

=It's a couple weeks later. Everyone's had time to settle in, you've had time to get a little more used to your scary coworker, Gru's had some time to get used to his new gig, and everyone (probably) has found their own place to live. Still working, though. Same old grind, mm=

Khole: *Maybe this isn't the worst job after all...still would like to find a different one though.*

Sid: *not actually a bad coworker. He's a serious guy, but he's also very competent and, if abrasive, a good person to have as a coworker as he helps out if you ask.*

Khole: *That's great, i'm glad we were able to work things out.*

Gru: *peeks in, hmmm...*

Khole: *Spots Gru and smiles* Aha, Hey Gru! What are you doing here? looking for Sid?

Gru: Yes-- Ahhh, I'm in the right spot, then!

Sid: *perks up and turns to face the door* Gru. What are you here for?

Gru: Practice ended early, so I thought I'd finally come see for myself what y'all do?

=“hi gru! ...wait wait- ..what is that?;”=

Sid: What is what?

=“that! near the corner there- agh I can't point but it's kinda.. spiky??”=

Sid: *looks around, there's a limited number of corners here...*

Gru: Is there something-- oh, it's the demon again, isn't it!

Khole: What are you looking for?

= after a bit you spot something that might be it! it's one of those super weird things that you've never seen before. looks like some kinda mounted gun with weird.. crystals kinda attached to it. looks broken? hard to tell though.=

Sid: I think it means this. Haven't looked at this one yet... have you, Khole?

Gru: *walking up to look at it too*

Khole: *Shakes his head, walking over to get a closer look.*

=definitely not khole. it looks old though=

=“that!! yeah!; what is that?”=

Sid: *picks it up to get it into a clearer view* A gun? I guess? If you remember it-- yeah, let's take a look.

Gru: *this is so exciting!* What if this is so old, the demon remembers what it is??

=“...I remember this; it's bad.”=

Sid: ...He says it's a bad thing. Be careful.

Gru: D:

Sid: *not touching much right now; what do the crystals look like?*

Sid: ...He said he remembers it, too. So... it's old.

=looks like a very old rune gun! seems like some crystals have discharged and grown off it.=

Sid: *still don't get these magic gun things as much as I can, but* I think it's damaged. Or like it needs cleaning. This thing's /old/ though.

Khole: how come we never noticed it before?

Sid: It's old shit... and we have tons of stuff to go through. It's not surprising.

Khole: I guess that's true.

=“...that.. ...they used that on me;”=

Sid: ...What?

=“they used that on me.”=

Sid: /Why?/

=“I don't know?;”=

khole: What's the demon saying? *this one way conversation thing is still weird.*

Sid: Well-- Uh.

Gru: C'mon, tell us!

Sid: *Where? Do you have any idea?*

=“no; the city moves right? but there has to be old buildings around that no one’s checked or something. but you haven’t explored the city that much I might recognize something? I don’t know;”=

Sid: He says... old buildings. *smacks forehead* I guess that's obvious, though.

Gru: We could ask Poppy, or Behemoth, or-- >:o Or my sister. She works at the Historical Society, if anyone would know the oldest places in this city, it's them!

=“that’d be a good place to start. I’m pretty sure I’d remember where I was shot if I saw it!”=

Khole: Well what are we waiting for? let’s go.

Sid: Let's leave a note in case anyone comes by and wonders where we are--
scribbling something down. It's poorly spelled and very sloppy but he's in too much of a rush to struggle over letters

Gru: C'mon!

Sid: Wait, dammit. OK. *getting his things, then he's good to go*

Khole: *he’s all ready to go, making plans in his head.*

Sid: *muttering* Shit, what are we even doing?

Gru: Helping a friend!!

Sid: We're probably not gonna find him today.

Gru: No sense waiting 'til later to go looking, though.

Sid: ... *looks determined* Yeah. I don't want my little guy stuck... wherever.

Khole: plus the longer we wait the more dangerous it could get for him.

Sid: Huh? You think because the city moves so much?

Khole: Well... it sounds like he’s been kidnapped.

Sid: No, he... He's been stuck for a really long time. He can't remember his own name. So I think he's not in danger. He's just trapped.

=“that’s right!; they used that thing to trap me here..”=

Khole:... that sounds worse.

Sid: Yeah, but at least he's not gonna die before we find him.

Khole: that doesn't mean we should take it easy.

Sid: You think I'm gonna be taking my time here or something? I'm just being realistic. I don't know this city, everything moves, and he could be fuckin' anywhere. It's probably gonna take a while to find him. *sorry, demon.*

=“It's ok! the fact that you're going in and trying anyways means a lot honestly”=

Sid: *I couldn't even tell you why but I gotta do it*

=“aaa but that I might get to move again soon? that's /awesome/!!”=

=“I'm going to be hella stiff I bet wow.”=

Sid: I'll help you stretch your little legs.

Gru: *laughs* What??

Sid: He says he's going to be stiff when he gets out.

Gru: *still laughing, he actually just said that*

=You guys planning on starting out, then?

Gru: *yes, off to the Historical Society, and then. Dungeons and stuff maybe*

=First! Out of the building. Poppy's in the front room, polishing a whole lot of armor up to a nice sheen. She's got company. That guy from a few weeks back is with her, laughing over something she said.=

Poppy: *pauses, looking up with a wide smile on her face* Oh, hey! You guys taking off for the day?

Sid: Yes. Sorry. You know I wouldn't leave unless it was important.

Gru: We're going to /find a demon./

Gru: And, I mean, technically it's still part of your work since he knows what that one gun is, right?

Sid: ...Yeah, I suppose.

Poppy: Woah, demon hunt! o:<

???: *frowns, raising an eyebrow* ...What does a demon have to do with guns?

Poppy: It could be a demon gun. >v>

???: *squints*

Sid: The gun was used to trap the demon, I think.

Poppy: And you think you know where you can find a demon that was trapped with the gun? Do you have some sort of... Hmm... *frowns, trying to think of what. Would help with this. I think-- I think you're imagining as tracing system poppy omg*

Sid: The demon can help us find it. What we're gonna do is--

Gru: --we're gonna go see my sis! She works at the Historical Society, and the demon's gotta be in a really old building or something, so they can help us find that sorta stuff and we can go looking!

Poppy: o:< The Historical Society! That's a good plan!I'd tell you the quickest route to get there right now, but, I've been on polishing duty all day. |Da

Gru: That's fine, we can figure it out! >:|

Poppy: That'll take too long! U:< Take Bee! He knows the underground routes! He's not helping here, anyways!

Bee: Wait, what?'

Poppy: U:< *gesturing at Bee, look at this giant man, take him, take him now*

Sid: *mmmm...* If it's faster and won't get us pasted between giant stone blocks...

Bee: ...*looks at Poppy, are you really telling me to take these three through the underground to get them to the historic society so they can chase demons?""*

Poppy: *They're my friends. D: Yes!!*

Bee:' It will be much faster. As long as you stick by me, things'll be safe.

Sid: Fine. I hate navigating this city's fuckin' streets, anyway.

Gru: Shh, you'll get used to it soon.

Sid: It's been weeks and I still hate it.

Gru: Gee, that's good, though. You /like/ complaining, right?

Sid: *rolls eyes and snorts* Ah, fuck you, man.

Gru: :) Bee, was it? Let's go.

Bee: *stands up, stretching* Bee's good enough.' Come on, the grate where you two *looks over Sid and Khole when he says that* work is the best entrance for central buildings like the Society.

Sid: *damn it, we were just there?* Got it. *starts going back*

Gru: I beeleeive it's a stroke of luck you're here!

Bee:>n> Call me Walton. *nope, can't do this, it's bad enough with the three girls. And, starts off to the grate*

Khole: *Follows closely behind.* Isn't the underground supposed to be super dangerous?

Walton: It is. Don't go down there alone. -v-' *hauls up the grate* ...I'll go first.

Gru: *aw. :(* Now you've just walled my jokes off a ton, Walton.

Khole: *Small laugh, though he seems a little nervous.* doesn't seem to be stopping you.

Walton: *he's heading down a metal ladder into the unknown.* Follow along.

Sid: *goes after him* Damn, this feels dangerous already.

Gru: I think it feels fun.

Khole: I-i'll bring up the rear Gru, you go ahead.

Walton: *calls up* Close the grate behind us. I don't want anyone falling down here again.

Khole: Got it.

Sid: Again? Was that why there was a job opening? :l

Gru: *goes ahead then!*

Khole: *heads on down, making sure the grate is nice and shut.*

=The grate is pretty heavy to close, but you get it down! The ladder leads down a little ways into a stone and metal tunnel that isn't too spacious. Walton is a few steps ahead, waiting for everyone to get down from the ladder.=

Sid: *gets down and watches the others come down* Nice place you got here.

Walton: I like it. |> It's cozy.

Gru: ...Mmm. You could say that. And // could say that I feel like I'm in the artery of a metal colossus.

Walton: Wouldn't be too far off. X) *scratches at the back of his head and starts to walk*

=There's a constant sound of parts moving and pieces shifting and settling as well as the hiss of steam and woosh of water. There are a number of strange grooves in the floor and walls.=

Gru: What're those things, Walton? *pointing at the grooves*

Sid: Cams for the city to move along? Tracks?

Walton: Correct. -v- Sometimes, a few of the cogs and gears end up in this area. The grooves are a precaution. *he pauses and takes a left onto a metal drawbridge of sorts over a steep but narrow canal of fast moving water. There are large turbines chugging away.*

Sid: It's an interesting design choice, I'll say that much.

Khole: it's amazing.

Walton: It's all put to good use. -v-Careful to keep your balance. It's not so pretty, what happens when people fall into the turbines.'

Sid: *holding onto Gru at that*

Gru: Now if one of us falls in we'll both die. Thanks.

Sid: You're welcome.

Walton: *snorts* I don't doubt the three of you can manage it. It's just, the drunk population is drawn to places like this like his honey....

Sid: Yeah, when I get wasted I like to go listen to ear-splitting machinery, too.

Gru: *he must be in a good mood, hmm.*

Walton: I like to think it's the spinning gears. -v-a

=He keeps leading you guys past large barriers of steel and clockworks. A huge rod slides a few feet from them with a loud, grating sound.=

Walton: ! <: Oh, good. You're in luck.

Khole: I don't feel lucky.

Sid: Fuck!

Gru: *clutching Sid* OK, I guess that means something good??

Walton: We just cut five minutes off of travel time. |> *entirely. Unphased.* It can get pretty loud.

Sid: No fucking shit. *this place is a death trap*

Khole: What's the plan, Walton?

Walton: -v- You get used to it once you've grown up here. Hold on a second. That should be a safe zone for now. I want you folks to stay right here while I get over to the other side and get a catwalk across. *thumbs at a platform a number of feet away* We're going to get over there and get to that *he moves his thumb up a bit to a point on the platform with a ladder.* ladder.

Khole: alright.

Sid: Roger.

Gru: His name's Walton, can't you remember?

Sid: :l

Walton: *he hurries forward and disappears around a corner leaving the three of you and your demon alone in this deathtrap*

Sid: Hope he's right about it being safe.

Gru: If he's not, do you think getting squashed will be fast?

Khole: I think we can trust him.

Sid: People make mistakes.

Gru: It'll be fiiine.

=There's a thump from across the way, followed by the sound of grating metal.=

Khole: We'll be fine.

Sid: *did he get that thing across to us?*

Walton: *appears on the other side, holding a long sheet of metal* Just a few more seconds. -v- *walks it over to the gap and lays it flat with a muffled clunk of metal on metal.*

Khole: thank you! Good job!

Sid: Damn, that's some impressive technology. :l

Gru: You're a riot today, Sid.

Walton: -v- Here's the thing. I don't need technology when I have muscles like this. *just. Casually taps at his biceps*

Sid: Good for you. *typical...*

Gru: *walking across*

Walton: Thank you, I'm much happier putting my body to use than pressing a button. Now, if you head up the ladder dead ahead, you'll be in the coat room of the Society.
uvu

Gru: Thank you so much, Walton. We made it in what's got to be record time.

Walton: You are most welcome.

Khole: yeah, thank you. be careful on your way back.

Walton: I'm always careful. *gives them a wave before heaving the sheet of metal back up to return it to its original place*

Sid: *going up the ladder*

Gru: *waves back*

Khole: Go on up Gru, I'll be right behind you.

Gru: Okie dokie. :) *following after Sid*

Khole: *follows after him, Good, everyone made it through safe.*

=True to Walton's words, the grate leads into a coat room. Full of coats. All sizes, all shapes, all colors.=

Gru: Gods, it's dark in here. Where's the light?

Sid: I don't know, just look for a door.

Khole: Maybe there's a pull chain?

Gru: *waving his arms around* Ah! *click*

=Yep, there's coats. And a wood door with brass inlays.=

Khole: Is it going to be weird to just come out of a closet like this?

Gru: Probably!

Sid: It's a damn security flaw, if you ask me. Anyone could just sneak in.

Gru: If they get past the death trap, yeah.

Sid: Still. *opening the door*

=It opens up into a lobby. It looks like a very sophisticated building, like there wasn't a lot of expense spared, though it's not /too/ baroque. Dark stained doors with frosted glass are the norm, and the wallpaper is very calm. It feels like a study, or a library, but it's not exactly that.=

Khole: *Whoa, this place is pretty cool!*

Ghel: *a pretty young woman who looks kinda like Gru if Gru was a girl and blonde is chatting with someone holding a book* ...should tell you exactly what you're looking for.
:)

Khole: *Looks over at Gru.* Is that your sister?

Gru: If I told you no, would you believe me?

Khole: *Shrugs.*

Gru: *exasperated expression, but mixed with a grin* Yes, she's my sister. You have a good eye.

Khole: Well let's go talk to her.

Ghel: *already noticed you and is waiting for you to come over and explain yourselves*

Sid: Ghel.

Ghel: Sid.

Gru: Gru. ;)

Ghel: How'd you even get in here? I didn't see you come through the door.

Khole: We came through the underside of the city.

Ghel: *stares at Gru* You're kidding.

Gru: We had a guide! Walton.

Ghel: You didn't go through on your own?

Gru: No, sis. It was completely safe. He knew what he was doing.

Ghel: *alright.* OK. We don't get much traffic through the coat room, but alright.

Khole: We need some information on the city.

Ghel: Then you've come to the right place. I don't believe we've met, though.

Khole: Ah. *holds out his hand.* m-my name's Khole, it's a pleasure.

Ghel: *shakes your hand. Her own hand is strong, but the skin is soft* My name's Ghel. My bro told me a little about you.

Gru: ...Just a little.

Ghel: Nothing bad, nothing bad.

Khole: *Blushes.* Oh, uh. that's nice.

Ghel: *infinitesimal pause* Yeah. So, what do you need to know?

Khole: uh... Sid? *He knows more about this than I do.*

Sid: *I was hoping to not talk to her as much as possible.* You know that demon that's been talking to me...

Ghel: Yeah, I remember it.

Sid: *I'm sure she thinks I'm a little crazy, still... it sure didn't help her opinion of me when I told her about a demon talking to me* We need to find it. It told me it's here, in the city somewhere.

Ghel: <:I I don't know how to find demons, guys.

Khole: We're looking for old buildings, like, /really/ old buildings.

=“it's ok we don't know how to find a demon either”=

Sid: *do you have to be such a smartass all the time?*

Ghel: You think it's in an old building or something?

Gru: Well, it was sealed a really long time ago, so yes.

=“It's the truth!”=

Ghel: OK... well. That's a pretty broad category of buildings. How old...?

Sid: ... Do you know when all the demons got sealed?

Ghel: Not really, but we can look it up. They don't call us the Historical Society for nothing.

Khole: Alright, where do we look first?

Ghel: The catalog.

Sid: What?

Ghel: The catalog for books. Did you think I'd just know a list of old buildings for you to look at?

Gru: *ehhh...*

Khole: okay, Where's that? *Seems a bit impatient.*

Ghel: *you're going to have a hard time doing this if you're impatient* Follow me. It's not busy now, so I'll help you.

Gru: You'd help us even if it /was/ busy.

Ghel: Yes, but now I don't have to make excuses.

Sid: *I'm not gonna be much help in a fucking library...* Is there... I dunno. Something more hands-on I can do?

Ghel: Not right now?

Sid: *shit.*

=“the hands on stuff comes later.”=

Sid: *I guess, I'm just not gonna be any help at all looking through old books. I have to ask Gru for help reading hard stuff.*

Khole: *Follows after Ghel.*

Ghel: *takes you to a bunch of file cabinets and starts leafing through stuff* ...Bless you, Archivist Roland.

Gru: Who?

Ghel: Oh... I don't know, exactly. A scribe from a thousand years ago. He was very meticulous, and I'm grateful for that, because it makes this easier.

Khole: How is this organized? *really wants to help.*

Ghel: These are... zoning records. They describe locations, descriptions of the buildings, addresses... So. If you want to help, I'll need you to look up anything recent on buildings with historical significance. Over there. *points to cabinets on the other end of the room* Mentions of old buildings.

Khole: Alright. *Heads over there and starts searching*

Ghel: You two as well. Go, go.

Gru: *goes over too*

Sid: *hhh... I'll just stick with Gru. This is embarrassing.*

Khole: *very diligent and focused on what he's doing.*

=It's a boring drudge, looking through catalog cards, but after a while you've compiled a list of books to look through that could tell you good spots to look. Ghel helps you find them, and compile addresses. In particular, it seems like there's a heavy concentration in one area of the city, but then again, the buildings move here. Hopefully not these ones, however.=

Khole: *okay then! Let's not waste time and get to these buildings!*

Gru: We got sooo lucky. Most of these spots are all in the same place.

Sid: We should look in the other ones first then.

Gru: That doesn't make any sense, if we go to the place with all the spots, it could be there and then we wouldn't have to walk around.

Sid: But if we get rid of all the other ones it'll make the job easier when they're all wrong.

Gru: *shakes his head* You are so... funny, Sid. *I love it, he just...*

Khole: I wish there was more of us, we could just split up.

Gru: But just think about how fun it'll be to go looking around old places together!

Khole: I-I'm not saying we should split up now, there isn't enough of us for all of us to have a partner.

Sid: No, definitely not. B(

Khole: so staying together is the best option. and I think searching the buildings that are all in the same area first is the best idea.

Gru: So we beat you. Two versus one.

Sid: Yeah, yeah.

Gru: You know we're right anyway.

Sid: *sighs* Yes. Just stay close to me.

Khole: *off to find these buildings.*

=A few streets into this adventure, something in the city clicks and hums. It sounds like you're getting a minor switch up as far as routes go.=

Khole: *Ugh, fine, that's fine.*

=In a sudden rush, a mob of people floods out from an alley that was previously a solid wall. There's, like, /twenty of them./ All flooding around you people, bumping into all three of you.... it's chaos. Twenty man chaos.=

Khole: *This isn't so fine! Try to grab onto Gru before he loses him!*

Sid: What the-- fuck-- piss off, you little bastard! *pushing these guys away from him and Gru*

Gru: Excuse me! *trying to stay close to Sid, now there's a chain of guys hanging onto Sid*

Chad: Pardon, pardon. *not stopping, though*

Chad: Yes, excuse me. *depending on how attuned to the sensation of getting pickpocketed you three are. You might recognize this feeling as the men all wander past you. All of them. Are pickpockets. /all of them are named chad./ They'll go for wallets, items, guns, knives...*

Khole: *Shit! I'm not letting that happen! this gun is very important to me! gonna try and get his gun back! if he can!*

Sid: *really used to this, becomes instantly enraged, and going to grab the first one he can by the throat and keep pushing the others away* You /fucked up./

Gru: Oh gods--

Chad: *You grab chad by his beefy, fat throat. He gurgles in surprise*

Chad: *stumbles back from your swipes!!*

Chad with Khole's Gun: ALRIGHT, nobody move!!! *has the gun fixed on Gru.* Nobody move or your girlfriend gets it right between the eyes.

Chad: *has fallen and can't get up, he's twisted his ankle*

Chadx 6: Yeah!! Nobody move!! *all have guns out, too, all having varying degrees of seeming to. Know what they're doing with a weapon. All guns trained on gru.*

Sid: *eyes bulging, doesn't move*

Gru: *hands up*

Khole: *Hands up.* Okay, everyone, easy. *trying to sound calm. stays very still.*

Chad on Ground: You stay easy!! We're not the ones with guns locked on us!!!

Chad: Chad, calm down, you're letting him get to you! Don't let him do that.

Chad on Ground: I'm sorry, just!! Look at those eyes. Those squinty little spectacle eyes!! He thinks he's better than us!!

Chad: You're letting him get to you, bro!

Chad with Khole's Gun: Yeah, good. Good. This'll be nice and easy. Nobody even needs to get hurt.

Chad:Bro, one of them was carrying around this weird...thing. It's like. Just a rock or something. *holding the crystal bit and squinting at it*

Chad with Khole's Gun: We'll pawn it /later/ Chad, come on.

Sid: ...It's worthless. A river stone.

Chad with Khole's Gun: Worthless, huh? Then, why are you carrying it around?

Chad: I dunno, Chad, I have a rock in my pocket, too. ...Maybe it's for luck!

Chad with Khole's Gun: Maybe luck is bullshit and the only thing that gets you /anywhere/ in life is force. B< *motions at the trio with the gun, /as you can see here./*

Sid: *twenty fucking thieves, where are the goddamn townsfolk to help when you need them?? Fucking holding guns in our faces in the middle of the goddamn street--* It's a fuckin' rock. Ain't even pretty.

Khole: *I need to get my gun back.* Look um... Chad, was it? since you're planning on pawning all the stuff you took from us, I'll buy my gun back from you.

Sid: Shut the /fuck up, Khole/.

Sid: *fucker's never been robbed before obviously*

Khole: Look, I want my gun back okay, and if they want something for it, whatever.

Chad with Khole's Gun: *wolfish grin* Oh, you got more money? Chad. Go relieve him of that.

Sid: *guess he's learning his lesson the hard way*

Gru: *:(This is terrible*

=Any people who are in this general area have sort of pulled back, but they are all watching this. Watching and waiting.=

Khole: *taking a step back.* We don't have to do that. I'm offering to bargain with you.

Sid: *looking around at these people. They better help me... maybe if I stall.* Khole, you can't fuckin' bargain when you don't have any damn leverage!!

Khole: You don't know that!

Sid: I /do/ know that, you naive little bitch!

Chad WKG: And I'm in charge of this situation. Stay put.

Chad: Me??

Chad WKG: B< No, doofus, the giant with the glasses.

Khole: What did you just call me?

Sid: *just stall and hope the cavalry arrives* In charge, that's a joke if I ever heard one.

Chad: *going over to Khole and sticking his hands into Khole's pockets, doing a rough and thorough search*

Beefy Chad: *he's just sorta. Accepted his fate*

Chad WKG: *shrugs* If I'm not in charge, why are you three taking this?

=SORRY HERE COMES A TRASH CAN ROLLING TOWARDS THE GROUP OF CHADS. Particularly the ones with guns.=

Sid: *STILL HOLDING ON TO BEEFY CHAD... and when the trash can comes through he just waits to see how much it distracts them*

Gru: *scared out of his mind and kinda just wants to drop to the ground but. Got guns held to him*

Khole: *There actually isn't anything else in his pockets.*

Chad WKG: WHAT?! D8< *he turns, his aim moving away from, well. /anyone./*

Chad: *is too distracted searching Khole's pockets to look up, it's probably just a badger again, damn those badgers* You know, like, you're kinda cute. If you're not doing anything after this...

Chad x6: *the can is a skillful roll!! It /knocks the six of them over with comedic grace./*

Woman: *Shouts out* Strike!!

Khole: *Flushes and elbows the chad in the gut* YOu're not my type!

Sid: *pulls out his gun in a flash, aiming it at the chads, and yanks Gru along with him, getting all the chads on one side of him* C'mon, Khole!!

Chad: *He!! Take the elbowing* Oof! You're feisty, too. I like that in a man- hey, no escaping-holy fuck, they took down, Chad!

Chads: *they're scrambling and tripping over one another and there is /chaos!! Guns have been dropped and one of the Chads hit his head when he fell so there's BLOOD TOO, OMFG*

Chads: */it's chad-based chaos here/*

Khole: *Gonna go for his gun, before heading over to where Sid is!*

=You grab an old, lame gun, Khole! And manage to get back to your group! =

Khole: *Don't call my gun lame!*

Gru: *getting behind Sid*

Sid: *looking out for any of them grabbing guns* Stop or I'll shoot you motherfuckers, I swear to-- to--

Gru: To the Dark Lady!

=The one with your gun isn't visible! You managed to get flirty chad's gun, though. and not. like. in a sexual way.=

Khole: *For heaven's sake. points this gun at the chads too!*

=The Chads all freeze. It's like someone hit the pause button on them all.=

Sid: Now throw down your guns, do it!! On the fucking ground!

Chad Without Khole's Gun: *narrows his eyes and embraces his new title, sliding Khole's gun forward* Dammit! And we would have gotten away with it, too, if it wasn't for.actually, what the fuck happened???

Chads: *lying down on the ground, sliding guns forward*

Chad: I think it was, like, that magic bandito guy we've heard about.

Chad WKG: Gods dammit, bested by a couple girl, her boyfriends, and a monster. This is a sorry day to be a chad.

Flirty Chad: Dude, speak for yourself, you know??

Beefy Chad:):

Khole: *Keeps the gun aimed at the chads and goes to pick up his own gun, no funny moves chads I got two guns now.*

Sid: Gru! Get the guns.

Gru: *trembling, but goes to collect the guns*

Sid: Get your asses up against the wall. *points to the nearest building*

Sid: *looking for who threw that can now*

Chads: *they all line up against the wall.*

Civilians: *keep gawking, most of them grinning*

Lizard: *Just kinda. Sitting on all fours nearby and looking entirely bored and unimpressed, hello fucks guess who's here*

Sid: *heart's still pounding* Which one of you has my fucking rock?

Sid: And who threw that damn can??

Lizard: *Raises a claw.* Present.

Sid: *glances over, back to the chads, over again* ...You? You threw it?

Chad: *tosses the rock forward onto the ground, busted.): I wanted good luck.*

Gru: *grabs the rock up too*

=“hello???”=

Gru: !!! *hello??*

Lizard: Yyyup. *Blinks slowly.* Congratulations, you almost got killed by a bunch of guys.

=“/finally/ ..oh Gru! Hi! I couldn't hear anything but ..what did sid call that? 'elevator music?' that. it was freaky where did sid go?”=

Khole: alright, Nice and easy, give back everything else you took.

Sid: Twenty against three, no one would bet on those odds. Even if they're all fucking idiots, they still had guns. *shaky breath* We got... damn devil's luck.

Gru: *he's still here, he, we-- there's. I'm sorry I can't really, um, think right now--*

Chads: *collectively start setting things down in front of them.*):

Civilians: *start to file forward and take their things, these punks, though.*

=“can’t think?? what happened???”=

Gru: *robbed, we almost got robbed, lots of guys with guns right in our faces!*

Lizard: Oh, I'm luck? /What a nice compliment./ -v- *Looks away all fake flattered and shit.*

Sid: Yes, you're fucking luck-- what was that, a trash can??

Lizard: I improvised.

=“crazy! but your fine! just take a deep breath”=

Khole: *gonna grab my things keeping his gun trained on these fools.*

Sid: Six thieves with a trash can. *shakes head* Luck.

Gru: *takes this deep breath* OK... *oof, that was scary.*

Lizard: Oh damn, six? -v- Might be luck to /you/. *This gloating thing's pretty nice actually, no wonder Kallis did it so much.*

=“sounds like it. the elevator music was creepy too.”=

=“or scary. I think those mean the same thing”=

Sid: *I can't hold these pieces of shit at gunpoint all day* Where are the fucking lawmen, already? Are they on their way?

Gru: Um-- maybe we could get out of here before they get here, I don't-- *what do you even mean by elevator music? Like when those guys had the rock?*

Sid: Yeah. Yeah. Can't let them go, though.

=“yeah! I stopped hearing sid and it was replaced with /that/“=

Flirty Chad: *makes a call me gesture, winking at him*

Chad: I don't think you're going to win the dude this time, dude.

Flirty Chad: Duuude. Dude. Bros love a dude with roguish good looks.

Chad: I don't think being a criminal gets you those, dude.

Flirty Chad: Woaah, dude, what??

Lizard: ...You know, one thing, actually, did you ever get that "talking to yourself" thing straightened out?

Khole: *He's actually blushing though. No stop that! Looks away from flirty chad.*

=“some guys had me??? ...they must not have much higher brain functions...”=

Gru: He wasn't talking to himself, he was talking with the demon! And I'm talking with him right now!

Sid: What?

Gru: Cause I got the rock! That's how he talks to you! *yeah, they-- they seem really stupid. Can you hear them talking?*

=“well /now/ I can; those guys are dangerous that blocked me up completely;”=

Lizard: -n- Demon? *His tail unwraps around himself, waving lazily. Huh, is that familiar at all...?*

Sid: Yeah. *holds out hand*

Gru: *doesn't put the rock in that hand. At least, doesn't put it in without letting go of it, so it's like holding hands with a rock in between*

Sid: *glances over, then back to the chads* Demon?

???: *a short fishfolk with striking blue hair runs up whew;; this place is freaking nuts.*
>:I Alright! ...Sorry for the wait;; I'll take them from here;

=“hey there buddy! right here right fine.”=

???: B< *goes to straight up tie the chad's hands enough pickpocketing from you lot /today/*

Sid: Who are you? *lowers gun, doesn't put it away though. Don't know this guy isn't with them.*

Chad WKG:):< They're hiring little girls now??

Sid: *Shit, I was scared there.*

???: I'm Mano. I'm with the city generals. they sent me to help out. ...I have not been in this city for long though and I had a hard time getting here; *cuffs chad wkg's ear*

=“me too trust me.”=

Chad WKG: Ow! Hey!

Flirty Chad: Woaaah, bummer, dude. Looks like we've got the law to deal with. Looks like I'll catch you later, cutie. *winks at Khole again, grinning this really dumb grin, sobs*

Lizard: -n- *Guys don't even know how to steal properly, good riddance.*

???: *a man holding a mug steps out of one of the shops, looking over the assortment of chaos*Hmm. *and looks up at the lizard*

Lizard: *Looks over at the guy.* Well, I helped em. You're all welcome, by the way.

Gru: Mano... Manooo... Hmm... I think I recognize that name, you're... yeaah.
clutching Sid's hand

Sid: *holsters gun when Gru says that* OK. Thanks for showing up.

Khole: *That grin is apparently contagious, until Khole catches himself. starting to frown, that's better.* S-stop that.

Mano: of course. *takes these assholes away begone chads*

Gru: Don't pay attention to that guy, Khole, he's just a thief.

Sid: *turns to the lizard, still holding onto Gru and the stone* ...You. We need to talk.

=“talk about?”=

Khole: R-right. yeah.

Sid: *about why the hell he threw a trash can into a bunch of guys with guns pointed at us -- and I remember this fucker, he didn't like us.*

=“oooohh”=

Lizard: *Back to Sid.* We do?

Sid: Yeah. Why'd you do that?

Lizard: Because there were more...*Humans, buuut y'know, let's not say that in front of a group of humans.* Because it struck my fancy at the time.

Sid: *only thing stopping his hand from shaking is that he's holding it with Gru's*
...Whatever. I don't care why. You saved our asses, so thanks.

Gru: Thank you! :<

Khole: *He's actually started crying a bit, okay, I think I can let this stress out now. that was terrifying. what the hell was I thinking?*

Gru: *gonna grab Khole, c'mon. Over here*

Khole: *Let's Gru pull him over.* I-I'm okay.

=“who’s the guy with the mug though?”=

Lizard: Pff. Yeah, sure. |> *Crawls over to the guy holding the mug.*

Gru: You are. *squeezing him* ...Just take some deep breaths. We all did great. *even if // just. Stood around-- ugh...*

Sid: Hey, don't blow us off. *following him a little and thus pulling along Gru, and probably Khole with him*

Man: *looking these people over**and. Takes a drink from the mug before looking at the lizard* That was very skillful, Sully. Thank you for handling things.

Khole: *Taking deep breaths as instructed.*

Sully: They were just a bunch've idiots, not a problem. Even if it /was/ amusing seeing them blunder around...*Curls his tail around himself again.*

Sully: *Also he totally just did blow you off Sid sorry*

Sid: *You could have gotten us killed with that stupid stunt, you idiot lizard!* /Hey!/
 Sid: I was kidding!

Man: *looks up at Sid* Hmm? What is it?

Sully: *Lets out a breath, /oh boy i rustled the human's jimmies oh noooo/. What, you wanna sing me more praises? I>

Sid: Why the hell'd you help us if you don't like us, huh? I wanna know.

Sid: I remember you. On that roof, a couple weeks ago.

Sully: Good to see your head has gotten out of that unscathed.

Sid: Not the first time I've had a gun pointed in my face. *gritted teeth, it was the first time I saw six of them pointed at Gru's face though*

Sully: Fascinating life story.

Sid: Will you answer the question already?

Man: I asked him to help. *squinting past Sid, oh, there...* *shuffles forward towards the dropped items*

Sid: *where is he going?* What, they stole from you, too?

Man: Yes. *picks up a key* *shuffling back* You are from Acetate?

Sully: ...Shit, really? B< ...Well, now I would've done it anyways.

Sid: Yes, I am. What of it?

Sully: *Looks at Sid again, like. Disgusted a bit, ew.*

Sid: *fuck you too buddy*

Man: ...Why are you here? You are far from home.

Sid: ...

Gru: *squeezes Sid's hand* He couldn't stay any longer, so he came with me.

Man: ...*blinks at Gru* ...I see. *looks at Sully* They are fine. They do not support them.

Sully: >n> ...*They're still human, but.* Yeah, if you say so.

=“I am so confused what the heck is going on.”=

Sid: *I don't know either. I don't know why this weird guy is carrying a mug of... coffee? Around a street. Or why he's so tight with a lizard?*

Gru: *Yeah, I got nothing.* Um, what do you mean by that...?

Sully: ...Really? You're the ones from-I< *Know what, no. No. Whatever.*

=“and you're the weird dude here so neeehhh”=

Man: Sully is a magic user. The people from your land enslave and kill monsters. Hearing that you are not of the same mindset is good.

Sid: *squints* I couldn't give a shit about... I don't think like that, no. And they don't /just/ go for monsters. B(

Sully: Sure is a majority!

Sid: Yeah? You ever been over there?

Sully: ...*Squints.* No. I've seen my fair share of camps /here/, though. B< *Do you really think you know more than me?*

Sid: Well, /here's/ not /there/. *spits on the ground*

Khole: ... *wiping his eyes.* I don't think we have time for this, Sid, we still have to find the demon.

=“..oh yeah! yeah shinyface has a point I need to be found yes”=

Man:the demon.

Sid: *I know, I know, but there's something weird about these guys.*

Gru: Yes. The demon.

Sid: *like how one's a giant lizard monster and the other's...yeah.*

Sully: Oh yeah, so they take /more/ slaves, that's fine isn't it!

Sully: That makes it /all/ better!

=“a guy with coffee”=

Man:Wait. Do not leave.

Sid: Fuck you, lizard. And why not? We've got other business.

Man:I am getting something. *turns and walks inside*

Sid: More coffee. Let's go.

Gru: No, wait! Let's just wait, let's see what it is.

Sid: *staring at the lizard, I don't want to stay near this prick though*

Sully: Original insult there, buddy. *Crawls over next to the shop's entrance, what's Crow getting...?*

Sid: *refrains from making a worse insult because Gru yanked his hand when his mouth opened*

Man: *scuffs back out and walks over to the group* ...Do you have something to connect you to this demon?

Sid: *lets go of Gru's hand and takes the stone, holding it up* This crystal.

Sully: *His eyes widen a little bit, and he follows Crow. Huh...anything that interests him interests me.*

Crow:*holds out a small shard of crystal stone*Hmm....

Sid: *comparing stones too*

Gru: *do they look similar?*

Sully:Wait, wait, you think those're- *Back to the rocks, /huh/. * B< Well, shit...*That time searching and here the answers are coming to us.*

Crow: *They look pretty dang similar* ...It appears... that we may have similar goals.

Sid: *puts his away* If you know where to find him, can you point us in the right direction? We have a lot of addresses we could look, but...

Sully: ...*He sighs, god damn it. His tail is a bit erratic, this. This is actually worth helping out with /and I hate it/. * So...it's somewhere here, you said? Is-is more of that stuff around, I mean-the crystal?

Sid: Somewhere in the whole city. Lots of possible spots nearby here in specific.

Crow: *pressing the crystal he has into Sully's claws, here* ...Hmm, I never thought they would seal one in this city.... Interesting.

Sully: I-*He closes his claws around it, okay, this works I guess. Same material. Probably. He opens his mouth then closes it, along with his eyes, /ugh/, I can't believe I'm doing this.* ...I might be able to help you find wherever you're looking for. /Might/.
<n<

Sid: Don't look too excited.

Sully: Why would I be leading /you/ around?

Gru: *hand on Sid's shoulder, don't start arguing with him* You just offered, didn't you? So you must have /some/ reason.

Sully: Yeah, I do, and I still am offering. Doesn't mean I have to like it.

Sid: So, how are you gonna do it? You seen rocks like this around somewhere?

Sully: Not quite. What I /can/ do is feel the stuff out. *He crosses his arms.* Kind of what treasure lizards do, not that you'd know that.

Sid: No, I wouldn't. Why the hell would I?

Sully: *He just snorts in response.* Point is, if there /is/ more crystal around, I can probably fuckin' find it. Sure would be better than aimlessly wandering hoping you stumble into what you need, huh?

Sid: We've got a damn list of addresses. That's not aimless.

Gru: Sid... it would make it go faster.

Sid: Yeah, but we don't /need/ you. *narrowed eyes*

Khole: Let's stop arguing and just do this, this isn't about us, it's about the demon.

Gru: Sid. :|

Sid: *hmph* Fine. What do you need, then?

Sully: *Holds up the piece of crystal Crow handed to him.* Eyesight's going, huh?

Sid: *cracks knuckles and says nothing*

Sully: If this /is/ made of the same stuff, it'll be all I need.

Gru: Well what are we waiting for? I wanna go see the demon!

Sully: *Hell I might just be able to find the stuff using my treasure sense...doubt there'll be any valuables in old, abandoned buildings.*

=Looks like you are all set to lead the way!=

Sully: *Good. He wordlessly crouches back on all fours and takes the lead and just. Expects everyone to follow him. Their choice whether they want to or not. Gonna head towards the old buildings at a brisk pace, and just. Feel out, anything like the rock I'm holding or just like crystals in general?*

Sid: *we were gonna follow you anyway you scaly rebel idiot*

Sully: *Where's that "We don't /need/ you" now, you scaleless selfish moron?*

=there is a crystal feeling place! lot. bigger than you expected. what kinda crystal even is this=

Sully: ...B< *Well, I guess I just found it. He picks up his pace towards the feeling, kind of. Bounding now. His tail probably starts lighting up at this point too, enjoy the purple striped glow stick you followers*

Khole: *Oh~! That's really cool!*

Gru: *man, we spent all that time making this list, too... It was a good idea, but. If this lizard finds it that's better*

Sid: *that tail is stupid.*