

Podcast: What If World

[Episode 243: Guilds & Goblins 13: What if there was a giant space chicken?](#)

File Length: 00:19:04

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.]

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 we're starting off with a quick—why is that music playing?

Zach: Because it's a Guilds & Goblins day, Mr. Eric!

Mr. Eric: Guilds & Goblins? The tabletop roleplaying game we made up, that lets kids and grown ups play together and uses real dice rolls to help us have off-the-cuff adventures?

Zach: Yeah, exactly. So what are you doing in our game den?

Mr. Eric: Your game den? This is my studio.

Zach: Yeah, but you're basically like a big brother so what's yours is mine.

Mr. Eric: Um, having grown up as a little brother, I can promise you that the what's yours is mine rule doesn't really apply.

Lola Rabbit: Yeah, and I got about 30 siblings, honestly I lost count, but I can confirm we're not all the best sharers.

Mr. Eric: Hey, Lola Rabbit. You're here, too.

Scully: And I'm just waiting for Zizi to introduce me, but she still hasn't arrived.

Mr. Eric: Hey, Scully the Squid. Okay, you all get cozy, I will check on Zizi, I guess.

Zizi: Oh, hi! Sorry I'm late. I got into the Advanced Magic after school program and there's just so much homework. What are we doing tonight?

Zach: We're playing Guilds & Goblins, Zizi!

Zizi: Oh boy.

Lola Rabbit: You forgot we were playing, did you, Zizi?

Zizi: Yeah...

Scully: You don't have an adventure planned?

Zizi: No...

Zach: That's no problem! Mr. Eric will GM!

Mr. Eric: Well, I've never really been guild master to this group before.

Lola Rabbit: Then I'd say it's about time, huh, Mr. Eric?

Mr. Eric: But I don't have an adventure planned either.

Lola Rabbit: Hey, don't worry about that. You tell off-the-cuff stories. This is just an off-the-cuff adventure. Come on, go for it.

Mr. Eric: Lola, I'm not really sure those are the same thing. I still at least need a what if question to—

Zach: Oh, here's a patron question from Keelan.

Mr. Eric: I should have never given you my computer password.

Scully: Keelan is age nine and asks what if there was a giant space chicken?

Mr. Eric: Okay, I have to admit that's an awesome question. And it does give me an idea.

Zizi: Oh, I'm so excited. But I made this character I was gonna introduce you to, and maybe I can just play her instead.

Mr. Eric: Great idea, Zizi. And I just found a secret question from a listener named Silas that I think is gonna round out this story adventure perfectly. But let's introduce our adventurers, first.

Scully: I'm Scully the Squid and I play Scullen Bones, a skeleton and trickster who can rearrange their bones. They sacrificed their magic ship in a bottle and even their feet bones to help their team of adventurers escape the trumpet of travel.

Zach: My name's Zach, but I play Zachimedes, the goblin eggchanter. My eggy spells helped protect us from a magical storm as we got people from all different guilds to finally work together to escape the little world inside the trumpet.

Lola Rabbit: And Lola Rabbit. My character's called Lowlandra. She's a werebunny and a nature mage, and she's ready for anything as we escape the trumpet of travel, because we were told there might be trouble back on the other side.

Scully: Oh, yeah. I forgot about that.

Zizi: And I'm Zizi Jammaloo, I usually play the GM but I'm going to introduce my player when we start the game.

Mr. Eric: Excellent introduction with a little recap flair, I like it. Now, let's find out, what if there was a giant space chicken, plus a secret question from Silas that we'll hear the end of this two-part adventure.

[Rising harp scale.]

Mr. Eric: You each hear a blaring note as you get blown out of the trumpet of travel, back into the workshop of the master tinker. More and more people keep getting blown out after you, and it's everything you can do to just keep hustling people out of the workshop before you're all crammed together like a bunch of sardines!

Thorn: It seems like you kids are just in time.

Mr. Eric: Said Thorn, the goblin water warrior, who had been working along with the master tinker to get them into the trumpet of travel.

Zach: Yeah, and we basically are huge winners and we did everything right, so just tell me you kept the unicars away!

Master Tinker: I wish that we could, but I'm afraid they have us surrounded.

Mr. Eric: Said the old master tinker from somewhere in the crowd of people jostling to get out of her workshop.

Scully: Why can't anything ever be easy.

Mr. Eric: You have no choice but to keep shuffling people outside to make way for Fox and Wolf, the last two creatures out from the trumpet of travel. And then you see... the trumpet crumples and rusts, looking like every last bit of magic has been squeezed out of it.

Zach: Oh, I thought maybe we could use the trumpet to travel everyone away from here...

Master Tinker: That would be a good idea, Zachimedes, but I believe the days of the trumpet allowing free travel from one corner of the kingdom to the other are finally over.

Mr. Eric: Says the master tinker, poking her head out from underneath the furry wolf.

Thorn: Well, if you ask me, the guild never deserved the trumpet in the first place.

Mr. Eric: Says Thorn.

Lola Rabbit: Well, we may as well go outside and face the music.

Zizi: Yeah, and maybe meet my character, finally.

Mr. Eric: I know, Zizi. I haven't forgotten about you. Zachimedes, Lowlandra, and Scullen Bones, you step out of the master tinker's workshop with Thorn right behind you. You don't see a single unicar in the air.

Scully: Okay...

Mr. Eric: Because they've all landed on the ground, opening their rear doors and ushering all the various guild members inside.

Zach: Zachimedes tries to stop everyone by shouting, hey, hey! We're not sure we can trust these unicars!

Scully: Yeah, they tried to blast us out of the sky.

Mr. Eric: Scullen Bones, you get everyone to stop briefly, but then you all see and hear something a little different approaching. Zizi, would you like to describe yourself.

Zizi: All right! You see what appears to be a turtle shell, but with something like helicopter blades spinning from the top of it. It's flying loudly through the sky and then comes in for a windy landing, before poking her head and arms out of her shell. She's very big and wears thick, circular spectacles that make her turtle eyes seem even bigger as her propellers stop. You see that they actually resemble hands on a clock. Hour, second, and minute.

Zach: Cool, Zizi!

Zizi: And all over her shell are scrawled beautiful equations that none of you can quite understand from a distance.

Mr. Eric: This strange turtle pilot approaches you all and holds out a clipboard that's pinching a fat wad of paperwork.

Zizi: My name is Turtok, pronouns she/her. Says Turtok. I'm gonna do a character voice.

Zach: Cool, Zizi!

Lola Rabbit: Nice.

Mr. Eric: Zizi, you are a representative of the Underlows, and your job is to gather up the heroes of the trumpet and take them to your leaders.

Lola Rabbit: Lowlandra says, hey, if you were sent by the Underlows, we don't want to have nothing to do with you.

Zizi: Oh, I think you do. My masters, the underlows, heard that you were trying to save all the guilds, and so they sent these many unicars to escort the guild masters back to their towns.

Zach: Then why are you here?

Zizi: Turtok is here to take you to my masters so that they may properly reward you for saving all of the guilds.

Scully: Can I try to sniff out if I think they're lying?

Mr. Eric: You can roll wonder to get a sense of them.

Scully: I don't roll wonder or any of that stuff, I just roll a D20, remember?

Mr. Eric: Oh yeah. Scullen, you like keeping it simple, so just roll that D20.

Scully: Here we go. I rolled a 9. But didn't you say I get a couple of free hearts every game?

Mr. Eric: Well, yes. In fact, now that the party's higher level, you get two free hearts.

Scully: We leveled up?

Mr. Eric: Don't worry, we'll get to that, soon.

Scully: Okay, then I'm gonna reroll. Nice, that's a 17.

Mr. Eric: Scullen Bones, you've met a lot of turtle people in your day and you have a pretty good feeling that she believes everything she's saying.

Zizi: There's also the matter of this contract which guarantees that I and each of these unicars will make every effort to safely deliver you to your destination.

Mr. Eric: Zachimedes, you can tell that these forms are magically binding.

Zach: Well, then I guess we trust her.

Zizi: Very well, hop on board. Turtok pulls her head, two legs, and an arm inside her turtle shell, and with her one remaining hand, she waves you in to follow.

Lola Rabbit: That's weird. I take a peek inside her shell.

Mr. Eric: Yep, it seems like when she pulled her head in there, it was replaced by a staircase.

Lola Rabbit: I see weirder things every day. I walk on in.

Mr. Eric: You walk inside and find yourself looking at a very neat workshop. A giant turtle arm seems to stretch out from the wall and point at three chairs for you to strap into.

Zizi: The heliclockter can be a bumpy ride, so fasten your seatbelts and let's go.

Zach: I'm gonna stay outside just long enough to make sure all the unicars take off safely.

Mr. Eric: It takes a little while because the unicars are magically cleaning up everyone and then shrinking them down so they can all fit inside their back seats. But yes, they all hover up off the ground and take off in different directions. But with your knowledge of the various guilds, each of them seems to be heading toward their respective guilds.

Zach: I still don't like it, but I climb into the turtle shell.

Zizi: Heliclockter.

Zach: I buckle my seat belt.

Mr. Eric: Zizi, you take off. Now, normally your heliclockter only allows you to fly for an hour a day, but the Underlows had a special potion delivered to

you along with your orders, and this potion would give you the fuel to fly for days at super-human speeds, in order to get to a secret location halfway across the world.

Zizi: I take off and fly as fast as I can. I want to complete my mission with no complications.

Mr. Eric: Well, I'm afraid the what if question is going to be a bit of a complication for you.

Lola Rabbit: Yeah, what else is new?

Mr. Eric: You're flying over the ocean. It's been a full day since you started this journey, but Turtok, you find you're able to fly even in your sleep and so you are ahead of schedule.

Zach: Is there anyway I can see what's going on from inside the shell?

Mr. Eric: Why don't you roll learn?

Zach: Yeah, dice rolling.  $15 + 4$ , that's 19!

Mr. Eric: You find Turtok's workshop to be incredibly well-stocked and you're able to fashion a periscope that can safely poke up through the middle of the propeller and look all around outside the turtle.

Zach: All right, I'm gonna keep a lookout for a while.

Mr. Eric: And it's a good thing you did. With a 19, you do see something approach you from even higher up in the air. At first it looks like some kind of cloud, but you soon realize it's not moving like any cloud you've ever seen, and it's headed straight towards you.

You each have a round to do what you will before this strange cloud is upon you.

Zach: I want to conjure an egg shield around us.

Mr. Eric: You crack open a rune-carved egg, and through your periscope, you see a thick, blue, egg-shaped shield of magic form around Turtok.

Lola Rabbit: I can't do much jumping or whipping with those propeller blades, so Lowlandra's just gonna try to blow wind at our backs to make us fly a little faster.

Mr. Eric: Your nature magic doesn't usually affect air, but if you use a heart, I'll let you try.

Lola Rabbit: All right, that's fair.

Mr. Eric: So why don't you roll wonder?

Lola Rabbit: On it.  $9 + 4$ , 13?

Mr. Eric: The whole workshop seems to rattle, but you do feel yourselves picking up speed.

Scully: Well, I lost my ship in a bottle and I never even got back my feet bones, but I'll try to turn myself into a skeleton cage around us all to protect us while inside of the cockpit, here.

Zizi: And I'll simply wind up time and try to get us going faster.

Mr. Eric: Time tinkering is no guarantee, though, Zizi. Roll learn for me.

Zizi: Indeed. That's a natural  $1 + 4$ .

Mr. Eric: Ooh, I'm afraid not much will help that natural 1. Turtok, you're nervous. You want to impress these people and this is your first big mission, so as you're turning your timepiece, trying to escape this strange, flying cloud, you see instead that you've made it twice as fast.

Zizi: Brace for impact, I'm sorry!

Mr. Eric: Zach, the last thing you see before your periscope explodes is the giant, snapping beak of a strangely adorable yet deadly three-eyed space chicken.

Space Chicken: [Clucks menacingly]

Zach: Yeah, oh, we're doomed.

Mr. Eric: Not quite. While Lowlandra's wind does help you get pushed so the space chicken doesn't hit you head-on, but going at lightning speed, it still crashes through Zachimedes' shield spell, slamming into Turtok's shell and rattling all of you around inside. Scullen and Turtok, you each take one hurt. But everyone else is unharmed, for now.

Zach: Turtok, get us out of here?

Zizi: I engage in evasive maneuvers.

Mr. Eric: Roll dare.

Zizi: 18.

Mr. Eric: You needed to roll very high because this space chicken seems to want to capture you and bring you back somewhere you probably don't want to go.

Scully: But we get away?

Mr. Eric: In a manner of speaking. Turtok, as you slip out of the grasp of the space chicken, your clock-hand propeller hurts its talons. The space chicken flees, but with your damaged propellers, all you can do now is tumble towards the ocean.

Zach: Can I raise another shield?

Lola Rabbit: And can I try to make the water sort of reach up to scoop us gently?

Mr. Eric: Yes, but it's going to be hard to focus while you're free-falling, so I need each of you to still roll dare.

Lola Rabbit: That's my strong suit. 11! Just squeaked it out.

Zach: And I got rid of my penalty now that I leveled up, so... that's a natural 1.

Mr. Eric: Oh, no.

Scully: I'll try to protect everyone again.

Zizi: Just strap yourself in, Scullen, you're already hurt.

Scully: Okay. I fasten my seatbelt and hold on tight.

Mr. Eric: Zach, you do raise an egg shield, but you're falling so far and so fast that you know you're all still in trouble. Lowlandra helps the water soften the blow, but... the egg shield bursts. You all take two hurt.

Scully: That means Scullen and Turtok are stunned...

Mr. Eric: Yep. Zach and Lola, the turtle shell workshop is filling up with water, Turtok's not swimming and Scullen's just a pile of bones.

Zach: I'll start bailing water, I guess.

Lola Rabbit: And I'm gonna climb out of here and try to swim us all to safety.

Mr. Eric: Roll dare.

Lola Rabbit: That's an 18.

Mr. Eric: Lola, you turn into a big werebunny and with your athleticism and your nature magic, you help the floating turtle shell reach a distant shore on the horizon. And Zach, you keep Scullen from floating away, but it looks like a shipwreck inside this workshop as old seaweed, shells, driftwood, and rocks have washed their way in.

Zach, you're able to climb out of Turtok's shell with all of Scullen's bones before the four of you pass out on the sand underneath the hot sun.

[Sniffing noises]

Mr. Eric: And then you wake up to the sound of sniffing. For a second, you think you see the big gray timberwolf from the trumpet of travel, but as your eyes come into focus, you see that this wolf is different, more like a werewolf, standing on two legs and hunched over you. Its body is a tangle of brown fur and its canines are longer than your thumb.

Zach: Whose thumb?

Mr. Eric: Well, yours, Zach.

Zach: I'm just a goblin, that's not very impressive.

Zizi: I'm a big turtle. Are its teeth longer than my thumb?

Mr. Eric: Uh, yes. Its two front fangs, canines, are longer than a turtle's thumb. Wait, turtles don't usually have thumbs... I'm trying to describe a scary monster.

Lola Rabbit: Oh yeah, go ahead, your guild-mastery-ness. Scare away!

Mr. Eric: The werewolf looms over you, its great clawed arms outstretched, and it says—

Werewolf: Looks like you've run afoul of the space chicken, eh? [Laughs] Well, never you fear, the big, bad wolf is here.

Mr. Eric: Will our adventurers escape the clutches of the big, bad wolf? We'll find out next week.

[Falling harp scale.]

Zizi: Hey, good first adventure, Mr. Eric.

Mr. Eric: Thank you, Zizi, I couldn't have done it without you four.

Lola Rabbit: And you're sure four players isn't too much for you to handle?

Mr. Eric: I mean, it is a lot, but I'm trying my best.

Zach: Hey, you said we leveled up. We never got to show our new powers.

Mr. Eric: Well some of your new powers will be earned and exhibited in this adventure. But you each got to increase dare, learn, or wonder by a die.

Zach: And now I'm even better on wonder rolls.

Lola Rabbit: Yeah, I add a d6 to dare rolls, now. No big deal.

Zizi: And Turtok has some powers she hasn't been able to show, yet.

Mr. Eric: But don't you worry. We'll get to play more next week and learn a little bit more about Silas's question, but I can tell you one thing. It does involve a big, bad wolf.

Zach: Well, Keelan, thank you for your questions.

JF Kitty: J.F. Kat, here, to meow out Desmond. He's a big fan of the show and he also loves dinosaurs and LEGOs.

Mr. Eric: Ah, Cal loves LEGOs and dinosaurs, too.

JF Kitty: Desmond's baby sister is named Marceline and she also listens on morning drives to school.

Mr. Eric: And I'd like to thank Karen O'Keeffe, my co-creator, my producer, Miss Lynn, Craig Martinson for his theme song, and all you kids at home who know that every adventure is a toss of the dice, but it's always going to be a lot more fun if you roll with your friends.

And until we adventure again, keep wondering.

[What If World theme plays.]