

# Metroid Boss Competition: Dominion

Credit to MrBuncat and Megasr388

## Situation:

The fight takes place in an underground system of caverns. The area has a striking similarity to Norfair, however it is distinctly different. It is called Skoria. As opposed to Norfair, this area is completely untouched by technology. It is a completely natural, unaltered ecosystem. The primary theme of the region is magma. Many of the underground caves are filled with magma. However, there are many, many caves which are not, and in these the creatures of this area are found. These caves are home to wild and fantastic foliage, as well as creatures. The aliens which are to be found in Skoria are primarily of two types, Wyverns and Fireflies. Wyverns are small, salamander like animals, roughly 1 foot in length. They are typically red with deep crimson spots on their bodies. They fight primarily with their jaws, which have a few curved yet very sharp teeth in them. They are extremely aggressive and will attack near anything on sight, including each other. Fireflies are small, round orbs which are winged and constantly flaming. They act as kamikazes and will self detonate when within range of any unknown creature.

You are Samus, and having traversed the perilous caves of this region, come to a peculiar cavern door. Upon entering through it, you notice that the cavern is actually closer to an arena. The room is a gigantic half sphere. The ground is covered in lava, except a large, flat, island like platform in the center, and some large rocks for hopping towards it. Knowing that those rocks must be there for a reason, you jump your way to the center platform. Upon reaching the platform, a large and terrifying creature rears up from the magma, furiously intent on your annihilation

Those weren't rocks.

## Boss Description:

The creature is known as Dominion. It is a behemoth. At first glance it appears reptilian, though it is not. It has six legs, all of which are tipped with sharp claws. Its tail is long and spiked. It has three large compound eyes. From its beaklike mouth protrudes four incisors, and a four forked tongue. It salivates magma. Tusks extend from its head. Covering its belly are sharp bones which the monster can open and close at will. Along the back of the creature protrude vertebrae, blacked by the magma, as its other bones are.

## The Fight:

As the monster rears onto its back four legs, it utters a thunderous roar. Magma streams from its gigantic body and mouth as it drags itself onto the rocky island. The ground shakes. It roars once more and the battle begins. With the beast on the platform things are not quite as roomy as one would prefer.

Damage: Dominion is damaged by an ice missile shot into its mouth or to its belly.

Primary Attacks: Dominion will try to charge Samus if she gets far enough away from it and depending on her reaction, will do a number of things. If she stands still or moves very little, it will throw her into the air with its tusks, inflicting massive damage. If she runs but does not get far enough away, Dominion will turn and swipe her with its tail, causing Samus to be catapulted backwards, possibly into magma. If Samus is successful in escaping the charge, there is a 75% chance that Dominion will stop and roar out of infuriation. This is a chance to inflict damage on it.

If Samus stays close to Dominion, there are multiple attacks it will try. Dominion will try to get closer to Samus in order to attack her. If she gets too close to its mouth, it will grab and constrict her with its tongue. It will also try to catapult her into the air with its tusks. When it performs this attack, it will stand up on its back legs and open its mouth, trying to consume Samus as she falls back to earth. Samus can take this opportunity to fire a barrage of ice missiles into the monster's mouth. However, if Samus fails and falls into the beast's mouth, it will crush her with its mighty jaws, inflicting a full energy tank's worth of damage, as well as burn damage from the salivated magma. A clever player will alter the fall course and then enter morph ball at the last second in order to avoid fall damage. It is crucial that Samus does not stay in morph ball when in close proximity to Dominion, as it will attempt to crush her under its feet. If she attempts to get behind the monster it will try to swipe her with its tail. A well timed jump will avoid damage.

Secondary Attacks:

Dominion also has some secondary attacks. When close to the lava lake, he may try to splash Samus with lava, this can be dodged easily with morph ball. He can also smash his feet upon the ground at anytime to make the ground tremble, thus making it more difficult for Samus to move normally. Note: He can ground smash right before charging, making it extremely difficult to avoid.

After Samus depletes half of its health bar (which is quite large) Dominion will realize that Samus is gaining the upper hand. It will then begin charging faster and attacking more aggressively. It will also introduce a new attack. When Samus is far from Dominion, he may rear up onto his back two legs and open the blackened teeth surrounding his belly. When it does this, it reveals the hives of Wyverns and Fireflies living inside it. Dominion summons his minions forth, and they will attack Samus. Wyverns and Fireflies will attack normally except they are in a swarm. The fireflies will self destruct when near Samus, and the Wyverns will try to tear at her with their teeth. These underlings can be killed to replenish missiles and health. While the monster has its belly open, Samus can fire missiles into it to inflict damage to it. If Samus gets too close while the beast is on its back feet, it will bring its feet down very quickly in an attempt to crush Samus.

## **The Conclusion:**

As Samus fires the final shot at Dominion, it will roar, and begin bleeding a searing liquid profusely out its eyes and mouth. It will then reenter the magma, and swim away, very likely to be encountered again later in a cybernetic state. Samus can then gather a DNA sample from its blood, and use the biological coding to upgrade her armor to the Ignis Suit. The Ignis Suit functions very much like the Varia Suit, however there is a key addition. It can add fire element to all of Samus's attacks, however this can be customized to one's liking. For example, one may enable fire to the screw attack but remove fire from missiles.

## **An Explanation:**

The reason Wyverns and Fireflies live within Dominion is that they have developed a form of symbiosis with it. The Wyverns and Fireflies take shelter from predators within the beast and in return they serve as underlings. Furthermore, Dominion will consume some of them. This, however, is a worthy trade, because if the Wyverns and Fireflies did not have Dominion to rule them and live in, far more of them would be killed by predators. In addition, Dominion often consumes their predators. Thus, Dominion holds sway over all the creatures of Skoria.

The mention of Samus gathering DNA and using it for an upgrade may baffle some readers. After all, Samus doesn't do that. However, this is simply an idea for how upgrade acquiring would function in a new Metroid game, specifically post Fusion.