

Podcast: What If World

[Episode: 214: G&G 9: What if bees could play the guitar?](#)

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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.

[Guilds & Goblins theme plays.]

Zizi: Hey there, folks and welcome back to Guilds & Goblins.

Scully: The What If World show where your questions and ideas—

Zach: Combine with live, totally in the moment, random dice rolls.

Lola Rabbit: Making an off-the-cuff adventure just for you.

Zizi: I'm Zizi JammaLoo, your host, joined always by my friend, Lola Rabbit.

Lola Rabbit: Yeah, but in Guilds & Goblins, I play Lowlandra, a were bunny and nature mage.

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

Zach: But in the game, I play Zachimedes, a goblin eggchanter who uses eggs to cast his spells.

Zizi: And finally, we have our friend Scully the Squid.

Scully: That's right. My character is Scullen Bones, a skeleton trickster who can reshape their bones into all kinds of different shapes.

Zizi: We've got three review questions today. The first is from Maggie, age seven who wrote: What if bees could play the guitar?

Lola Rabbit: Then, there's Julia from Oakland, California who left an idea for the word bank. She just wanted us to include a pickle pig.

Scully: And finally, there's Ruby, age nine. She says, what if a fox and a wolf became friends?

Zizi: Folks at home, this is our ninth Guilds & Goblins episode. We'll link to the others in the show notes.

Lola Rabbit: But before we hop into this adventure, we'll give a quick recap.

Zach: Oh, Zizi. Can I help with the recap?

Zizi: Go for it, Zach.

Zach: Well, in the first adventure, we found the Trumpet of Travel, but then it sucked up all the people from all the different guilds except for us. And ever since, we've been on a journey to gather the magic ingredients needed to cast a spell and free everyone. We've been charmed by wereworms, almost eaten by hungry hordelings, captured by aliens, stuck in a magic cave where it was our birthday every day and even chased by flying unicorn cars. But we finally got everything we need to free our people from the Trumpet of Travel.

Zizi: That was a great recap, Zach. So let's join our adventurers as we find out what if bees could play the guitar, what if a fox and a wolf became friends, plus, a pickle pig.

[Rising harp scale.]

Zizi: Lowlandra, Scullen, and Zachimedes, you've been flying around in your unicar for several days and just as it's about to run out of power, you reach the ruins of Tinkertown.

Lola Rabbit: Oh, yeah yeah yeah, so that's where the Master Tinker lives. She's gonna help us combine all these ingredients.

Scully: Yeah, right. I'm sure she's already been swallowed by a giant slug or transformed into a socket wrench and we'll have to go on a whole 'nother set of adventures.

Zizi: You see the old tinker waving at you from in front of her shop.

Zach: Oh, well, that was pretty easy.

Scully: Yeah, almost too easy.

Mr. Eric: Your unicar gives its last sputter as it thumps down in front of the Master Tinker's house, heavily.

Unicar: You have reached your destination. Thank you for choosing Unicar...  
[Snores]

Zach: How can a car snore?

Zizi: The old Master Tinker hobbles up to you.

Master Tinker: I can explain how a car snores but you'll need advanced training in thermodynamics, engineering, and artificial intelligence.

Lola Rabbit: Oh, that sounds really interesting. Please explain in great detail.

Master Tinker: Well, the first thing you have to understand is that the unicar is neither truly neither a unicorn nor a car.

Lola Rabbit: Fascinating.

Scully: Whoa, whoa, whoa. Lowlandra, I really don't think we have time for this. We have to free our people. Who knows what's happening to them inside the Trumpet of Travel.

Zizi: You all stumble and stretch out of the car and when the Master Tinker sees that Thorn, the water wizard, is with you, she seems suddenly tense.

Master Tinker: I didn't realize you'd be bringing company.

Thorn: And I didn't realize which Master Tinker we were seeing.

Zach: Do you two know each other?

Zizi: The Master Tinker says yes, just as Thorn says no.

Scully: Oh, I knew there was gonna be some kind of problem. You're not going to help us because we're here with Thorn, and you're one of them old fashioned Guild people who doesn't like how she wanted to be different.

Master Tinker: Oh, I'll still help you. In fact, I think Thorn should stay out here with me for a little extra protection while the three of you go in.

Zach: Extra protection?

Scully: Go in?

Lola Rabbit: Oh, yeah! We're gonna get to go in the Trumpet of Travel.

Scully: I knew it!

Zach: No, you didn't.

Scully: Well, I knew something was gonna go wrong.

Zizi: The Master Tinker takes you inside her workshop and gathers the missing socks and the printed out pictures from the Sun Snapper mother ship.

Master Tinker: You see, the Trumpet of Travel is a combination of magic and technology created in a rare moment of cooperation between all the guilds.

Zizi: She runs the socks and the pictures through a pair of rune-carved wheels that squeeze the ingredients even flatter, causing the runes to light up green and purple as they spin upon the wheels.

Master Tinker: Extracting the essence from a magically advanced culture like the fairies and a technologically advanced culture like the Sun Snappers will allow me to open a door into the Trumpet's pocket dimension. But it will be up to you three to get everyone out.

Scully: How long will we have?

Master Tinker: A day, at most.

Lola Rabbit: Oh, that's plenty of time. I mean, they must be packed in there pretty tight. They won't be hard to find.

Thorn: Well, you might not have that long.

Scully: Oh, what now, Thorn?

Thorn: Someone wanted this Trumpet cursed.

Zach: Yeah, the Bakers of Berend. They were the only ones that didn't get sucked into the Trumpet.

Thorn: Well, whoever's behind this...

Master Tinker: They will likely sense the magic that I used to reverse the curse.

Lola Rabbit: Okay, the plot thickens. How will we know if there's trouble out here while we're in there.

Thorn: She doesn't know.

Zach: What?

Scully: Oooh...

Lola Rabbit: What?

Master Tinker: It's true. I've never dealt with such a marvel of technology and magic. The sooner you can get folks to leave, the more people we'll have out here to help.

Zach: All right. Get in and get people out, fast.

Scully: And tell them to be ready for trouble.

Zizi: The Master Tinker nods and pulls a lever, causing the two long, rune-carved wheels to lift up and insert themselves into the wall of her workshop like two, giant, arcane batteries. The entire workshop seems to spring to life as streaks of purple and green spread out through the walls like vines.

Master Tinker: Are you quite ready?

Scully: Shouldn't you have asked that before you put the batteries in the wall?

Master Tinker: Probably. Now, place the Trumpet on the pedestal.

Mr. Eric: And a small column of metal and stone rises up out of the ground with an even smaller opening at the top that's the perfect size for the mouthpiece of the Trumpet.

Scully: Hang on a second, here. Before we hand over the Trumpet, I want to try to figure out if she's tricking us or helping us.

Zizi: Okay, Scully. Roll wonder.

Scully: Okay... ugh, a six.

Zizi: You felt so uneasy about all of this but you can't get a read on her, but Thorn sees your skeleton eyes widen and pats you lightly on the back.

Thorn: The Master Tinker is a lot of things but a liar isn't one. I'll keep an eye on her.

Zach: Okay. I stand the Trumpet straight up on the column.

Zizi: The mouthpiece clicks into place and the three valves, those little finger keys on the side of the trumpet, start moving of their own accord as...

[Trumpet sounds]

A giant portal springs up out of the bell, swirling just under the ceiling of the Tinker's shop.

Lola Rabbit: I scoop up Scullen and Zachimedes in one arm. Then I take out my thorn whip in the other and I sling it towards the portal.

Scully: Shouldn't we have a bathroom break first?

Zizi: You find yourselves staring out over a bright, lifeless, desert. But you quickly hear a rumbling in the distance.

Zach: I want to ready a fire shield egg and make it glow threateningly so we look more scary.

Lola Rabbit: Yeah, I'll just flex my muscles. They're pretty big.

Scully: I want to inspect the ground. I think it's weird we ended up in a desert.

Zizi: Okay, Scully, roll learn.

Scully: Getting all the rolls today. Yeah, that's a natural 1.

Zizi: Scullen, as you investigate the desert floor, your uncomfortable wooden clog feet slip from under you. You clatter onto the ground, breaking into a hundred bones.

Scully: Ow!

Zizi: It's gonna take you a full round to put yourself back together.

Lola Rabbit: Wait, no. Scullen, stay like that. Hang on a second. I want to kick some sand over him, to see if I can disguise him as just a, you know, like an inanimate skeleton in desert.

Zizi: Oh, good idea. Roll dare, see if you can do it quickly and quietly before whatever's coming gets here.

Lola Rabbit: Oh, I got this. Six. We're not rolling well, today.

Zach: Can I help a little? It might be useful to have someone hidden.

Zizi: Okay, we'll make it a group roll. We'll take Lola's dare and whoever rolls the higher d20.

Zach: That's a natural 20.

Zizi: You manage to bury Scullen completely so that just the side of his head, where his ear should be, is at the top of the sand. That way, he can still hear as the rumbling gets closer. And now it sounds a lot more like a buzzing.

Bee: Why must we bees be the scouts?

Bee: Because we can fly.

Bee: But we are the finest musicians in all of Berend. This is beemearing.

Zach: I'm sorry you two are forced to be scouts but we're here to save you.

Bee: Who says we need saving?

Zizi: Says the bigger bee, flying in such a way that its stinger is pointed towards you.

Lola Rabbit: Whoa, wait. Listen, we don't want any trouble but you've all been trapped in the Trumpet of Travel and we're here to set you free.

Bee: But you are outsiders, bee have never had outsiders here.

Bee: Yes, so buzz off.

Bee: No, we must take them to the leaders. Get busy beeing our prisoners.

Zizi: And the two bees launched themselves towards you, stinger first.

Zach: Hey, bees are a vital part of our ecosystem!

Lola Rabbit: Yeah, and they don't sting unless they're threatened, or you're like, trying to steal their honey.

Bee: We have evolved beeyond that.

Zizi: And suddenly from behind their backs, the bees pull out a pair of guitars and start strumming them with their stingers.

[Guitar music]

As they start playing their song, you all begin to feel sleepy?

Scully: Even me?

Zizi: Even you, Scullen. Everyone roll dare to try and keep yourselves awake.

Lola Rabbit: All right, I get an extra d4. That's a 13.

Zach: Oh, I have to minus a d4... That's a natural 1 minus 1.

Zizi: I think that's our first o. Zachimedes, you're out cold and Lowlandra, you take 1 hurt as your body slows down but you're still able to move.

Scully: Okay, I don't add anything to any of my rolls because I like it simple, so... oh a 17.

Zizi: The sand dulls the effects of the song, Scullen, so you're able to resist it easily. But, if you do anything you're gonna give up your hiding place.

Lola Rabbit: I want to sort of wave at Scullen to stay down and then take out my thorn whip. Can I disarm both of them of their instruments with one swing?

Zizi: They're not close enough for that to be possible, but you could get one.

Lola Rabbit: Yeah, all right. Maybe that'll make their song softer.

Zizi: Roll dare again.

Lola Rabbit:  $9 + 2$  is 11.

Zizi: Your thorn whip reaches out and snags one of the guitars so you won't have to roll to fall asleep but you still take 1 hurt from the song this round.

Lola Rabbit: Ah, okay, if I take one more, I'm stunned, right.

Zizi: That's right.

Lola Rabbit: Then I'm gonna try to pick up Zachimedes and whip away their other guitar.

Zizi: Give it your best shot.

Lola Rabbit:  $7 + 2$ ...

Zizi: You pick up the slumbering Zachimedes but he suddenly feels like a warm, soft, pillow to you.

Lola Rabbit: Uh-oh. That doesn't sound good.

Zizi: Your thorn whip lashes out but grows slack as you fall onto the soft sand with your little goblin pillow.

Bee: Beeautiful. Now we have to drag them both all the way back.

Zizi: The two bees sling their guitars back between their wings and use their long, furry legs to gently pick their quarry halfway up off the ground and sort of slide-drag them deeper into the desert.

Scully: I want to wait until they're way far off like I almost can't see them anymore and then I'll just follow the trail in the sand.

Zizi: Oh, I like that, Scullen.

Zach: Oh, do you think he could find my shield egg, like I dropped it when I got knocked out?

Zizi: I'll let Scullen roll a straight d20 to check his luck. If he rolls 11 or higher, he'll find the egg unbroken.

Scully: 11 on the dot!

Zizi: As you drag yourself up out of the sand, you see Zachimedes' fallen egg, still warm to the touch. He'd activated it with his magic so you can use it to make one fire shield if necessary.

Scully: Okay, I put my bones back together and follow the trail from a long way off.

Zizi: Time seems twisty and strange inside the Trumpet of Travel and you lose track of how long you've been following them. But then, as you top a dune, you see the trail end at what looks like a frontier town hastily built up by the banks of a dried up river. There are ramshackle houses, beat up businesses and even a few hovels and tents and people of all kinds wander around the streets though many of them appear to be sunburned, dirty, and disheartened.

Scully: Are there any skeleton people?

Zizi: There sure are, so you can blend right in as long as one doesn't recognize you.

Scully: Oh, I don't know. Do I want to get recognized?

Zach: If I were you, I'd try to keep a low profile.

Lola Rabbit: Yeah, something's fishy in this town and we're just too unconscious to see it.

Scully: I'll tie a bandanna around the lower half of my face and I'll put my pirate hat away because people might recognize it as my mom's.

Zizi: Well, you don't have to try hard to look like a worn-down adventurer and you easily blend in with the crowd. But you realize with all the foot traffic, you're not sure which trail belongs to your friends.

Scully: Uh... oh.

Zizi: And that's where we'll pause our adventure.

[Falling harp scale.]

Zizi: Well, Maggie, Julia, and Ruby, I hope you enjoyed the first part of your adventure.

Dracomax: Dracomax has arrived to shout out Jeremy Block. He has a big brother named Ethan and Jeremy loves dogs, his family, and building things out of cardboard.

Fred the Dog: Then there's Keelyn, age nine. She likes art and unicorns.

JF Kitty: And her brother Colin, age ten really likes to play with his sister and build Legos.

Fred the Dog: Finally, there's Zee, age six, from Humboldt County in California. She loves her kitties, Reggie and Maymay.

Zizi: And I'd like to thank Karen O'Keeffe, co-creator of What If World, Craig Martinson for our theme song, our helper, Miss Lynn, and all you young adventurers.

Until we adventure again, keep wondering.

[What If World theme song plays.]