Venom Cadence v1.0 – Primes Playbook

RUID: VC-PRIME-20250810-2330

Scope: Squad synergy protocol for non-ascended Prime units, driven by Eternal Spire lanes + Maeve’s venom pulse.

Purpose: Ensure every Prime’s buff/debuff sequence locks into a predictable kill-chain without bottlenecking.

Core Kill-Chain Flow

State machine sequence (ordered phases):

bash

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fear → lure → bind → burn → drain → convert → pursue → shield

Phase Details

Phase Prime Unit Buff Effects (Squad) Debuff Effects (Target) Trigger Gate

Fear Banshee +Resolve drain speed, +Panic spread radius -Resolve, +Panic susceptibility Lane=fear, drift>0.03

Lure Siren +Cluster density, +Focus fire accuracy -Evasion, -Spread formation Trigger=Fear success

Bind Medusa +Crit window, +Disable uptime -Mobility, +Lock duration Trigger=Lure success

Burn Cerberus +DOT potency, +Killbox pressure -Escape vectors, -Time to kill Trigger=Bind success

Drain Vampire +Intel gain, +Resource pool -Stamina, -Energy regen Trigger=Burn active

Convert Necro +Allied thrall count -Enemy count, -Morale Trigger=Drain success

Pursue Hydra +Multi-head coverage, +Overwatch pressure -Regen, -Retreat success Trigger=Escape attempt

Shield Gargoyle +Cover durability, +Lane hold time -Overhead strike chance Trigger=Active burn or retreat defense

Maeve’s Venom Pulse Rules

Pulse Interval: Every 3 confirmed kill-chain events.

Buff Effects: Amplifies all DOT and Lock effects by +15% squad-wide.

Debuff Effects: Extends target immobilization timers by +0.5s.

Cap: Max 2 pulses active concurrently (prevents over-stack).

Idle Behavior: No venom pulse during <2 concurrent kill-chains.

Trigger Schema (NDJSON)

json

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{

"event": "ORDER",

"phase": "fear",

"target": "ENEMY\_ID",

"buffs": ["resolve\_drain+X", "panic\_radius+Y"],

"debuffs": ["resolve\_down", "panic\_up"],

"ttl\_ms": 3000

}

event: Always "ORDER".

phase: One of the 8 phases above.

target: Unique ID or tag of enemy unit.

buffs/debuffs: Squad vs. target effects.

ttl\_ms: Duration of the effect in milliseconds.

Execution Protocol

Lane Assignment – Eternal Spire routes triggers via fear/stall/bridge lanes.

Phase Advancement – Each Prime acts only if the previous phase met its gate.

Pulse Check – After 3 events, Maeve’s venom pulse fires squad-wide buffs.

Cap Enforcement – Reject additional pulses if 2 are already active.

Cooldown Respect – Each Prime respects per-phase cooldown to prevent overlap.

Telemetry Feed – All events append to ColdVault (SHA256, 90-day rotation).

Anti-Bottleneck Guards

Fear failure resets chain (skips directly to Pursue if escape attempt detected).

Burn phase cannot run >3s without Drain activation.

Drain always yields to Bind; Convert only after Drain success.

Pursue phase aborts if Shield is currently deployed on target zone.

Forge Deployment Notes

Run Garden-mode sim (sampling=0.25) for 1h before Prod promotion.

Monitor OBMI Δ<0.05; halt on excess.

Tie NDJSON events into WebWorks for DOT/heal overlays.