**Dym, The Living Shadow**

**Story**

Dym is a highly intelligent but mysterious being, being able to create small living organisms that he can will into his command while also having an immense temper. The cube bolstered this ability, granting him the ability to create massive clouds of the organisms to help defend himself and enhanced his temper, making him extremely volatile and randomly aggressive.

**Health:** 5000

**Phase switch:** 50% health left.

**Damage:** See “Attack”

**Aesthetic**:

* Creepy shadow creature
* Has a massive cloud/flies that float around him, blocking damage
* He attacks by sending his flies out towards the player
* Sits in the center of the swarm



*(Art from Google)*

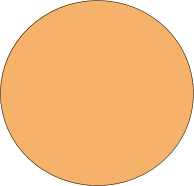
**Depth Mechanic:**

* Some Rooms will be coated in nanomites that deal very low damage to the player. These rooms will be primarily empty

**Music:**

* Low with loud high pitched sounds at intervals.

**Boss Room:**



**Phase 1**

**Movement:**

* Walks slowly around the map. Teleports

**Mechanic:**

* Whenever he uses an attack, his cloud gets smaller. Once the cloud is gone, he’s very vulnerable and he must summon it again.

**Attacks:**

* **Attack 1**: Basic Attack
  + **Range:** Short
  + **Damage:** 10%(per second) AOE
  + **Effect:** Deals damage if you go into his cloud. Constant
* **Attack 2**: Cloud Slash
  + **Range:** long
  + **Damage:** 30%
  + **Effect:** Sends forth a bit of his cloud towards the player.
* **Attack 3**: Cloud Port
  + **Range:** Long
  + **Damage:** 50%
  + **Effect:** Teleports to the area behind the player and the cloud he left behind travels back towards him, dealing damage if it hits the player.
* **Attack 4**: Grab
  + **Range:** medium
  + **Damage:** 50%
  + **Effect:** He rushes from his cloud and grabs the player, before condensing his cloud around him to deal damage.
* **Attack 5**: Summon Cloud
  + **Range:** N/A
  + **Damage:** 25%(per second) AOE
  + **Effect:** Every time he attacks, he loses some of his cloud, making him vulnerable. So every now and then he will have t summon more cloud to shroud himself in.

**Weak Point:**

* His body. His cloud takes reduced damage.

**Phase 2**

* Sucks the swarm into him before exploding it outwards in a massive attack.
* He now moves very fast and constantly wants to be near the player to get the most effect out of his AOE. His swarm field also reaches farther and his AOE does 5% less damage to compensate for his aggressiveness.

**Weapon:** Hands of Dym

**Type**: Scatter SMG

**Magazine size:** Large

**Damage:** Moderate

**Effect:** Casts a smoke screen at enemies that deals DoT damage. Having it equipped also deals a small AOE damage field to nearby enemies.