

# Primer: The Exile of Simian Egregor

**NOTE:** You can [skip past the Table of Contents](#) if you intend to read the full document, it's intended as a ~1-2 page summary of the below document if you don't have time or the inclination to read the whole thing.

## The Narrative Pitch: 9D Mind, 3D Bottle

**Simian Egregor** (formerly reigning 9-dimensional royal **Tispys Cravern**) has been “Thanos-dusted” - shattered and compressed into a 3D mortal shell. A mind that once tasted starlight and heard the weight of gravity is now trapped in a “sensory deprivation vault” of human-level perception. Stripped of xir title, multiversal connection, and infinite power, xe is currently navigating a profound identity crisis, surviving as a microscopic fraction of a once-godlike entity, quietly mourning a universe too vast for mortal minds to comprehend.

Xe projects an affable, **Rhys Darby-esque** facade to mask profound **Phenomenological Compression**. Xe utilizes the pronouns **xe/xem/xir** as a “grammatical amputation tag,” signifying xir violent severance from a plural, 9D existence.

## 1. Cosmology: The Yggdr'allsil Realm

The multiverse is a **9-dimensional mystical realm** modeled as a cosmic tree known as **Yggdr'allsil** (driven internally by a mathematical backbone known as the Yggdr'allsil Engine).

- **Navigation:** Multiversal space is traversed via the **Point-Line-Branch-Fold** recursive algorithm.
- **The Branches:** Every TTRPG campaign (a living, breathing branch of this cosmic tree, populated by countless sentient beings), is a literal branch (p-brane) with a unique G2 Manifold “**IP address.**”
- **The Math:** While the realm feels entirely magical to its inhabitants, native 9D entities can perceive the underlying, mathematical logic that keeps the tree growing; math that is **fundamentally unplayable** at a 3D tabletop, existing as pure, system-breaking meta-narrative logic.

## 2. The Antagonists: The Huul'i Empire

A hyper-capitalist society of ape-like “**Intent Fey**” (**Prim'kin**) that strip-mines lower realities for **causemes** (the fundamental, indivisible units of cause and effect).

- **The Great Binding:** They reduced their god (**Prim'∞**) to a battery (**Prim'n**) to power multiversal extraction.
- **Patamagic (Causeme Editing):** They treat reality as a text document, using **Patamagic Points** to “white out” or rewrite localized causemes (e.g., the “Blinking Exploit”: artificially decoupling the physical act of blinking from its natural effect, redefining it as a Long Rest).
- **Fiir Na'suul Warlocks:** Elite units using compounding math to stack dozens of subclasses and achieve stats in the hundreds.

## 3. Psychological & Meta-Narrative Profile

- **9D Vision (Meta-Awareness):** Xe perceives the “**Guiding Force**” (*The DM*) and the “**Narrative Focus**” (*The Camera*) that identifies Player Characters as the anchors of multiversal agency.
- **The Archival Burden:** Xe retains perfect memory of xir 42,069 years of voyeurism. Xe remembers all the strands, all the possibilities, the events that happened, and the alternate dice-roll realities that didn't.
- **Pragmatic Nihilism:** Aware that the Huul'i extraction is likely inevitable (having remembered millions of timelines where resistance failed), xe focuses entirely on the immediate 3D present and xir companions.

- **Infant Splinters:** Shards of xir plural self dropped into other realities during infancy explain other 3D incarnations (e.g., **Mon-Ki the Monk**).
- **The Relapse:** Functionally “unmedicated” in xir 3D form, xe occasionally struggles with vestigial biological urges to hoard or conquer, followed by intense guilt.

#### 4. Physical Anomalies (Requires GM Consent, detailed in [Section 7.2](#))

Despite xir human facade, Simian retains specific biological traits and marks from xir 9D origin:

- **Quadrumanous Anatomy:** Primate-style “hand-feet”, hidden under floor-length robes, that xe uses for the somatic component of casting.
- **Prehensile Tail:** Exactly  $\frac{263}{30}$  ft ( 8.7666 ft); xe refuses to round up, as rounding is “dishonest.”
- **Wormhole Digestion:** Lacks a lower digestive tract. The stomach is a 6D-8D temporal wormhole that “unchews” food, teleporting it elsewhere in the multiverse or xir own timestream as a pristine, uneaten meal.
- **The Marriage Scars (Auricular Branding):** Hidden beneath xir robes are two red scars on xir chest shaped like elven ears. Placed over the heart and lungs, they act as a biological lie detector and serve as a permanent, physical record of xir discarded coronation union.



Image of Simian Egregor highlighting quadrumanous features, scars, and prehensile tail. [Art by @mahnah.bsky.social](#)

#### 5. Game Master Integration

- **Zero Power Creep:** Aside from the above mentioned [Physical Anomalies](#), Simian is **mechanically a standard PC**. Xe possesses no meta-advantages and obeys all local campaign rules.
- **Threat Logic:** The Huul'i consider Simian “dust” and are not actively hunting xem, allowing the character to remain a flavor-rich anchor rather than a plot-derailing target.
- **Hooks:** Xir “unchewed” food may materialize in other players’ backstories or future sessions, and xir hand-feet allow for concealed somatic casting.

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# Yggdr'allsil & The Exile

**Document ID:** Yggdr'allsil Functional Specification

**Subject:** 11-Dimensional M-Theory, TTRPG Cosmology, Factional Ecosystem, and Protagonist Anchoring

**Objective:** A complete, zero-information-loss encapsulation of the cosmological, biological, societal, and narrative variables defining the Yggdr'allsil realm and its denizens.

**A Note to the Game Master:** *The lore contained in this document spans 11-dimensional physics, multiversal theory, and apocalyptic power scales. However, mechanically, this character is a standard mortal. They possess zero meta-mechanical advantages (aside from the specific physical anomalies detailed in [Section 7.2](#), no hoarded multiversal power, and are entirely subject to the rules, physics, and limitations of your specific table and campaign. The cosmic scale of this backstory is purely to contextualize the character's profound psychological trauma and to offer you, the GM, multiversal plot hooks should you ever want to use them.*

*(A Note on the Crunch: If you are unfamiliar with complex parametric mathematics or standard TTRPG mechanics, you can safely skim the dense formulas and acronyms throughout this document; simply read the compounding numbers as a literal translation of terrifying, system-breaking bloat).*

## 1. The Ontological Architecture (The Macro Scale)

### 1.1. The Yggdr'allsil Realm

The multiverse is mathematically modeled as **Yggdr'allsil** (/ˈɪɡ.dr.əl.sɪl/ pronounced IG-dr-ALL-sil), a 9-Dimensional topological engine operating via [Rob Bryanton](#)'s dimension-stacking model. While it integrates real-world M-Theory by anchoring into an unnavigable 11-Dimensional 'Bulk' substrate, all native physics, imperial navigation, and higher-dimensional lifeforms exist entirely within the 9D paradigm.

**The Bulk (The Trunk/The 11D Substrate):** The core 9-dimensional space that anchors and grows all reality. While the navigable tree exists strictly within 9 dimensions, its invisible roots anchor into an 11-dimensional space. This integrates real-world M-Theory, functioning purely as unnavigable background math that grounds the tree in absolute reality.

**The p-branes (The Branches):** Localized 9D branches hanging off the Bulk. Every individual branch represents a literal, physical manifestation of a single TTRPG campaign, encompassing every conceivable ruleset, dice mechanic, and random-chance parameter in existence.

**The Underlying Engine:** While the general populace experiences Yggdr'allsil as a deeply magical place, its underlying mechanics operate like an incredibly complex cosmic machine. This underlying “engine” handles the processing of probability and natural laws, though it is far too vast and complex for standard 3D minds to calculate.

**System Playability:** The engine itself is fundamentally unbalanced and unplayable at a real-world 3D tabletop, existing as pure meta-narrative math.

**Meta-Narrative Perception (The Table and The Camera):** Native 9-dimensional abilities include an innate, biological awareness of the meta-narrative structure. Entities at this tier can tangibly sense the overarching, guiding force governing probability (the Game Master) and the “Camera” (an acute awareness that certain localized mortals, known as Player Characters, possess an inexplicable narrative gravity). Even if these mortals are not the sole driving forces of their universe, the 9D entities can see that the focus of reality is inexplicably centered directly upon them. Furthermore, they possess an acute phenomenological awareness of “The Table”: they can physically feel the math, the dice, and the emotional “vibes” of the guiding entities. They know instantly if a table consists of lifelong friends in their 40s, strangers meeting for the first time, or skeptical family; they can sense the comfort and experience level of everyone involved; and they can detect the absolute fairness of the math (knowing instantly, for example, if a localized dice roll is a “sham” because the guiding force would never allow a success even if four natural 20s were rolled).

## 1.2. Navigational Physics

Higher-dimensional entities navigate to specific branches by traveling to the place on the tree that represents a campaign’s cosmic IP address, which is defined strictly by unique G2 manifold signatures.

The system utilizes Rob Bryanton’s [10-dimensional topological model](#), functioning via a recursive phase-sequencing algorithm (Point, Line, Branch, Fold):

**Tier 1 (Space, 1D-3D):** Physical reality and volume.

**Tier 2 (Time/Probability, 4D-6D):** The timeline (Line), the natural expansion of alternate choices (Branch), and the willful collapse of probability to jump timelines (Fold).

**Tier 3 (Multiverse/Laws, 7D-9D):** The operational limits of the Engine. Includes singular universes (7D point), varying physical laws (8D line), and the infinite expansion/folding of multiversal laws (9D fold).

**Tier 4 (The M-Theory Substrate, 10D-11D):** Non-navigable, pure background math. The ultimate encompassing point of all possible timelines (10D) and the foundational M-Theory Bulk (11D). It is mechanically irrelevant to the setting’s denizens, serving only to ground the Engine’s code in real-world physics.

## 2. The Progenitors and Factional Ecosystem (The Meso Scale)

### 2.1. The Biune Progenitors (The Twinned Gods)

The highest powers of the system represent the absolute apex of their respective conceptual domains. They serve as the progenitor deities of the Fey factions, collectively revered as the Twinned Gods (viewed as two halves of a single cosmic whole).

**The Nature Progenitor (Grenovven):** Grenovven (/ɡɹɛn.ɔ.mɛn/ pronounced gren-OH-hwen (where the “OH” is a guttural, primate-ish grunt (resembling a gorilla/pig snort/scoff or Tim Allen’s *Home Improvement* grunt), and the “hwen” is like Stewie Griffen saying ‘when’ like ‘cool hwip’)) is known as The Green Mother and progenitor of the Hyl’ii. She is the pure manifestation of the Wild, is revered as the living embodiment of the Yggdr’allsil Realm itself, and is theorized to be the literal 11-dimensional Meta-Tree.

**The Intent Progenitor (Formerly Prim’∞ / Currently Prim’n):** Progenitor of the Huul’i (Prim’kin). Originally the god of Infinite Intent (Prim’∞ / 'prɪm.fɪ.nət/ pronounced PRIM-fin-it). Prior to its subjugation, its core cosmic command to its creations was to “marry your Hyl’ii and Huul’i” (a decree to seamlessly harmonize [ Nature / Chance / Pysis / Wild / Essence ] and [ Intent / Choice / Techne / Will / Design ]).

**The Great Binding:** To secure absolute multiversal supremacy, the Huul’i committed deicide and enslavement. They bound Prim’∞ (The Infinite Intent) against its will, mathematically reducing it to Prim’n (/prɪmn/ pronounced PRIMN, The 9 Tailed Ape). It is now forced to serve as an infinite, non-consensual battery to power multiversal extraction, utilizing its infinite scope to either locate undocumented broken mechanics across the multiverse, or conceptually forge entirely new ones that otherwise wouldn’t exist.

### 2.2. The Court Binary

The operational stewards of the dimensions are divided into two opposed factions. They exist on opposite ends of a singular cosmic axis known as intenatura (/ɪn.tɛn.nɑː'tuː.rɑː/ pronounced in-TEN-nah-TOO-rah) defined by the semantic cluster [ Actualization / Determination / Formation / Disposition / Poiesis ] (the overarching mechanism of bringing reality into being).

- **The Royal Marriage (The Union):** The philosophical duality of intenatura was originally anchored by marriages between the courts, designed to harmonize the two halves of creation. While hybrids are widely celebrated by the general populace, the royal lineage specifically utilizes these marriages as rigid geopolitical cages to maintain the Union and force compliance. In the royal lineage, this union is sealed via the **Auricular Branding:** a ritual where the Hyl’ii partner places their ears against the Huul’i partner’s chest, one over the lungs and one over the heart. A spell causes the ears to glow red-hot, leaving permanent, glowing red scars in the shape of Hyl’ii ears on the Huul’i partner’s chest.

- ▶ **The Romantic Origin:** The ritual began with the vow, “An ear to your breath, and an ear to your heart,” symbolizing total intimacy.
- ▶ **The Modern Function:** In the current era of extraction, it serves as a biological lie detector. The branding allows a partner to monitor shifts in heart rate and respiration with localized precision, making it mathematically impossible for a Huul’i partner to mask their true [ Intent ].
- ▶ **The Counter-Ritual:** While a corresponding act is performed by the Huul’i partner upon the Hyl’ii (utilizing the prehensile tail in an obfuscated capacity) the exact nature of this ritual remains largely unknown.

### 2.3. The Nature Fey (Hyl’ii / Cynd’kin)

**Nomenclature Tag:** Hyl’ii (/hi:li/ pronounced “HEEL-ee”) / Cynd’kin (/ ' kynd . kin / pronounced KÜND-kin).

**Semantic Cluster:** [Nature / Chance / Physis / Wild / Essence]

**Dimensional Alignment:** Masters of the **Branch**. They govern emergent probability and natural law.

**Morphology & Magic:** They possess the distilled perfection of the “Elven” form. Biological generation is natural and fluid, and they utilize innate magical disciplines.

### 2.4. The Intent Fey (Huul’i / Prim’kin)

**Nomenclature Tag:** Huul’i (/hu:li/ pronounced “HOOL-ee”) / Prim’kin (/ ' prim . kin / pronounced PRIM-kin).

**Semantic Cluster:** [Intent / Choice / Techne / Will / Design]

**Dimensional Alignment:** Masters of the **Fold**. They execute topological shortcuts by bending p-branes into non-orientable surfaces (like Klein bottles).

**Morphology:** Quadrumanous (meaning 4-armed, specifically having opposable hands at the ankles in addition to at the wrists), furred ape-like beings. Though they possess human hands and prehensile “hand-feet,” they predominantly utilize their lower “leg-hands” as their primary manipulators. They possess the extreme dexterity and profound physical flexibility of a human born without arms, seamlessly performing complex, everyday tasks (writing, crafting, wielding tools) entirely with their lower limbs. This anatomy natively dictates an ethnomathematics utilizing complex numeral bases (e.g., Base 12, 60, or 144) in addition to base 10. Furthermore, (supposedly) because their biology is hyper-optimized by [ Intent / Design ] to eliminate messy, inefficient physical waste (but *actually* because going to the bathroom is almost always glossed over/assumed off-screen), the species entirely lacks lower digestive tracts and reproductive organs, outsourcing these functions to localized temporal wormholes (detailed further in [Section 7.2](#)).

**Creation (The Placental Fruit):** Biological generation is directed and calculated. Offspring are forged when a reproducing pair consumes Placental Fruit and hyper-focuses their intent to actively forge specific, min-maxed (hyper-optimized) traits into the progeny.

Biology is entirely fluid here; traits completely incompatible with 3D realities can be forged.

**Society & Philosophy:** Their society has corrupted into a late-stage capitalist extraction empire. They operate on a philosophy of “demanding blood from a stone”: relentlessly scavenging lower-dimensional TTRPG realities to extract their **causemes** (/ˈkɔː.ziːm/ pronounced KAWZ-eem - the fundamental, indivisible units of cause and effect, such as a localized action, reaction, or probability trigger). By strip-mining these causemes to fuel their own empire, they leave the lower branches starved of agency, trapped in stagnant realities where actions literally fail to produce natural consequences.

#### 2.4.A. Prim'kin Locomotion and Kinesic Taboos

The biological framework of the Prim'kin exhibits a radical inversion of standard humanoid kinesics. What standard taxonomies would classify as their lower appendages (“leg hands”) function as their primary physical manipulators.

**Dexterity and Manipulation:** The Prim'kin possess extraordinary lower-limb flexibility and fine motor control. They interact with their environment with the absolute, hyper-adapted proficiency of a being forced to rely entirely on their lower limbs for all complex manual tasks.

**Inverted Terrestrial Locomotion:** Conversely, their upper limbs are utilized almost exclusively for weight-bearing locomotion, functionally serving as their “feet” as they navigate the world.

**The Cultural Weight of the “Hairless Hand”:** This physiological inversion dictates strict social and diplomatic rules. Because the upper limbs are relegated to walking (and are thus ground-worn and calloused) utilizing them for social interaction is a profound breach of etiquette - offering an upper limb for a handshake, an exchange of goods, or a diplomatic gesture is the cultural equivalent of crossing one's fingers behind their back to invalidate a promise, yet because the limb is presented in plain sight, it carries the added indecency of blatantly broadcasting one's deception directly to the recipient's face.

Among the Prim'kin, there is a universally recognized idiom: *“Shaking a hairless hand? Don't trust that man!”*

### 3. The Patamagic Mechanics (Technical Specification)

#### 3.1. The Recursive Gestalt Progression

The Huul'i operate on an inverse-cumulative mathematical monopoly utilizing the Fiir Na'suul (/fiːɹ ˈneɪʃuːl/ pronounced FEER NAY-shool) Bound Nexus siphoned from Prim'n.

*To comprehend the apocalyptic power of the Fiir Na'suul Bound Nexus, one must first understand the localized mechanical root of its namesake.*

**The 3D Baseline (Standard Gestalt):** In lower-dimensional TTRPG mechanics, a “Gestalt” progression is a powerful variant rule where a single entity levels in two distinct classes simultaneously (e.g., advancing as both a Fighter and a Wizard). At every milestone, the entity merges the systemic payloads, taking the highest hit dice, the best base stats, and combining the core class features of both paths into a single character sheet.

**The Higher-Dimensional Weaponization (Recursive Gestalt):** The Huul'i extracted this localized homebrew concept and weaponized it via the Bound Nexus. However, rather than simply gestalting two separate classes, their engine forces a character to gestalt with **recursively compounding versions of themselves across time.**

The progression does not simply add Class A to Class B. When a Huul'i advances to a new stage, the engine executes a recursive loop. It forces their current state to “gestalt” with multiple, overlapping copies of their own previous milestones, while simultaneously pulling down advanced fractions of their endgame potential.

Their progression operates under the following formula:

$$T_s = \sum_{k=1}^n [\mathbb{I}_{k \leq s} + \min(s, n - k + 1)] M_k \text{ where } n \gg \underline{\text{TREE}}(\underline{\text{googolplex}})$$

*To understand exactly how this equation shatters localized physics, here is the translation of the formula broken down into system-agnostic TTRPG terms:*

**$T_s$  (Total Output):** The absolute sum of all features, stats, and abilities the Huul'i possesses.

**$s$  (Current Stage):** The character's actual, native progression step (e.g., “Level 3” in D&D, or “5 Advancements” in Powered by the Apocalypse).

**$n$  (System Ceiling):** The absolute limit of the game's possibility space (e.g., Level 20 in “standard” D&D).

**$M_k$  (The Milestone Payload):** The specific mechanical benefits granted exactly at a specific stage. This is not a single feature; it is the **complete systemic payload** downloaded at that milestone (e.g., the exact payload of  $M_3$  in D&D 2024 includes the Subclass Unlock, PLUS the Hit Dice, the HP maximum increase, the specific spell slots, and any proficiency adjustments granted at that level).

**The Engine ( $\sum$ ):** This runs a loop starting from Stage 1 all the way up to the System Ceiling ( $n$ ).

**The Brackets (Where the Rules Break):** Inside the loop, the math evaluates two parts.

**Part A** “ $\mathbb{I}_{k \leq s}$ ” is standard progression: “Is the milestone I'm looking at less than or equal to my actual stage?” **Part B** “ $\min(s, n - k + 1)$ ” is the parasitic extraction: it forces the math to pick the smaller number between your Current Stage and a reverse-countdown of the System Ceiling. Because your current stage is usually the smaller number, it drags down

compounding fractions of the highest possible endgame abilities before you are supposed to have them.

**The Result:** Every time the Huul'i advances, the math retroactively multiplies all their previous milestones, while simultaneously pulling down fractions of the endgame. That is why they get an entirely new subclass every single time the  $M_3$  loop mathematically triggers.

### 3.2. Patamagic & The Rule-Breaker's Economy

Every Huul'i is born with exactly one level of innate Sorcerer magic. They use it exclusively to fuel **Patamagic**. The economy of this magic is tied to "Patamagic Points" (an extension of standard D&D Sorcery Points).

**The Universal "White-Out" (Causeme Editing & System Imposition):** Patamagic is the fundamental method by which the Huul'i interact with the 3D world. They treat localized reality like a poorly written document, utilizing Patamagic Points to literally edit localized causemes. Not only can they "white out" rules that inconvenience them (e.g., backspacing resting rules, spell ranges, concentration limits, or damage types, and writing in their own preferred consequences), but they can actively inflict the physics and status effects of entirely foreign dimensions onto their targets. For example, a Huul'i invading a D&D realm could use Patamagic to enforce the grueling, hyper-realistic healing mechanics of *Call of Cthulhu* or *Deadlands* onto a localized PC, suddenly rendering an 8-hour sleep entirely useless for recovering HP. They could impose the brutal maximum HP caps of a horror system onto a heroic fantasy Barbarian, or inflict terrifying, system-foreign spells (like *Pathfinder's* Flense or *Call of Cthulhu's* Rack) that shouldn't mathematically exist in the local setting.

**The Infinite Economy (The Blinking Exploit):** Because the Huul'i scavenge and canonize even the most sarcastic, broken homebrew rules from the lower dimensions, they operate under the mechanical parameter that "blinking counts as a short rest." Utilizing their universal white-out, they simply erase the word "short" and replace it with "long," giving them infinite Long Rests every time their eyelids close. Therefore, their pool of Patamagic Points is effectively infinite.

**Runaway Damage Loops & The "Cost" of Mercy:** This infinite economy allows them to constantly rewrite reality in combat. For example, they can rewrite a spell's standard damage dice into d100s and cause the dice to "explode" (reroll and stack) whenever the spell's original base maximum is rolled (e.g., a d6 spell exploding on any roll of 6 or higher, even after being upgraded to a d100). This creates a runaway infinite damage loop unless they consciously choose to spend a Patamagic Point on a "non-lethal spell" parameter, capping damage to 1 HP or stable at 0. In Huul'i society, mercy is not a free toggle; mercy explicitly costs a localized resource (though due to the Blinking Exploit, this cost is infinitely negligible).

### 3.3. System-Agnostic Impacts (The Threat Level)

**[OOO (Out of Character) Note from the Player]:** *My personal knowledge of TTRPG engines is currently limited almost exclusively to D&D (and I am far from an expert at that). I know next to nothing about Call of Cthulhu, Pathfinder, Powered by the Apocalypse, or other mechanics. Therefore, the non-D&D examples listed below are pure hypothetical guesswork meant to illustrate the “vibe” of the multiversal threat, and are almost certainly wrong in their mechanical specifics.*

To understand the apocalyptic power of the Warlock Bound Nexus, one must view it through the lens of localized TTRPG physics.

#### 3.3.A. THE d20 PARADIGM (D&D 5e 2024 Baseline)

Using Patamagic, a Huul'i can dynamically force the optimal version of localized physics. Even if invading a campaign running 2014 rules, they can enforce the 2024 ruleset upon their own progression simply because it offers a more advantageous subclass stacking loop.

**1. The s=1 Calculation (The Spawning Vector)** At Level 1, the formula outputs: **2 copies of the L1 payload, and 1 copy of L2-20 payloads.**

**Hit Dice & HP:** 21 total Hit Dice (2d6 from L1, plus 19d6 from L2-20).

**Proficiency Bonus (PB):** They add all overlapping progression. 2 copies of the L1 baseline (+4), plus 1 copy of all 4 standard upgrades (+4). **Total PB: +8.**

**Ability Score Improvements (ASIs) & Boons:** They receive 1 copy of the L4, L8, L12, L16, and L19 payloads, granting **5 ASIs** immediately upon spawning (+10 to stats, or 5 feats), along with **1 Epic Boon.**

**Spell Slots:** They receive the complete Level 20 slot array (4/3/3/3/3/2/2/1/1), plus two extra 1st-level slots from their overlapping L1 payload.

**Cantrips & Prepared Spells:** They inherently possess 10 Cantrips and 26 permanently Prepared Spells.

**Class Features:** Font of Magic, all Metamagic options, and the Level 20 Capstone.

**2. The s=3 Calculation (The Subclass Bloom)** At Level 3, the multiplier outputs: **4 copies of L1-L3; 3 copies of L4-L18; 2 copies of L19; 1 copy of L20.**

**Hit Dice & HP: 60d6 Hit Dice.** Their CON modifier (boosted by compounding ASIs) applies to all 60 dice.

**Proficiency Bonus: +18.**

**Ability Score Improvements & Boons: 14 ASIs** (+28 to stats, or 14 Feats) and **2 Epic Boons.**

**Subclasses:** Because 2024 subclasses unlock exclusively at Level 3, and their L3 multiplier is 4, they select **4 completely distinct subclasses** (e.g., Aberrant, Clockwork, Draconic, Wild Magic) and possess all active features simultaneously.

**Prepared Spells:** The four simultaneous subclasses violently expand their spell sheet, granting dozens of permanently prepared origin spells.

**Sorcery Points:** Rather than tracking overlapping progressions separately, the points merge into **one colossal, unified pool** numbering in the dozens, which they spend freely to manipulate their Patamagic.

**3. The s=17 Calculation (The Apocalyptic Apex)** At Level 17, the formula outputs: **18 copies of L1-L4; 17 copies of L5... scaling down to 5 copies of L17, 3 copies of L18, 2 copies of L19, and 1 copy of L20.**

**Hit Dice & HP:** 221d6 Hit Dice.

**Ability Score Improvements:** **50 ASIs.** They can add +100 to their stats, pushing attributes like Constitution far beyond the native cap of 20. Because the boosted CON modifier (e.g., +40) is applied to *every single hit die*, their HP numbers in the thousands.

**Proficiency Bonus:** +80.

**Saving Throws (The Adversity Immunity):** Because of the +80 PB and the +50 ASIs, their core Saving Throws passively sit in the +100 range. They mathematically cannot fail a physical or magical save, rendering them utterly immune to native adversity, poisons, and conditions.

**Subclasses:** They possess **18 distinct subclasses simultaneously.**

**Prepared Spells:** Their 18 overlapping subclasses grant them permanent access to **200+ prepared spells.** They physically possess the entire localized spellbook at all times.

**Cantrips (The Patamagic Overflow):** The math dictates they know **102 Cantrips.** Because this exceeds the number of standard D&D cantrips that exist, they use Patamagic to custom-forged the rest. (For example, possessing an innate biological-transmutation cantrip with a range of “Self” to seamlessly shift their native “hairy Ken doll” anatomy into whatever functional genitalia is required for the specific multiversal entity they intend to sleep with).

### 3.3.B. PERCENTILE & NARRATIVE PARADIGMS

**In Call of Cthulhu (Percentile Systems):** Where 100% is the absolute limit of mortal capability, the double-loaded math grants a Huul’i a 4,000% success rate, allowing them to bend the physics of horror to their whim without consequence.

**In Powered by the Apocalypse (Narrative Systems):** Rather than rolling 2d6 to resolve a narrative move, they roll 20d100, inventing tiers of “God-Level Successes” that permanently overwrite the Game Master’s established lore without suffering mixed results.

## 4. The Protagonist Vector & The Banishment (The Micro Scale)

### 4.1. Origin, Identity, & Nomenclature

**Former Name:** Tispys Cravern.

**Lineage & Dimensionality:** A half Prim'kin / half Hyl'ii hybrid, representing the 9th to 11th generation of the geopolitical Union. Natively, xe is a 9th-dimensional being (anchored in the Multiversal Tier of Rob Bryanton's topological model, which may diegetically equate to being an 11th-dimensional entity within standard M-Theory). Unbeknownst to xir father, xir grandparents "meta-crafted" xir father's biology, hard-coding a desire to forge an heir that would "fix the mess" of their current society.

**Semantic Syntax (The "Control" Touchstone):** Higher-dimensional concepts are translated into understandable languages using bracketed semantic clusters. Because standard verbs and pronouns translate cleanly to 3D languages, only the ambiguous, hyper-dense multiversal concepts require these brackets. This functions identically to how The Board speaks in the game *Control* (e.g., You are [ Authority / Chosen One ]).

**Version-Control Names (The "Doctor Who" Touchstone):** Royal names function as chronological version-control tags, acting as literal titles of purpose identical to "The Doctor" or "The Master" in *Doctor Who*. The result of xir meta-crafted progression was an entity who transitioned from the heir designation *Pre Tempora Tispys* ([heir to the throne]) to the untranslatable quantum-speech ruling title of *Tispys Cravern* ([ruler / monarch / king]) exactly at the moment of xir combined marriage and coronation. Upon this transition, xir predecessor became *Cravern Post Tempora* ([predecessor / elder]).

**The Infant Splinters (The Nursery Branch):** When a 9-dimensional being enters a 3D space, localized aspects of them abruptly pop into existence. This occurred entirely by accident during xir infancy. Xe was dropped as a newborn onto a specific branch of Yggdr'allsil functioning as a [ maternity ward / nursery ]. Lacking the regulatory control of an adult, xir infant consciousness instinctively flailed, accidentally dropping localized 3D splinters of xirself into a handful of random universes upon impact. These splinters (such as a mortal monk named Mon-Ki) grew up entirely isolated. To ever reconnect with them, xe would have needed to physically touch that exact nursery branch again. Tragically, because xe violently refused the Royal Marriage and never had a child of xir own, xe never returned to that branch prior to xir banishment, leaving those variants permanently independent and xir current 3D self completely unaware of them.

**The Amputation Tag (Pronouns):** Native Yggdr'allsil entities exist simultaneously across a finite, but impossibly large, number of multiversal branches, making the plural they/them the only grammatically accurate pronoun. Because Egregor was topologically severed and reduced to a singular existence, xe uses the neopronouns xe/xem/xir. This functions as a grammatical amputation tag: a constant auditory reminder that xe is no longer plural.

**Power Level:** Xe was the ultimate diegetic min-maxer, natively equating to rolling a 50 on a standard d20. In a society that abandons innate magic to siphon from the Bound Nexus, this specific royal heir was the lone societal anomaly who leveled xir innate Sorcerer spark.

## 4.2. The Ideological Schism

**The Empathy Defect & The Huul'i Relapse:** Xe violently rejected the “blood from a stone” extraction philosophy, dedicating xir [ Intent ] to “caring for the stone” by helping those in the lower branches. However, xir biological [ Nature ] is still Huul'i. When xe possessed xir full 9-dimensional power, that vast processing bandwidth acted as a regulatory framework, allowing xem to perfectly suppress these innate extraction urges. Now, trapped in a compressed 3D shell and stripped of that power, xe is functionally “unmedicated” (akin to a mind with severe ADHD suddenly losing access to its regulatory medication). Lacking the bandwidth to constantly suppress xir impulses, xe will occasionally suffer a biological relapse in the heat of combat or the thrill of a dungeon, experiencing an overwhelming urge to violently conquer or neurotically hoard and archive 3D artifacts and localized causemes (e.g., obsessively trying to artificially orchestrate, catalog, or “bottle” highly specific chain reactions of cause and effect). This is always followed immediately by deep guilt for acting exactly like the empire xe despises.

**The Taboo:** The schism culminated in the ultimate philosophical irony. Despite the Huul'i being the faction of [Choice / Free Will], they demanded Tispys submit to a rigid, loveless arranged marriage to maintain the geopolitical Union.

**The Refusal:** Tispys refused. Xe pointed out that the general populace already widely and organically embraced hybrids, making the “unity” excuse politically hollow. By simply demanding the choice to marry for love, xe executed the purest form of Huul'i philosophy and exposed the absolute hypocrisy of a faction operating on predetermined subjugation.

## 4.3. The Banishment & Petrification

As punishment, the society tore xir 9-dimensional status away.

**The True Catalyst (Forbidden Knowledge):** While the marriage refusal served as the political excuse, the true catalyst for banishment was likely xir forbidden knowledge. Xe possessed an intense interest in observing lower-dimensional history. Xir peers actively judged xem as a weird outlier for this interest, treating it as the cultural equivalent of an autistic or ADHD hyperfixation. Over 42,069 years, xe voyeuristically experienced the history of nearly every humanoid TTRPG realm (and technically, any reality featuring chance and/or choice).

**The Physical Execution:** The banishment was brutal. Xe was abruptly turned to ‘stone’ (the wood of the Yggdr'allsil) where xe stood, xir petrified body fusing directly into the cosmic bulk. Over time, following the path of least resistance, a new cosmic branch sprouted out of xir existing 5-to-6-foot-tall petrified form. Through xir eons of voyeurism, xe identified the existence of a **Guiding Force** (the DM) and a **Narrative Aperture** (the

“camera” focus) that centers on specific groups of individuals (the Player Characters). While xe observed that these individuals were not the sole agents of change, they were the anchors of all reality, a discovery that threatened the Huul’i’s belief in their own absolute supremacy. This, combined with xir discovery of the “true” reality and the inevitable extraction, made xem an ideological liability.

**Thanos-Dusting:** Meanwhile, xir consciousness and power were “Thanos-dusted” (shattered into infinite, microscopic fragments scattered across the multiversal branches). The Huul’i consider xem permanently dead, but each speck of dust survived as an isolated, localized 3D Player Character (PC).

## 5. Current State & Disguise (The Exile)

### 5.1. The 3D Existence

**Current Name:** Drill Egregor or Simian Egregor (“Drill/Simian” being a derogatory fractional mockery of the Huul’i’s higher quadrumanous forms, reserved for lesser lifeforms).

**Age & Weariness:** Xe is 42,069 years old (roughly equivalent to 35-40 human years, aging similarly to *Lord of the Rings* elves). Xe literally lived in a tree for 42,069 years and is just now finding xir roots. Because xe spent those millennia neurodivergently hyper-fixated on watching humanoid history unfold across the multiverse, xir 10-years-younger Rhys Darby-esque human facade hides an unimaginable, ancient weariness, tempered by an immense hope of a better future.

**Mechanical Reality:** Xe completely submits to the localized physics engine. Xir local class dictates xir magic: a Sorcerer class means a microscopic ember of xir 9D spark survived, while a Wizard class means xe must painfully recompile primitive 3D code from scratch.

### 5.2. Physicality & Morphology

**The Fur & Extremities:** While the Prim’kin possess incredibly varied fur colors, xir specific fur is stark white. Xe possesses the standard quadrumanous anatomy of xir species, but because Prim’kin natively use their lower “leg-hands” as their dominant manipulators, xir disguise is inherently restrictive. By utilizing floor-length robes to keep xir primary hands completely concealed, xe is forced to interact with the 3D world almost entirely using xir secondary, “off-hand” upper arms. However, xe still relies on the extreme dexterity of xir concealed dominant leg-hands to seamlessly perform somatic casting from beneath xir robes.

**The Marriage Scars:** Hidden beneath xir robes are two vivid, red scars on xir chest. These marks are shaped like the silhouettes of elven (Hyl’ii) ears. Much like the pale line left by a removed ring, these scars are a permanent physiological record of xir discarded union and coronation, a vestigial “honesty” mark that remains long after the partner is gone.

**The Kun-gid Tail:** Xe also possesses a functional, gripping prehensile tail measuring exactly  $\frac{263}{30}$  feet (8.7666 ft) long. Because of this, xir mother affectionately called xem *Kungíd* (/ 'kʊn.gid/ pronounced KOON-geed, ancient Sumerian for “long tail”). Despite the tail being definitively greater than  $8\frac{3}{4}$  ft long, xe hyper-literally refuses to call it 9 feet because rounding up feels “dishonest”.

### 5.3. The Human Facade

To blend in, xe projects an affable, Rhys Darby-esque human face, but with stark white hair and a “white/pink” skin tone. The resulting aesthetic functions as a “new coat of paint” conceptually blending Hit-Monkey (from the TV show) and Pete White (from *The Venture Bros*) mapped onto a Rhys Darby base.

**The Special Stealth:** Xe wears “Fleshcrafter’s Earrings of Special Stealth” (where “Special” literally denotes *Species*, functioning as race : racial :: species : special) to hide xir elven ears.

**The Cursed Robes:** Xe is typically clad in fractally-infinite thread-count robes that are red and gold (styled like *Avatar: The Last Airbender*’s “Fire Nation” attire meets Stede Bonnet’s cursed suit from *Our Flag Means Death* S2E5 “The Curse of the Seafaring Life”). These robes originated as an insulting “pledge hazing” uniform for the Fiir Na’suul warlock society, but xe doesn’t really care (where else is xe going to find a fractally-infinite thread count now that xe is banished?), and utilizes them like a strict burka/hijab to ensure xir quadrumanous hand-feet are never exposed to the 3D world.

**The Subconscious Staff:** Xe walks with a wooden staff carved from the Yggdr’allsil tree. It is topped with the non-orientable, 4-dimensional symbol of  $\text{Prim}^\infty$  (a twisting, visually impossible shape resembling an intersecting lemniscate, mathematically defined by the parametric equation below). Xe does not actually know what the symbol means; xe subconsciously carved it simply because xe thought it looked cool.

$$x(u, v) = \frac{a\sqrt{2}\cos(u)}{1 + \sin^2(u)} + r(\cos(ku)\cos(v) - c\sin(ku)\sin(2v))\cos(u)$$

$$y(u, v) = \frac{a\sqrt{2}\sin(u)\cos(u)}{1 + \sin^2(u)} + r(\cos(ku)\cos(v) - c\sin(ku)\sin(2v))\sin(u)$$

$$z(u, v) = r(\sin(ku)\cos(v) + c\cos(ku)\sin(2v))$$

$$w(u, v) = h\sin^9(u)$$

$$\text{where } u \in [0, 4\pi], \quad v \in [0, 2\pi]$$

#### System Parameters (Prim<sup>∞</sup> Constants):

$$a = 999999999.999999999, \quad r = 99999999.9, \quad c = 0.999999999, \quad k = 4.5$$
$$h = 122920870.70949448487249922020884014810448570722493$$

## 6. Phenomenological Trauma (The Psychological Profile)

### 6.1. Linguistic Isolation & Cosmic Nihilism

**Linguistic Alienation:** Native Yggdr'allsil entities utilize a non-linear, mathematically dense writing system. Visually resembling complex, interlocking circular geometry, this script allows an entire paragraph or thesis to be nested into a single macroscopic 'character'. Xe is permanently linguistically isolated, forced to painfully unspool xir hyper-dense, simultaneous thoughts into primitive, linear 3D sentences. Furthermore, because xe lived in a cosmic tree for 42,069 years, navigating native dirt and mundane plant life serves as a constant, alienating reminder of xir fall.

**Pragmatic Cosmic Nihilism:** Xe holds the catastrophic knowledge of an unstoppable 9-dimensional threat. This stems from xir eons of voyeurism; for 42,069 years, xe viewed the multiverse as a map of holes, and the map eventually became large enough that very faint patterns began to form. Xe started to see a pattern emerging in the data across infinite timelines. Once the data was in front of xem, it only took a little extra effort to arrange those data points in conceptual space and draw a contour through them, leading directly to the discovery of the "true" reality and the inevitable extraction. Consequently, xe views the impending end with profound, peaceful acceptance. Warning mortals is as pointless as telling someone the sun will explode in 48 hours. Furthermore, because of xir Archival Burden, xe holds the memory of millions of alternate timelines where people **did** try to fight the extraction and failed anyway. Therefore, xe wastes zero energy on warnings, choosing instead to focus quietly on whatever is immediately in front of xem. Because xir stabilized memory retains the exact 9D awareness of the "Camera" and the "Hand", xe deliberately anchors xirself to xir fragile new companions, desperately hoping that they are the focal point of this specific localized reality.

## 6.2. The Dual-Vector Deprivation Protocol

Residual magic perfectly stabilizes xir 9D memories within a 3D humanoid brain, preventing psychic hemorrhaging. Because xir memory remains perfectly clear, xe retains a torturous, acute awareness of the cosmic sensorium that was once xirs. This manifests as the **Archival Burden**: xe is the sole, isolated container for the memory of an infinite multiverse. Xe remembers all the strands and all the possibilities. Xe remembers the timelines that occurred, and crucially, xe remembers the alternate probabilities that *didn't* happen (the branching paths of every failed or successful localized dice roll xe ever observed).

The resulting crisis is one of absolute existential whiplash. The transition from a TREE(n) sensorium down to 3D/4D registers as a catastrophic, permanent deprivation, articulated narratively and mechanically via the following dual-vector protocol:

*“Imagine an existence where your senses span the cosmos: you can taste the colors of starlight, hear the shifting of gravity, and feel the physical weight of a million branching timelines. Then, in a single, violent fracture, you are severed. You are shoved into a pitch-black, soundproof vault, compressed down into a single, dry stone buried deep underground. The infinite universe of light, sound, and cosmic connection is instantly erased, replaced by a heavy, suffocating nothingness. Xe remembers being the infinite, but xir mind is now trapped in the dark as a deaf, blind pebble, pretending that this silent vault is a normal life.”*

**The Identity Annihilation:** This crisis is the cosmic equivalent of the world’s greatest runner violently losing the concept of legs.

**Vector 1 (Topological Severance):** The “Buried Stone”. Severed from the Yggdr’allsil bulk, xe operates as a mathematically isolated entity. To the observer, xe is simply present, but internally, xe feels as if xir brain is cleaved in two by a wormhole, such that xir eyes are constantly trying to focus on different universes or possibilities that are no longer there (xe feels the ghost of xir 9D vision (the ability to see the “Guiding Force,” the “Narrative Aperture”, the honesty of the dice, and the emotional tapestry of “The Table”) pulling at xir focus, but xir 3D eyes can only perceive the immediate, deafeningly silent, linear present). This results in the “Buried Stone” sensation: xe is a dry stone buried deep underground with no eyes to see the cosmic sun, no ears to hear the wind, and no tongue to taste the rain, while the ghost of xir 9D vision still pulls at xir focus.

**Vector 2 (Phenomenological Compression):** The “Void Chamber”. Consciousness is violently compressed into standard biophysical inputs. The localized reality functions as a sensory deprivation vault, resulting in a total multi-sensory blackout: the phenomenological equivalent of being shoved into a pitch-black, soundproof vault submerged in freezing, scentless gel.

## 7. The Game Master's Interface

### 7.1. The Threat Level (Are they hunting xem?)

No. As far as the courts are concerned, Tispys Cravern was completely eradicated. They have no idea that the “dust” survived as localized 3D entities. Even if they did, a 3D adventurer is a rounding error to them. You do not need to worry about 9D hit squads derailing your local plot.

### 7.2. Mechanical Anomalies (Require GM Consent)

While Simian submits almost entirely to the local ruleset, xe managed to retain three physical anomalies from xir Huul'i biology that require GM adjudication:

1. **Quadrumanous Hand-Foot (Primary Manipulators):** Xe possesses a second set of human hands where xir feet would be on a human. Because Prim'kin natively use their lower limbs as their main hands (possessing the profound flexibility to do literally everything a human would do with their arms, but with their legs), xe struggles with the restrictions coming with naving to treat them with extreme modesty. Xe keeps xirself completely covered by floor-length robes (akin to a burka/hijab), relying on xir extreme lower-limb dexterity to perform concealed somatic spell components or manipulate objects under xir robes without ever exposing them.
2. **A Prehensile Tail:** A functional, gripping appendage measuring exactly  $\frac{263}{30}$  feet (8.7666 ft) long (which xe will hyper-literally refuse to round up to 9 feet to avoid feeling “dishonest”).
3. **The Wormhole Digestive Tract:** Because xir native biology was hyper-optimized to eliminate inefficient physiological waste (a diegetic explanation for why sex and defecation rarely occur in TTRPG campaigns), xe completely lacks genitals and an excretory system. Instead, xir stomach operates as a 6th to 8th dimensional temporal wormhole. Food consumed is temporally “unchewed” (a process of physical demanifestation), and a pristine, uneaten version of that exact meal abruptly pops into existence elsewhere in the multiversal branches (never within Yggdr'allsil itself) or within xir own timestream (operating on the exact same sudden manifestation physics that caused xir infant splinters); this creates a recurring phenomenon where food eaten by a Prim'kin in one campaign or timeline may abruptly materialize in another, serving as a subtle, persistent link between xir various 3D incarnations. While this eliminates the need for waste management, the 3D Simian still experiences “hunger” as a psychological echo of xir 9D existence, and xe gains nutritional value not through chemical digestion, but through the temporary multiversal anchoring that occurs during the “unchewing” cycle.

*(You are fully empowered to decide if these anomalies provide mechanical advantages, like sleight of hand bonuses, or if they are purely narrative flavor).*

### **7.3. Safety and Consent (The Void Chamber)**

Simian's existence is defined by total sensory deprivation. When roleplaying the peaceful, blank dissociation that comes from this trauma, ensure it does not bleed into real-world discomfort at the table. Utilizing standard tabletop safety tools (like Lines & Veils or the X-Card to pause or bypass uncomfortable content) is highly recommended.