**Shuud M’ell, Voice of the Deep**

**Story**

Shuud M’ell hailed from a planet with large caves systems and strong magnetic forces. Eventually, her race could utilize these two things to their advantage, sacrificing their eyes to be able to echolocate and float using magnetism. Because the Cube enhances features, it gave her the power to use her voice as a weapon and float high above the ground with almost no limits, if there was metal attached to her body.

**Health:** 15000

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

**Damage:** See “Attack”

**Aesthetic**:

* Giant worm with metal pieces jutting out of her skin.
* Levitates above the ground.
* Blue in color.
* Blind

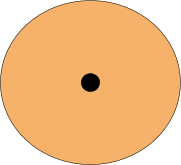


*(Art from Google)*

**Depth Mechanic:**

* Throughout the entire depth, you can hear a song that slowly and progressively gets louder as you go deeper and closer to the boss. The dungeon music will be different here.

**Boss Room:**



**Music:**

* **Long and choir like**

**Phase 1**

**Movement:**

* Floats around the map, fast.

**Attacks:**

* **Attack 1**: Basic Attack
  + **Range:** long
  + **Damage:** 25%(per hit)
  + **Effect:** shrieks at the player dealing damage no matter where you are. Small wind-up for the player to react to.
    - Sends out a pulse in a circle around her that goes out. Similar to a weak but long range ground slam.
* **Attack 2**: Grab attack/Eat the player
  + **Range:** Short
  + **Damage:** 75%(per hit)
  + **Effect:** Eats the player and spits him back out. Can’t be blocked. Long windup
* **Attack 3**: Scream beam
  + **Range:** Long
  + **Damage:** 20%(per second)
  + **Effect:** Fires massive scream out of her mouth after charging for 5 seconds. Makes a high-pitched sound
* **Attack 4**: Echolocate
  + **Range:** Medium
  + **Damage:** 65%(per hit)
  + **Effect:** Reals up and starts to shriek slowly getting louder in volume, and after 3 seconds emits a large AOE attack
    - Similar to an ungraded basic attack.
* **Attack 5**: Rush
  + **Range:** Medium
  + **Damage:** 50%(per hit)
  + **Effect:** Reals up and dashes towards the player, dealing massive damage and knocking the player around.

**Weak Point:**

* Sides. Basically, her head is extremely durable.

**Phase 2**

The room gets very dark, forcing the player to know the differences between its sounds and it’s attacks, really making the player know the boss well.

**Weapon:** Voice of Shuud

**Type**: Laser rifle

**Magazine size:** Large

**Damage:** Moderate

**Effect:** Charges first but emits very high burst damage. Extremely good range (Her mouth beam)