Pathlete Guild so she's got to know how to find her way around in the wilderness.

Zizi: It's pretty second nature for you, so I'll let you make an easy learn roll to see if you can find some shelter for the night.

Lola Rabbit: Okay, that means I roll two 20-sided dice and I take the better roll. [Dice roll] Ooh, good thing, because I rolled a ten and a seven. So I'm gonna keep that ten.

Zizi: That's just good enough. You find a cave about a quarter of a mile away by the mountainside, overlooking the lake. The cave mouth is just wide enough that you can all push the unicar in there.

Scully: Hang on a second. We better check out this cave first. What if it's like a mouth of a monster and it chews up our car and then we're stuck here forever!

Zack: Zizi, how could you!

Lola Rabbit: I didn't do anything yet. Okay, Scullen Bones. Great idea. You check out the cave and me and Zack will start pushing the car this way.

Scully: Oh, I get to go alone. Great...

Zizi: Scullen, you reach the mouth of the cave. It's too dark to see inside.

Scully: Oh, I take one of my finger bones and I toss it way down there.

Zizi: Clinkity clink clink! Your finger bone echoes and rolls and bounces for a while. This cave might go deeper and open wider than you first realized.

Scully: Okay... can I fold all of my bones into my two boots and just walk them in very carefully?

Zizi: Um... I like that. Give me a roll and see how it turns out.

Scully: Typical. I rolled a five.

Zizi: Well, you've got a few too many bones to fit all of them in your boot. And as you're walking, a few clatter out very loudly.

Scully: Why is it always me?

Zizi: Lolandra and Zackimedes, you finally finish pushing the unicar up to the mouth of the cave and there's no sign of Scullen.

[Record scratch.]

Scully: There isn't?

Zizi: No, there isn't. So, shh!

Scully: Oooh.

Zack: Looks like Scullen got himself captured again.

Lola Rabbit: Well, should we save him first or should we push the car in first?

Zizi: Right on cue, you hear a low swooping flying sound and you see a distant unicar passing over the lake. It seems to be searching for something.

Zack: I guess we gotta push the car in first and hope for the best.

Zizi: Okay, you push the car in. Now it's time for me to make a secret roll.

Lola Rabbit: A secret roll? I don't like the sounds of that.

Zizi: It's not always bad. There's just some things you might not know right away.

Lola Rabbit: Okay...

Zack: Okay, Zizi, just be nice.

Zizi: You should tell that to the dice.

Lola Rabbit: Yeah, be nice, dice.

Dice: We're always nice. [Dice roll]

Zack: I saw you make a face, Zizi.

Zizi: I didn't make a face.

Lola Rabbit: I think we're in a lot of trouble, Zack.

Zizi: You push the unicar in and the bumper screeches across the stone cavern floor.

Zack: Scullen? Scullen Bones? Are you here?

Thorn: Your friend is safe.

Zizi: Calls a voice from the darkness.

Cornan: And that's more than we can say for you two.

Zack: Zackimedes pulls out a glow egg in one hand in a shield egg in the other.

Thorn: Hey, that won't be doing you any good here.

Cornan: That's right. You might as well drop 'em.

Thorn: And enjoy your birthday party!

Cornan: Happy birthday to you and also to you. Happy birthday to me, Cornan and Thorn and Scullen, too.

Zizi: A big, round, singing goblin walks out with a birthday cake and a fiery wand sticking out of the middle of it. Beside him steps a smaller goblin with a dangerous stride. He seems to be holding a sword or maybe a whip, or maybe just a scarf. You can't tell because it's made entirely of water, which flows gently in the wavy light of the birthday candle.

Zack: What have you done with our friend, Scullen?

Lola Rabbit: Yeah, what kind of joke is this? It's not my birthday.

Cornan: Don't you see? You two are in the Cave of Cake.

Thorn: Where it's your birthday every day.

Cornan: Your friend Scullen's enjoying his birthday present. Thorn drew him a big bath with a sword of water and he's sailing around like a good old pirate.

Zizi: From deeper in the cave, you hear Scullen.

Scully: They do?

Zizi: Yes.

Scully: Oh, uh, what took you two so long. Come sailing.

Zack: Not till we know what's going on here.

Thorn: Just light up that egg of yours and you'll see.

Zizi: The smaller, female goblin says. The big one had called her Thorn and himself Cornan.

Zack: Okay. I make my egg brighter.

Zizi: You see the cave does indeed go deeper. First your light hits a long wooden banquet table stacked up high with plates and forks, covered in half-eaten slices of birthday cake all littered with used party favors and wrappers.

Lola Rabbit: Yeah, but where's Scullen?

Zizi: When you shine your light a little farther, it suddenly hits a wall of open presents and torn up wrapping paper and ripped up ribbons. And in front of all that, you see Scullen floating in a beautiful ceramic bathtub while sitting on top of a big toy pirate ship.

Scully: Ahoy mateys. Come meet the ruler of the tubby seas!

Zack: Scullen, get out of there.

Lola Rabbit: Yeah, these people could be dangerous.

Thorn: To be fair, you three are the ones intruding on our cave.

Zizi: Says the wiley little warrior called Thorn.

Cornan: We're just trying to be hospitable.

Zizi: Says the big, round goblin known as Cornan.

Thorn: Yeah, well, you could be hospitable with a little less spit.

Zack: Do I get a sense that these people mean us any harm?

Zizi: I'll let you roll wonder to check.

Zack: Yeah, that's a nat 20.

Scully: Oof, Zackimedes gets all the good rolls.

Zizi: You can tell that these goblins mean you no harm. In fact, they seem really lonely and excited to meet new people. You think they are very, very eager to keep you around. Maybe a little bit too eager.

Zack: Well, I'm Zackimedes, an eggchanter and a goblin likes yourselves. And I was wondering what you got me for my birthday?

Cornan: Oh, well, the Cave of Cake only makes one present a day.

Zack: That's an awfully nice wand in the middle of that birthday cake.

Cornan: Whoa whoa whoa, the wand of fire is no toy, kid. It takes a lot of practice and focus from a trained wizard in order to use it safely.

Zack: Aw...

Cornan: But perhaps I can teach you a little bit of magic that you could use with one of your eggs. Long as you promise to be careful.

Zack: Oh, I do, I do, I do! I've been waiting to get a new spell.

Cornan: And I've been waiting to meet a goblin spellcaster for a very long time.

Lola Rabbit: Yeah, what gives? I thought all the other goblins were trapped in the Trumpet of Travel.

Thorn: That's just it. We aren't part of Goblin Guild.

Zizi: Says Thorn.

Zack: What? But you're goblins.

[Dice roll.]

Zack: Zizi, why'd you just make another secret roll.

Zizi: Oh, no reason.

Zack: Okay, Lolandra, I think we just need to focus. Even if these people are nice, there could still be danger coming for us outside.

Cornan: Well, I'm happy to say that's quite impossible.

Zizi: Says Cornan.

Scully: What do you mean by that?

Thorn: Anyone intending harm to another is immediately expelled from the Cave of Cake.

Cornan: That means we're always safe as long as we stay right here and celebrate one birthday after the next. Speaking of which, will someone just blow out this candle? I want my wand back.

Lola Rabbit: Yeah, okay. I blow out the candle.

Zizi: Okay, Lola. What did you wish for?

Lola Rabbit: What? Well, you're not supposed to say what you wish for.

Zizi: Okay, right it down on a note and hand it to me. And if you stay here until tomorrow, your wish may come true. In a manner of speaking. As long as it's not too ridiculous.

Lola Rabbit: All right, I like the sound of that.

Scully: Well, then it seems like we're agreed. We're gonna party like it's our birthdays!

Zizi: You all have a really fun party even though you eat a little too much cake.

Zack: Oh, I eat way too much cake.

Zizi: Okay, Zackimedes has a less fun time.

Zack: Someone get this cake away from me and put it in a doggy bag.

Scully: I want to play more with my pirate ship.

Zizi: You realize that the ship can break apart and rearrange into little wooden pieces, or shrink down and fit inside a bottle.

Scully: Cool, I'll wear it around my neck.



Zizi: Your ship in a bottle will allow you to stretch and build yourself twice as far or twice as big but parts of what you make will be made of wood.

Scully: Ooh, I love it!

Zizi: Zackimedes and Lolandra, your birthday presents aren't quite as obvious, but I'll write you a note so you know what they do and maybe you can show them off in the next part of the adventure.

You all wake up the next morning to another round of—

Thorn: Happy birthday to you. Happy birthday to you. Happy birthday to you and you and you and you and also meeee. Happy birthday to us.

Scully: Ooh, I got a sugar headache.

Zack: I've got a sugar stomach ache.

Lola Rabbit: I only had one piece of carrot cake so I feel fine.

[Record scratch.]

Unicar: Well, you all might not feel so fine once you see what's out here.

Zizi: Says your unicar who you all had left by the mouth of the cave.

Scully: Okay, I just want to roll my head very quietly out to see.

Zizi: You see a whole flotilla of unicars zooming around the mountain.

Zack: Is that what all that rolling was about?

Zizi: Yeah, I'm sorry. First I rolled a seven to see how quiet you were getting in the cave. Then I rolled a one to see if you heard these unicars gathering.

Lola Rabbit: Okay, no problem. We're completely surrounded and horribly out numbered.

Scully: But at least we have some cool new stuff.

Cornan: There's nothing to worry about. Just watch.

Zizi: A unicar flies into the mouth of the cave and just as quickly... a giant birthday cake smacks into it, pushing it all the way out the cave as it flies and kerplunks into the lake.

Cornan: The Cave of Cake—

Thorn: And Cake Lake, a devastating combination.

Zack: I guess we wait and see if they go away.

Zizi: A day goes by.

Zack: Can we at least work on fixing up the car while we stay.

Zizi: Good idea. One of your birthday presents is a shiny new unicar door.

Zack: I assume learn will be the roll to fix it?

[Dice rolling.]

Zizi: Yep.

Zack: Well, that's a natural one.

Zizi: Okay, so, you take off the one door to try to figure out how it goes back on...

Zack: And then I forget how to put either door on.

Zizi: Exactly.

Scully: And my birthday wish for the day is that everyone works together to fix the unicar.

Zizi: Very clever, Scully. Okay, you can each roll learn then drop the lowest roll and add Zack's score to the second lowest roll.

Scully: I got a 19!

Zack: I got an eight. But then I got a four on my learn so eight plus four.

Zizi: Is 12. That's two successes. You've got the car up and running, though it's still not in very great shape.

Unicar: I don't think I can take a direct hit but I should be able to fly us out of here.

Zizi: Well, after another day of birthday cake, you all wake up feeling just a little bit worse than the day before.

Scully: Ugh, as a skeleton, you wouldn't think I'd be able to feel this sick.

Thorn: Happy birthday... to you...

Cornan: Happy birthday to you...

Lola Rabbit: I check and see if there's still unicars outside.

Zizi: Yep. In fact, it looks like there's a few more than yesterday.

Zack: Okay, this birthday is decidedly worse than yesterday's.

Thorn: Does it matter?

Cornan: Yeah, they can't get in. We can just spend as many birthdays as we please right here.

Scully: But then we'll never save the guilds.

Zack: Yeah, your people are stuck in this trumpet!

Cornan: Our people?

Thorn: They never treated us like their people.

Zizi: Thorn says, waving about her water angrily.

[Unicar zooms.]

You look up to see three unicars flying straight towards the tiny cave opening, blasting rainbow magic right at you.

Zack: You said hostile creatures are immediately expelled.

Cornan: Indeed they are.

Scully: Well, what about hostile magic...

Thorn: I'm not sure. Why do you ask?

Lola Rabbit: Maybe because there's three giant blasts of hostile rainbow magic screaming towards us right now.

Thorn: Oh, that.

Cornan: Oh yeah, that could, uh, easily be uh—

Thorn: Bad.

Cornan: That's what I was gonna say, yes. Very bad.

Zizi: Three rainbow blasts of unicorn magic screamed toward the Cave of Cake! Or is that just the three of you screaming?

Zack: Aaah!

Scully: AAH!

Lola Rabbit: Aaaaah!

Zizi: To be continued.

Zack: Oh! I knew it.

Scully: Every time.

Lola Rabbit: I can't wait for next week. I want to keep playing!

Zizi: Well, we've got to wait for now. These Guilds & Goblins stories are always a little long because of the dice rolling, so we'll bring you the exciting conclusion of this two part adventure next week.

All right, Ian, Oliver, and Karis, I hope you enjoyed the first half of your story.

Fred the Dog: Now, I got a woof woof for June, who's seven. She likes listening to music, has an older sister named Olive, and she just turned ten! Happy belated birthday.

Abacus: Abacus P. Grumbler here to shout out Rowan in Hawthorn, California, with her sister, Ivy, her mom and dad, and her puppy Rayla. She loves nature, drawing, and dancing on the beach.

Fred the Dog: Oh, but I'm a busy dog with a tongue too long for his mouth because I have another shout out for Milo, who's eight years old and has two sisters, Flynn, age ten, and Sylvie, age five. He also has eight fish, including a galaxy betta.

Then, there's Nathan, age ten, and Ari, age seven. Nathan plays travel baseball and Ari is an expert at Roblox.

Mr. Eric: Hey, it's me, Mr. Eric! Psyched to give a shout out to Afton, who just turned six. Afton loves unicorns, What If World, rainbows, spaghetti, hot chocolate and the colors pink and orange.

And while I'm here, I want to read Oliver and Ian's character ideas. Oliver suggested Cornan, a goblin wizard who has the fire wand and can make giant bread ladies. I guess we'll see that part next week.

Then, Ian suggested Thorn, a goblin warrior who has the sword of water.

Thanks again for those great character ideas. I know these characters may have turned out a little differently than you imagined, but I hope you have enjoyed seeing them come to life. I'd also like to thank Karen O'Keeffe, our co creator, Craig Martinson for our theme song, Dessiree McFarland for her sound design and editing, and all you kids at home who try to be inclusive of all guilds, goblins, and people.

Until we meet again.

Zizi: Until we adventure again.

Mr. Eric: Keep wondering.

[What If World theme song plays.]