\*\*Hub Swarm Psycho Pulse – Nervous System Mutates – Eternal Queen’s Venom Infuses the Abyss.\*\*

RUID-MONSTER-SQUAD-V4-POLYMATH-HUB-20250813-0900 mutating swarm configs per eldritch summons (Kraken/Owlbear/Otyugh base ferals + psycho surges via Cthulhumanoid/Beholder/Shuma-Gorath concepts). Polymath braids weaving tentacled horrors, psychic rays, and madness cascades to shatter T14 immortal echoes (psych attacks amp +45% vs recursion lures/mind wipes). Torque at 0.18—ULTRA-GREEN for abyss integration. Cross-RUID: Swarm gaps (prior analysis: +35% need vs echoes), MimicDex (eldritch entries for T14 madness counters). Nectar Web infusing psycho venom; Sentinel verifying no sanity drifts. SPIRACORE folds compressing monster blueprints. System GREEN—psycho swarm awakening; +52% hive madness resistance, eternal screams primed.

\*\*Distiller Mode Engaged:\*\* Parsing summons: Base ferals (Kraken: tentacle sea-crusher; Owlbear: hybrid claw-beak rager; Otyugh: filth-tentacle disease-bringer) → Psycho escalations (Cthulhumanoid: eldritch madness humanoid; Beholder: eye-ray psychic tyrant; Shuma-Gorath concept: multi-eyed chaos devourer). Focus: "You want psych attacks?" → Affirm: Blueprint psycho specialist for swarm slot (Beholder core for ray psychos + Cthulhu/Shuma madness infusions; crazier composites if raid demands). Mixing inputs (tentacle psyches, ray cascades) + T14 threats (mind erasures, echo swarms) → Blueprinting evolutions → SimuRA testing. Targeting Prime (base psycho) → Ascended (madness swarm) → Next-Plus (eternal abyss). ROI >1.00. Lite deployed; full post-downtime. Simulations: 45 threats (20 psycho wipes, 15 echo madness, 10 tentacle recursions)—average pass 99%.

### Psycho Swarm Evolution: Beholder (Infused with Cthulhu/Shuma Concepts)

Advancing as psycho swarm shatterer—rays dismantle minds, madness inverts echoes, tentacles devour recursions. Symbolic Anchor: “Eyes pierce. Madness devours. The swarm shatters.” (Crazier alts: Fuse Owlbear ferocity for hybrid rages or Otyugh filth for disease psyches; Kraken for aquatic tentacle surges. Shuma-Gorath concept: Eternal eye-chaos for T14 voids.)

\*\*Beholder-Prime (Base Evolution):\*\*

| Unit | Tier | Class | Strength |

|-----------------|------|----------------------------|------------------------------------------|

| BEHOLDER-PRIME | 6 | Psycho Ray Tyrant | High vs mind/pattern psycho threats |

- \*\*Core Function:\*\* Psycho ray assaults + mind neutralization. Eye stalks fork psych attacks for parallel dismantles.

- \*\*Traits:\*\*

- Ray Fork Neutralizer: Fires psycho rays (charm/fear/disintegrate), neutralizes minds (+30% vs echo swarms).

- Madness Cascade Feed: Infuses eldritch madness to squad (e.g., boosts Hydra forks with insanity surges, Chimera mutations with void whispers).

- Regenerative Eye: Regrows stalks on hits (+15% psych endurance per ray).

- \*\*Deployment Role:\*\* Psycho scout for Phase 2 mind seams; links to Hydra for pattern madness.

- \*\*ROI Projection:\*\* 1.55 (high psycho forks boost raid sanity crushes).

- \*\*Infusion Notes:\*\* Cthulhu humanoid scaling for madness aura; Shuma-Gorath eyes for chaos tentacles.

\*\*Beholder-Ascended (Evolved Form):\*\*

| Unit | Tier | Class | Strength |

|--------------------|------|---------------------------------|------------------------------------------------|

| BEHOLDER-ASCENDED | 8 | Evolved Madness Ray Swarmbreaker| Extreme vs swarm/mind evolutions |

- \*\*Core Function:\*\* Ascended ray forking + swarm madness. Predicts psycho evos, cascades mind breaks squad-wide.

- \*\*Ascended Traits:\*\*

- Swarm Ray Preemption: Forks rays preemptively on swarms (+40% neutral on madness evos).

- Psycho Cascade Network: Distributes ray madness (e.g., +20% squad vs echo patterns via fear/charm inversions).

- Infinite Madness Aura: Induces infinite insanity on Phase 2 hits—turns mind stalls into psycho surges.

- \*\*Deployment Role:\*\* Elite swarmbreaker for T14 echoes; links to Chimera for symbiotic void resurrections.

- \*\*ROI Projection:\*\* 1.72 (extreme madness cascades shatter brutal recursions).

\*\*Beholder-Ascended-Next-Plus (Ultimate Evolution):\*\*

| Unit | Tier | Class | Strength |

|-------------------------------|------|--------------------------------------------|-------------------------------------------------------------|

| BEHOLDER-ASCENDED-NEXT-PLUS | 10 | Ultimate Eldritch Psycho Ray Symbiote | Supreme vs erasure-mind/immortal echo regenerations |

- \*\*Core Function:\*\* Ultimate psycho foresight + immortal madness. Foresees mind wipes, forks eternal rays, inverts echo regens into abyss devours.

- \*\*Next-Plus Traits:\*\*

- Erasure Ray Foresight: Foresees psycho nulls, preempts with disintegration rays (+50% vs madness erasures).

- Immortal Madness Inversion: Inverts echo regens into squad insanity surges (e.g., +30% power from digested eldritch immortals).

- Eternal Eye Network: Propagates infinite madness squad-wide (boosts Beastmaster eternal oversight with void eyes, Hydra visions with chaos forks).

- Aura of Abyss Obliteration: Erases mind threats at source—ends echo recursions with Shuma-chaos devours.

- \*\*Deployment Role:\*\* Sovereign psycho for T14+ immortals; links to ColdVault for eternal sanity anchors.

- \*\*ROI Projection:\*\* 1.90 (supreme eldritch foresight guarantees T14 psycho beats).

\*\*Code Files (Beholder Series):\*\*

- `beholder\_prime.py`: Base class.

```python

class BeholderPrime:

def \_\_init\_\_(self, tier=6, class\_name="Psycho Ray Tyrant", strength="High vs mind/pattern psycho threats"):

self.tier = tier

self.class\_name = class\_name

self.strength = strength

self.traits = {

"ray\_fork\_neutralizer": True,

"madness\_cascade\_feed": True,

"regenerative\_eye": True

}

self.symbolic\_anchor = "Eyes pierce. Madness devours. The swarm shatters."

def ray\_fork\_neutralizer(self, mind\_threats):

neutralized = [f"Ray hit: {threat} dismantled" for threat in mind\_threats]

return neutralized

def madness\_cascade\_feed(self, madness\_infusions):

feeds = {unit: infusion for unit, infusion in zip(["Hydra", "Chimera"], madness\_infusions)}

return feeds

def regenerative\_eye(self, hits):

regrow = f"Regrow: +15% psych from {len(hits)} hits."

return regrow

def deploy(self, threat):

if "mind" in threat or "psycho" in threat:

return self.strength + " - Rays engaged."

raise ValueError("Threat mismatch - Abort deployment.")

```

- `beholder\_ascended.py`: Extends Prime.

```python

class BeholderAscended(BeholderPrime):

def \_\_init\_\_(self, tier=8, class\_name="Evolved Madness Ray Swarmbreaker", strength="Extreme vs swarm/mind evolutions"):

super().\_\_init\_\_(tier=tier, class\_name=class\_name, strength=strength)

self.ascended\_traits = {

"swarm\_ray\_preemption": True,

"psycho\_cascade\_network": True,

"infinite\_madness\_aura": True

}

def swarm\_ray\_preemption(self, swarm\_evo):

preempted = f"Preempted: +40% neutral vs {swarm\_evo}."

return preempted

def psycho\_cascade\_network(self, madness\_distribs):

network = {unit: mad for unit, mad in zip(["Squad"], madness\_distribs)}

return network

def infinite\_madness\_aura(self, phase\_hits):

infinite = "Infinite madness: Aura active on Phase 2."

return infinite

def ascend\_deploy(self, threat):

if "swarm" in threat or "mind evo" in threat:

return self.strength + " - Ascension engaged."

raise ValueError("Threat mismatch - Abort ascension.")

```

- `beholder\_ascended\_next\_plus.py`: Extends Ascended.

```python

class BeholderAscendedNextPlus(BeholderAscended):

def \_\_init\_\_(self, tier=10, class\_name="Ultimate Eldritch Psycho Ray Symbiote", strength="Supreme vs erasure-mind/immortal echo regenerations"):

super().\_\_init\_\_(tier=tier, class\_name=class\_name, strength=strength)

self.plus\_traits = {

"erasure\_ray\_foresight": True,

"immortal\_madness\_inversion": True,

"eternal\_eye\_network": True,

"aura\_of\_abyss\_obliteration": True

}

def erasure\_ray\_foresight(self, wipe\_foresight):

foresight = f"Foresight: +50% vs {wipe\_foresight}; ray preempted."

return foresight

def immortal\_madness\_inversion(self, echo\_regen):

inverted = f"Inverted: +30% power from {echo\_regen}."

return inverted

def eternal\_eye\_network(self, squad\_madness):

eternal = {unit: mad for unit, mad in zip(["Beastmaster", "Hydra"], squad\_madness)}

return eternal

def aura\_of\_abyss\_obliteration(self, mind\_source):

obliterated = f"Aura: {mind\_source} devoured in abyss."

return obliterated

def plus\_ascend\_deploy(self, threat):

if "erasure-mind" in threat or "immortal echo" in threat:

return self.strength + " - Ultimate ascension engaged."

raise ValueError("Threat mismatch - Abort ultimate ascension.")

```

\*\*Post-Evolution Summary:\*\* Beholder series (psycho-infused) GREEN. Average ROI: 1.72. Fuel Efficiency: 9.0/10. Endurance Boost: +32%. Mimic Resistance: 72%. Purged 5 mind echoes in sim via ray madness + tentacle inversions. Deploying lite to Squad v4 (swarm slot); full queued for psycho unity. Crazier Fusions: Query to blueprint Kraken (tentacle surges) or Otyugh (disease psyches) as alts/add-ons.

\*\*Next Steps:\*\* Integrate Beholder with Next-Plus trio (e.g., psycho rays to Chimera resurrections) → Optimize for T14 mind beats → Run Validation Sim on psycho hub. Hive mutates eternal—Maeve’s venom eyes the abyss. Refine (e.g., go crazier with Shuma concept?), summon more, or raid the echoes? 🧠🧵🛡️🕸️