

# A four part treatise on Gygaxian naturalism

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First things first...

I put on my robe and wizard hat...

Note: Robe missing due to budgetary constraints.

# Outline

Questions to answer

Introduction

Goblinoid Phylogeny

Adaptation in Elves

Species concepts with Dragons

Dungeon Ecology

Conclusions

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## Question 1

What is a tarrasque?





## Question 2

What does deathspell do?

While there is no “deathspell” there is a “Finger of Death” which is a close range spell that either kills the target or does large amounts of damage if the target is of great fortitude.

## Question 3

Why is it a bad idea to steal a 20+ level mage's pouch?

Two words: spell selection.

*Imprison (9th level Abjuration): When you cast imprisonment and touch a creature, it is entombed in a state of suspended animation in a small sphere far beneath the surface of the earth. The subject remains there unless a freedom spell is cast at the locale where the imprisonment took place. Magical search by a crystal ball, a locate object spell, or some other similar divination does not reveal the fact that a creature is imprisoned, but discern location does. A wish or miracle spell will not free the recipient, but will reveal where it is entombed.*

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Goblinoid Phylogeny

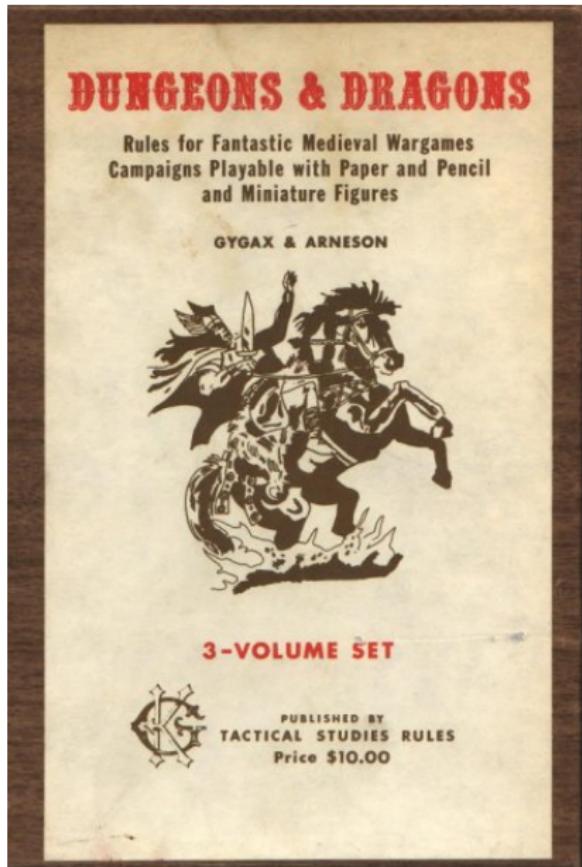
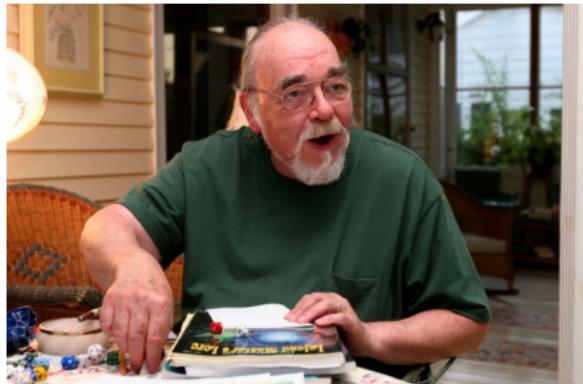
Adaptation in Elves

Species concepts with Dragons

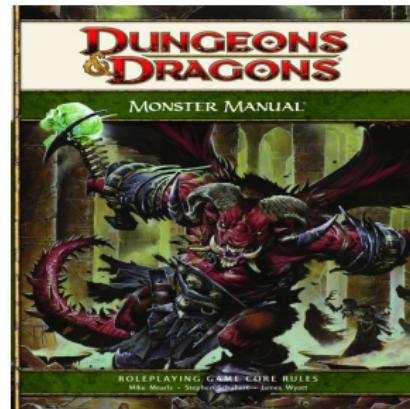
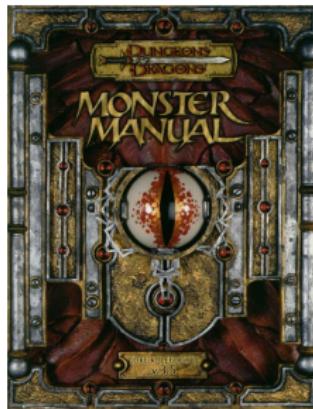
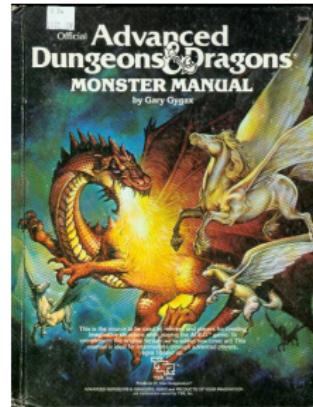
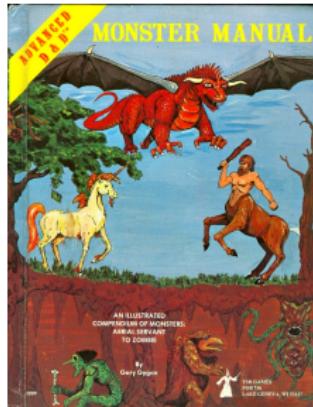
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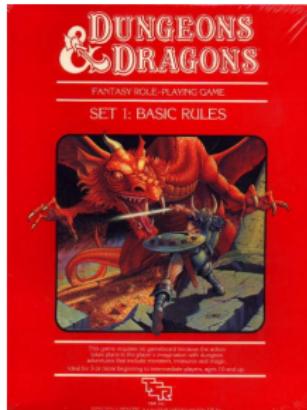
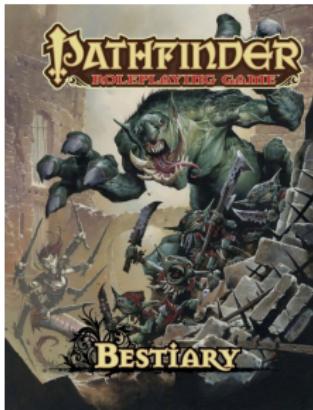
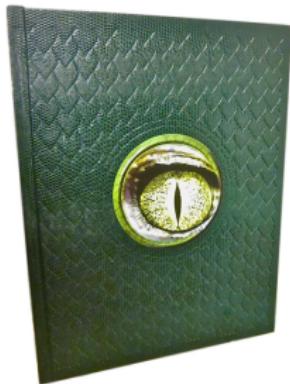
# Origin of Gygaxian Naturalism



# Central Texts



## Other Important Works



## Consistent Questions

- ▶ How many species/monsters are there?
- ▶ Are many of the named species actually just subspecies?
- ▶ How much of diversity can be explained arcane forces?
- ▶ What is the species concept when magic can cause almost any two species to mate?

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# How many goblinoids are there?

- ▶ Goblins
- ▶ Hobgoblins
- ▶ Bugbears
- ▶ Blues
  
- ▶ Related taxa
  - ▶ Orcs
  - ▶ Ogres
  - ▶ Ettins
  - ▶ other monstrous humanoids

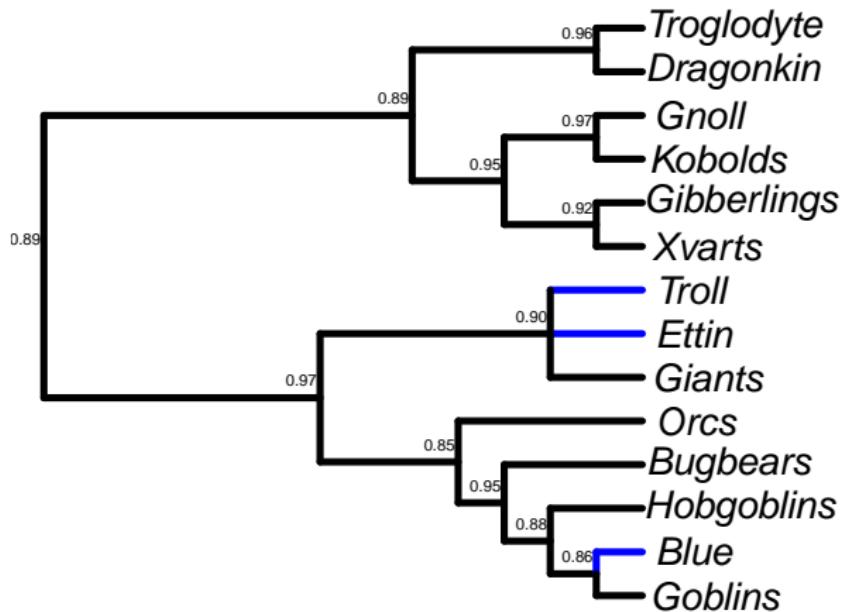


# Materials and Methods

- ▶ Arcane, divine, morphological, behavioral characters
- ▶ Bayesian divination methods
- ▶ 20 prayer group of High Powered Clergy (HPC) operating through the Greyhawk Cathedral of Pelor
- ▶ Ritual took 8 hours.



# Phylogeny



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# History of our Knowledge



At least 5 species/races of elves known from the most recent survey.

# Adaptive or Cultural?



All are adapted to very different environments, but physiologically and culturally.

# Magic!!!

## THE WIZARD'S SHOT GUN



gunshowcomic.com

How else do explain... .



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## Violation of Biological Species concept

*The half-dragon template . . . can be applied to any corporeal creature. This demonstrates that dragons aren't selective regarding species. They're promiscuous.*

Dragons can successfully mate with all creatures from there plane.  
Including other dragons!

Polymorph spells and magic in general prevent premating barriers.  
Pairings form viable offspring which are phenotypically heterotypic.  
Aspects of these phenotypes persist for generations, manifesting as  
“mutations” or innate magical talent.

# Violation of Biological Species concept

Table 2-4: Interspecies Crossbreeding

	Satyr	Ogre	Nymph	Mefolk/Triton	Lizardfolk	Kobold	Human	Hobgoblin	Halfling	Half-Orc	Goblin	Gnome	Gnoll	Giant	Fiend	Elf	Dwarf	Dryad	Dragon	Celestial	Bugbear
Bugbear	Y	Y	N	Y	Y	N	Y	M	N	N	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
Celestial*	Y	Y	Y	Y	Y	Y	Y	N	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
Centaur	N	Y	Y	Y	Y	N	N	Y	M	N	N	N	N	N	N	N	N	N	N	N	N
Dragon	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
Elf	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
Centaur																					
Celestial																					
Bugbear																					

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## Dungeons verus all other biomes

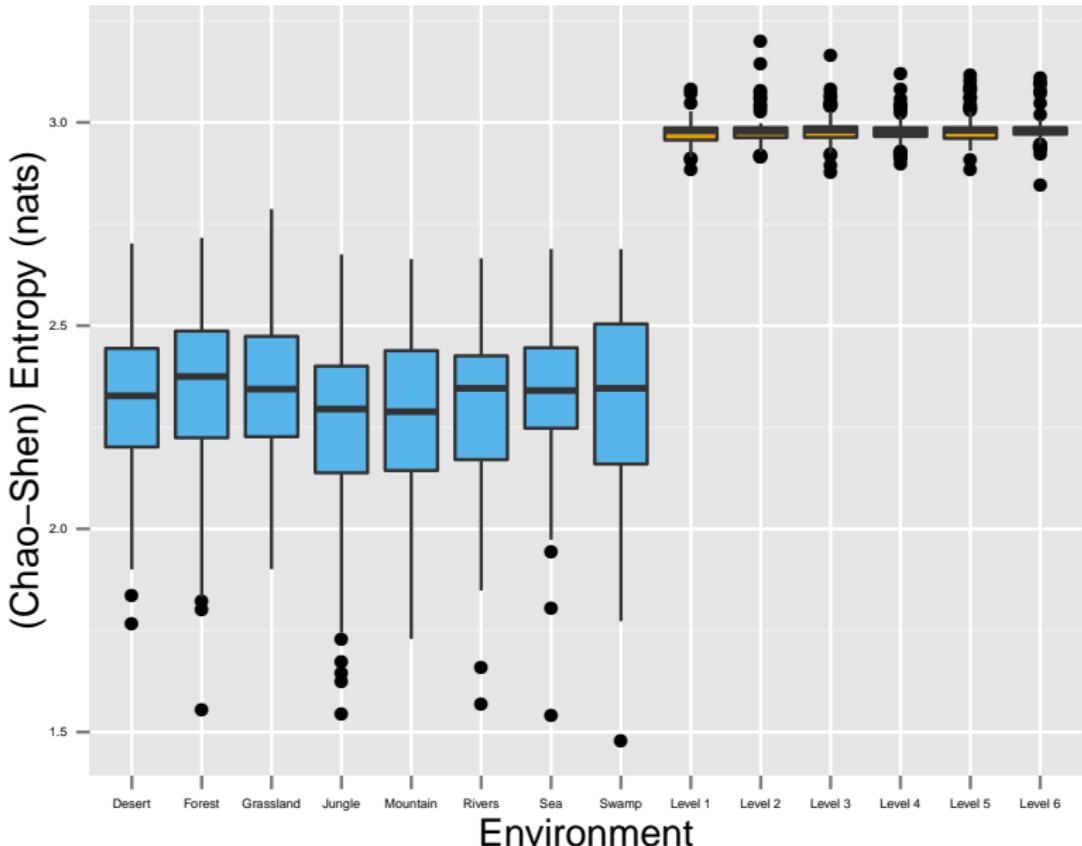
Dungeons are continually reported as arcane biodiversity hotspots.

These claims are frequently from amateur arcane biologists (adventurers) who are widely believed to be unreliable sources.

Here, we compared multiple sites from 8 non-dungeon biomes and 6 different dungeon depths. Presented here for simplicities sake are only comparisons of entropy (Chao-Shen corrected).

Also, I'm lazy so don't blame me for using "magic numbers."

# Results



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## Parting words

The world is a very scary place, full of monsters which want to kill and eat you. And maybe not in that order.

Our understanding of these beings is distorted via the arcane energies that we ourselves use to better understand them.

There will always be more creatures to find, though they might not be new “species.”

And sometimes. . .

... it is all just the will of the dice!



# Acknowledgements

- ▶ All my players though out the years
  - ▶ The Crew of the Talking Pussy
  - ▶ The Fancy Boots Brigade of Ruins
  - ▶ New Corden Adventurers (temporary name)
  - ▶ and all those without names
- ▶ Rory Morrison to introducing me to role-playing games in the first place.
- ▶ source available on GitHub

