

Tab 1

GOROBO TV DUNGEON NOTES

DUNGEON THEME

Laboratory. Random pieces of Anti-Shadow Weapons/robots are strewn about in the corners (robotic gore), but otherwise it is pristine. The walls are a near-blinding white, everything feels coldly clinical. The further you go, the less the pieces become random robots/weapons; they clearly become pieces of Goro's body. In some rooms, there may be large windows; they look out over what appears to be a scrapyard. The final room is clearly a room dedicated to disassembling/building robots with wires, tools, computers and other machinery everywhere.

The dungeon has 10 floors, with the 10th floor being a short hallway that leads to the final room.

Every 3 floors, the sounds of a memory plays over an intercom. (floor 1, floor 4, floor 7)

Floor 1: the researchers telling gorobo's mom that he's just a machine, his emotions aren't real

Floor 4: shido scoffing at him for defying him

Floor 7: sounds of a fight- specifically, the fight where they hacked him out of shido's control

GOROBO'S SHADOW(S)

Two Shadows; one is a terminator-like robot who is attached to the wall with a crane-arm attached to its back. The other is human; attached to it is a chain that mounts out into a card that plugs into the robot. They are connected, but act independently. The robot is cold, uncaring, and talks about its duty as a weapon, disregarding any talk about its humanity. The human is overly emotional and begs for people to see it for what it is, and to not leave it alone. It wants companionship. Both get agitated if commanded to do anything, getting more aggressive the more they are pushed. They will both rebuke any attempts at asserting friendship, the robot coldly stating that nobody cares about a machine, and the human wailing that they're liars. The robot especially will also be very critical of humans and humanity as a whole.

As a whole, the shadows appear to be perpetually in conflict, but regardless of this, they are tethered together. The human cannot unchain itself, and the robot cannot unplug itself.

Once the fight is engaged, a timer will start; as gorobo says they're not him, they will agree, and start a factory reset protocol. They don't need a faulty machine anymore. **Gorobo must either be freed or the shadows must be defeated in time.**

The Shadows will transform into the following for the fight:

Loki: a wicked centaur, its body concealed in a shadowy cape. The top half is almost like regular Loki, but its nails are sharp, and its teeth are sharper, proudly on display. Very animalistic, its moves hitting wide to harm as many people as it can.

Robin Hood: Like a mech version of the persona, with glowing red eyes. It is calculated and precise, dealing huge damage, but only targeting one person at a time.

A list of truths his shadows will confront him with as a whole
he wants to be human
he wants to be loved
he wants to trust people
he's so scared and feels so isolated
he doesn't feel in control of anything least of all himself
he resents people for being happy when he's not
he resents people for not understanding what it's like [to be a machine]
he resents humanity as a whole
he wants to be protected
he wants to be someone's number one person
he fears he'll never be due his nature as a machine
he misses amamiya. terribly.

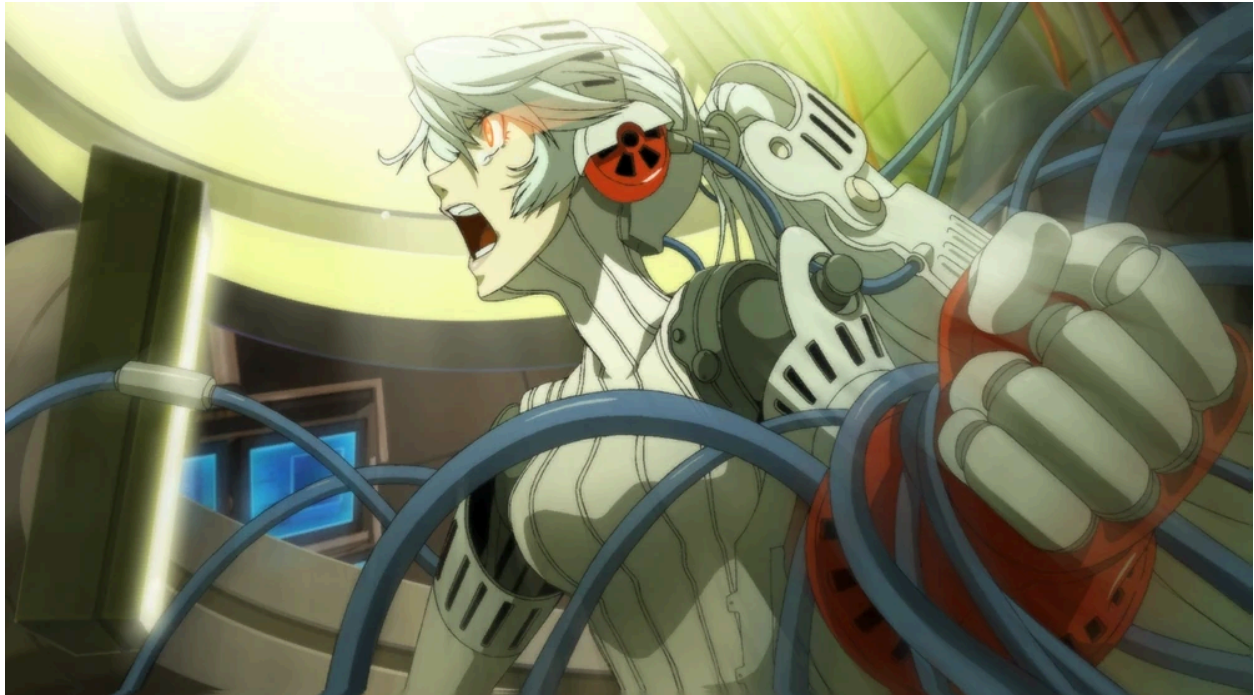
The key for Gorobo to accept his shadows is to accept that they both speak truths; he is a machine, and he won't ever be human. However, just because he is, doesn't mean that he doesn't deserve humanity, or people who care about him. He must also admit that he *is* scared, and that he does fear losing himself again, and that it'll be used to hurt the people he (gasps) cares about, and that he fears people only see him as a charity case at best. He must also admit that he's angry at the human race, but that he wishes he wasn't, for the sake of his mother.

If he accepts all these truths, Robin Hood and Loki will fuse, and return to him as Hereward. This does not mean Robin and Loki are lost; they were his closest companions for years, after all, and won't leave him so easily. As long as he wants them around, they will remain alongside Hereward.

WHAT IS GOROBO DOING DURING ALL THIS?

The moment he recognizes himself on the midnight channel, he will run off to take down his own dungeon. This is a bad idea; the dungeon will turn itself against him, and without Personas, he is unable to fight back. He will spend most of his time incapacitated and held captive by his shadows; they will have trapped him in a container that's meant for repairs and memory resets.

Kinda like what they had for Labrys.



He will, at some point, set off the shadows by screaming that they're not him, and be unable to join the fight unless someone frees him. He will need to be able to come to terms with what they're saying, and see that everyone is there *for* him. Not because they have to be, but because they want to be, and because they fucking care, okay.

SHADOWS IN THE DUNGEON:

GAUNTLET HAND: Appears alongside Grand Magus; 2 hands for every 1 magus.

SLEEPING TABLE: Comes in groups of 2-4

GRAND MAGUS: 1-2 at a time. Accompanied by gauntlet hand.

AGITATING HABLERIE: comes in swarms of at least 4. Accompanied by 1-2 Wrathful Books.

WRATHFUL BOOK: Comes with hableries.

VEHEMENT IDOL: Appears alongside Grudge Tower. Random combination of the two until it rounds out to 5 Shadows.

DIVINE MOTHER: Appears alongside Great King. 1 of each.

FREE BAMBINO: can be summoned as support by Great King

EMPEROR BEETLE: can be summoned as support by divine mother

GREAT KING: Appears alongside Divine Mother. 1 of each.

GRUDGE TOWER: appears alongside Vehement Idol.

CHAOS FUZZ: Appears in groups of 3-5. Sometimes accompanied by Pure Papillon.

PURE PAPILLON: Occasionally appears with Chaos Fuzz

RAMPAGE DRIVE: Appears in duos.

BERSERK TURRET: Appears alone; occasionally with Ptarmigan Pantzer.

PTARMIGAN PANTZER: Appears alone; occasionally with Berserk Turret.

HEARTLESS MACHINE: Appears alongside Phantom Hero.

PHANTOM HERO: Appears in groups of 3, always have 1 heartless machine with them.

REBELLIOUS CYCLOPS: Appears in duos.

JOTUN OF GRIEF: Appears in trios.

SUCCESSFUL JUNEY: Can appear alongside any enemy group.

REAPER: appears if too much time is spent on a given floor.

GLORIOUS HAND: Treasure Shadow.