L O A A

The Mummy Thread

SCRIPT

2026-11-26



TYPE	Small quest (optional)
GIVER	Sabu *(working)*, the mummy seller
WHERE	The bazaar in Meneferu; the ruins of Hetsa, east of town
REWARD	5 gold (3–7 by bargain) + Hetsa thread: hand the Spool of Hetsa Thread to Sabu for the agreed pay, or keep it and sell it in Papyria for 10 gold (that fails the quest)
WHEN	Any time the party is in Meneferu: the Chapter 4 story, the Chapter 6 return, free roam
PARTY	Whoever is in the party; only Vella is needed (she knows both words). Stalvan, Zanze and Manfred have lines when they are in the party. Tuned for the full five
ENEMIES	The sleepers of Hetsa, the Linen Warden
STATUS	Complete, in the game (MILESTONE, 2026-10-28)

Cast

S

SABU



STALVAN

The party's tank and its heart: a huge, bald barbarian from Meneferu, warm, simple and honest, who knows he isn't clever and doesn't mind.

H

HENUT



MANFRED

Manfred, written Manfred by the director and on screen, is an inventor in Meneferu, distracted, enthusiastic and always in the middle of a project, who joins the party in Chapter 4 and drives them to Papyria in a car he built himself.



VELLA

The party's warlock and its mind: dry, curious and never saying everything she knows, with a pact mark on her hand that flares when something old is near.



HERO

TLOAA's player character and the leader of the party: a mercenary who takes the mayor's contract to free Stara Luka with Vella and Stalvan.



ZANZE

A paladin and librarian-detective, the Keeper of the Library of Papyria (its lead librarian and sworn protector) and Manfred's partner, who joins the party in Chapter 5 of the prologue.

The Mummy Thread is a small quest in Meneferu. Sabu, the mummy seller in the bazaar, sends the party into the desert for the last spool of a thread that never rots. He says the temple is an empty ruin. It is not.

The user asked for it on 27 October 2026: *"create one quest where the mummy seller will give a party a quest to get the expensive mummy thread from nearest temple"*. Names marked *(working)* are placeholders.

AT A GLANCE

Giver	Sabu *(working)*, at his mummy stall on the north edge of the bazaar
What to do	Walk to the ruins of Hetsa, survive five waves of risen mummies and the Linen Warden, take the thread, bring it back to Sabu
Reward	5 gold, or 3–7 gold by bargaining. Or keep the Spool of Hetsa Thread and sell it in Papyria for 10 gold, which fails the quest
Walk	Short: about a minute on foot from the edge of town, through open desert
Needs	Vella in the party. It can be taken at any time in the story
Tracker	"Go to the ruins of Hetsa", then "Defeat the sleepers of Hetsa" (while a wave rises: "Survive the sleepers (wave 2 of 5)"), then "Take the thread", then "Bring the thread to Sabu"

The reward shows in the quest log and on the tracked line as "Reward: 5 gold", with the purse's gold-coin icon.

How the party finds Sabu: Nakhti *(Unconfirmed, working name)*, the pier watchman, can send an arriving party to him with the lead *Find Sabu* (+25 XP on arrival; Small quests).

THE STORY

1. SABU'S STALL



Sabu's stall. *The mummy seller makes his pitch, a spool in his hand. Vella lays a hand on the wrapped body on his bier; Stalvan watches.*

Sabu tells the party about Hetsa, the old House of Linen. Its embalmers spun one thread a year from their own flax, and the thread does not rot. The last spool is still out there, wound round the keeper of the gate. He offers five gold for it, and calls the place "an empty ruin".

SABU
That thread does not rot. Not in a thousand years. A spool is worth a good deal more than I'm paying you.

A short walk. An empty ruin. Old stones, a little sand.

Vella asks where the body on his bier comes from. Sabu says "here and there". Then Vella hears a voice through the Door, her pact: **Henut**, the last Keeper of the Linen, who set Hetsa's dead to guard the house. Men with picks took a sleeper, and now the guard wakes. Henut gives Vella two words: one that wakes the dead of Hetsa, and one that puts them back to sleep.

HENUT
Let the keeper of the gate fall. Then say: Hetsa nebu, sedjer. And they will sleep.

VELLA (TO SABU)
An empty ruin.

SABU
Mostly empty. Five gold, as I said.

STALVAN
I like him. He lies badly.

Vella hears Henut; she does not see her. Henut is a voice only.

2. THE ROAD



The road. *The party leaves Meneferu by the caravan road. Far ahead, broken columns stand over the dunes.*

The road is short: about a minute on foot from the edge of town, open desert on both sides with small, low dunes, sand everywhere and no paving. The party leaves footprints in the sand that fade back into it within a few steps. On the way Stalvan asks how the magic words work, and Vella explains (see The words below). In the game since 2026-10-28.

STALVAN
Hetsa nebu, uneh. Easy.

VELLA
Don't practise.

3. HETSA



Hetsa. *The ruined House of Linen, half under the sand. Stalvan throws his arms wide and says the calling word; the sand starts to turn.*

What happens at the ruin's mouth depends on who is in the party (user, 2026-10-27). Both branches are in the game (2026-10-28).

With Stalvan in the party, he looks around and says the calling word out loud at once, and the mummies attack:

STALVAN
Empty ruin. Old stones. A little sand.

- **Stalvan** (arms wide, shouting): "Mummies, hear me now! Hetsa nebu, uneh!"

VELLA (ALARMED)
Stalvan, no. Not now, we are not ready!

HERO
Too late. Backs together!

Without Stalvan, Vella asks whether the party is ready:

VELLA
This is Hetsa. When I say the word, every sleeper under this sand gets up, and they come for whoever called. Are we ready?

CHOICE

> HERO **Ready.**
>
> **VELLA**
> Then backs together. On my word.
>
> Hetsa nebu, uneh!
>
> *(with Zanze in the party,*
>
> **ZANZE**
> Ready. I'm beside you.
>
> before the word)
>
> HERO **Not yet.**
>
> **VELLA**
> Then eat something, drink a potion. I'll begin soon.
>
> *About 10 seconds later:*
>
> **VELLA**
> That will do. Gather close.
>
> Hetsa nebu, uneh!

These lines are in the game and voiced (2026-10-28). The full scene, every line with its condition, is on the Chapter 4 script.

4. THE SLEEPERS RISE



The sleepers rise. *Mummies climb out of the sand in a ring round the party. Manfred's grenade bursts; Zanze holds her shield up.*

The dead of Hetsa climb out of the sand in a ring round the party, in five waves. See The fight.

5. THE LINEN WARDEN



The Linen Warden. *The keeper of the gate rises from a whirl of sand, the gold thread wound round his body.*

After the fifth wave the keeper of the gate rises: the Linen Warden, with the thread wound round him.

VELLA
The keeper of the gate. The thread is on him.

STALVAN
He's wearing our five gold.

(after a bargain that changed the pay: "He's wearing our pay.")

6. THE REST WORD



The rest word. *Vella kneels with her palm on the sand. The fallen sink back under it; the spool lies beside her.*

When the Warden falls, Vella says the rest word. The fallen sink back into the sand and the wind drops. Henut thanks her, and the spool lies at the Warden's feet.

VELLA
Hetsa nebu, sedjer.

HENUT (DISTANT)
They sleep. Thank you, warlock.
Take the thread.

STALVAN
Very light thread, for five gold.

(after a bargain that changed the pay: "Very light thread, for what it's worth.")

7. BACK AT THE STALL

Sabu is glad to see the thread. Vella tells him she knows where the body on his bier came from.

VELLA
Her house is asleep now, all but her. She goes home, on your cart, at your cost. And nobody digs at Hetsa again.

SABU
And if not?

VELLA
Then the whole bazaar hears where your stock comes from.

SABU
She goes home. Five gold, as promised. The thread is worth ten.

(after a bargain: three, six, or seven gold "and the two from my second purse")

STALVAN
Ten?

VELLA
Don't.

BARGAIN

In the game (user, 2026-10-28; MQ-9). When Sabu offers the job, just before the party takes it, the party may bargain once.

- **Who can try:** any member who is in the party, one option each. A member who is not in the party cannot.
- **Just taking the job:** 5 gold.

Result	Pay
Critical fail	3 gold
Fail	5 gold
Success	6 gold
Critical success	7 gold: Sabu adds two coins from a second purse

On a critical result the member who bargained speaks and Sabu answers. On a plain result only Sabu speaks.

SELL IT IN PAPYRIA

In the game (user, 2026-10-28; MQ-9). Sabu himself says Papyria's cloth halls want the thread. The player decides alone what to do with it:

- **Hand it to Sabu** for the agreed pay, and the quest is completed.
- **Keep it and sell it in Papyria** for 10 gold: now, if Papyria is open, or later, once it opens. There is no timer.

Only Papyria's vendors buy the thread, and they carry no quest marker. No other vendor accepts it.

Selling it fails the quest. A failed quest abandons itself: it stays in the quest log, greyed, as "Failed · abandoned". If the party later talks to Sabu, he asks what happened, and the hero may lie:

SABU
You're back, and my thread isn't. I hear a spool turned up in Papyria. What happened?

CHOICE

HERO **We sold it in Papyria.**

SABU
Honest, at least. Next time I'll send Papyria for my thread.

"[Deception] The Warden took it with him into the sand." (the hero rolls) → on a success

SABU
The sand keeps what it likes. Pity.

On a fail

SABU
You sold my thread and came back to lie on my rug. Liars I can buy anywhere, and cheaper. Off my rug.

- Afterwards his greeting is: "Papyria's that way."

THE WORDS

Two words in the old desert tongue, both from Henut:

Word	Spoken	Means	What it does
The calling word	*"Hetsa nebu, uneh!"*	"Dead of Hetsa, stand."	Wakes every sleeper under the sand at Hetsa
The rest word	*"Hetsa nebu, sedjer."*	"Dead of Hetsa, sleep."	Puts them back to sleep, once their guard has fallen

They work only at Hetsa. A keeper's calling is tied to one ground and names the dead of that ground by the place. Anywhere else nothing hears it. Vella knows how this kind of calling works, and tells the party on the road:

VELLA

It's a calling. A keeper ties it to one ground, and it names the dead of that ground. Hetsa nebu, uneh: dead of Hetsa, stand.

Say it here and nothing hears. Say it at Hetsa and every sleeper under that sand gets up. Only there. Only them.

This ties to Vella's rule from Chapter 1: raising the dead takes a master. At Hetsa the master is Henut. Her dead wake as themselves and lie down when told. They are **not the Puppeteer's puppets**.

THE FIGHT

The fight is in the ruined hall, a space about 24 × 24 m. Every number is data and is **tuning, may change**: the user will make the quest easier later, because the party can be smaller depending on when the quest is taken.

- **Five waves of sleepers** rise from the sand in a ring round the party, 5 to 8 m away: 6, 8, 10, 10 and 12 mummies, and in each wave a second ring of 4, 6, 6, 8 and 6 more (when only a few of the first stand, or after 10 s): 76 in all for a party of five. A sand mark shows where each one will rise, 1.2 s before it does. A rising mummy can't attack or be hit until it is on its feet.
- The next wave comes when two or fewer of the last are left, or after 25 s.
- The sleepers shamble. The party walks faster and can always get away from them.
- **The Linen Warden** rises from the sand after the fifth wave: 3,900 health for a party of five, with a boss bar marked at two thirds and one third. He fights in three stages (stage 2 *Bound Wrath*: two lash strips in a V and Sand Grave every 11 s; stage 3 *Unwound*: sand bursts off his body, he moves and strikes faster). If the

party leaves his fight space he walks home at full health. He has three attacks:

- **Linen Lash:** he flings a strip of linen at one member. A long pale strip shows on the sand first. It hits hard and slows the member for 2 s.
- **Sand Grave:** both arms up, a ring shows on the sand round him, then a burst of sand hits everyone inside it.
- **Call the Sleepers:** at two thirds and one third of his health he screams and five more sleepers rise round the party.

- No stuns and no roots: the party can always move.
- **A smaller party** meets fewer sleepers and a weaker Warden (one less sleeper per wave and less Warden health for each fighter below five).

If the party falls (in the game, 2026-10-30, MQ-WIPE-1 and MQ-RETRY-1), the fight starts again at its start ring with the party up and the waves reset, by the "Rise again" button or after 5 s. Vella says: "Again. This time we're ready." and, with Stalvan in the party,

STALVAN
Hetsa nebu, uneh!

- **Zanze and Manfred fight here** when they are in the party. Manfred: a crossbow, plus a Frag Grenade on a cooldown. Zanze: Smite (her sword), Oathlight (a heal) and Shield Call (a shield taunt). Both fight in the game (in the proof runs Manfred threw 7 to 10 grenades and Zanze healed 8 to 12 times).
- **Footprints:** the party leaves footprints in the sand that fade within a few steps (a simple stamp that fades). It is being made to work in Meneferu and the desert; Stara Luka already has it.

FIGHT LINES

In the game since 2026-10-30 (MQ-BARKS-1), all voiced. Talking heads at fixed moments of the fight, one at a time; a line plays only when its speaker is in the party.

After wave 2:

STALVAN
They keep getting up!

After wave 4:

VELLA
The guard is waking. Something big.

The Warden rises:

VELLA
The keeper of the gate. The thread is on him.

STALVAN
He's wearing our five gold.

(or "He's wearing our pay.")

MANFRED
Big one. I have a big answer.

The Warden at two thirds:

VELLA
More sleepers! Keep them off me!

ZANZE
They won't touch you. Stay at my back.

The Warden at one third:

STALVAN
Lie down already!

In combat Manfred may shout "Fire in the hole!" on a Frag Grenade, and Zanze "I have you." (Oathlight) or "Behind me!" (Shield Call), about one cast in three.

Full numbers: The sleepers of Hetsa and The Linen Warden.

HOW IT ENDS

A win-win, as the user asked: *"win-win to the poor souls and the seller. who is cunning but vella will find the way to make it right"*.

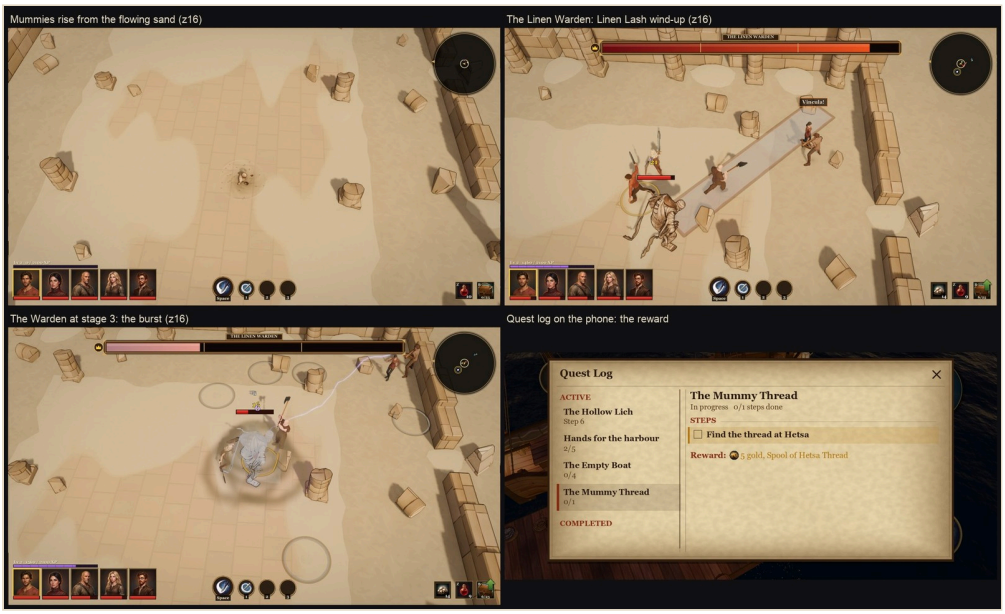
- **Hetsa's dead** sleep again.
- **The stolen sleeper** on Sabu's bier goes home on his cart, at his cost, and nobody digs at Hetsa again.
- **Sabu** pays the agreed gold (5, or 3-7 after a bargain) and keeps the thread, which he says is worth ten.
- **The party** gets the agreed gold. If it keeps the thread and sells it in Papyria instead, it gets 10 gold and the quest fails (see Sell it in Papyria).

Sabu's angle: his diggers took a sleeper from Hetsa last season and ran when the dead woke. He knew the dead rise, and he knew what the thread is worth. Vella's leverage is his good name in the bazaar.

PROOF

MILESTONE, 2026-10-28. The quest is complete and on by default; it is in the 2026-10-28 milestone build. Everything below was checked with the game's normal settings.

- **The quest, 17 of 17 cases:** taking the quest; the road and the arrival; both arrivals without Stalvan ("Ready." starts at once, "Not yet." waits 10 seconds); the bargain for every result (a bad blunder 3 gold, a miss 5, a success 6, a great success 7, and taking the offer as it is 5); rolls made by the hero, Vella, Stalvan, Zanze and Manfred, and members who are not in the party cannot roll; selling the thread to the buyer in Papyria for 10 gold fails and abandons the quest; Medjira refuses it; Sabu's question, with the lie passing quietly, the lie failing (his rude line) and the truth; Zanze's and Manfred's talks in town, with and without Zanze.
- **The fight at Hetsa, 4 of 4 won with no one down:** the party of five three times, about 4 to 4.5 minutes each (the waves about 2.3 minutes, the Linen Warden 1.5 to 1.9 minutes; Manfred threw 7 to 10 grenades and Zanze healed 8 to 12 times), and a party of three (the hero, Vella and Stalvan) once, in 3.8 minutes.



In the game. *Mummies rise from the sand; the Linen Warden winds up a lash; the Warden's last stage; the quest log on the phone with the reward.*

DEVELOPMENT

- **2026-10-27:** the user's brief; the plan (MUMMY-QUEST-PLAN): story, line script (60 spoken lines), the road and the fight space, the fight, the assets and the work order.

- **2026-10-27:** six concept paintings (Nano Banana 2, look-dev only) and the model sheets for the sleeper and the Warden. The 3D models of both mummies (Meshy): model in work.
- **2026-10-27 ~23:5x (user):** the arrival gets two branches (with or without Stalvan), so only Vella is needed; the road is short, open desert with small dunes; footprints in the sand. Zanze and Manfred get 26 new lines in the quest and around Meneferu (Zanze 11, Manfred 15), spoken only when they are in the party; voices Hailey (Zanze) and Joe (Manfred).
- **2026-10-28 (user):** the bargain (3–7 gold) and the choice to keep the thread and sell it in Papyria for 10 gold, which fails the quest; a failed quest abandons itself; the hero may lie to Sabu. Planned, and meant to be reused for later quests.
- **2026-10-28 (MQ-9), MILESTONE:** the quest is complete and in the game; the Hetsa ruins are on by default. See Proof.
- **2026-10-30 (MQ-WIPE-1, MQ-RETRY-1, MQ-BARKS-1):** a wipe at Hetsa restarts the fight at its start ring ("Rise again" or after 5 s) with Vella's retry line; the nine fight lines play at their moments, all voiced. In phone build 0.1.171 (installed 2026-10-30).
- **2026-10-28 (LEADS-1):** arrival leads in Meneferu, in the game: Nakhti *(Unconfirmed)*, the pier watchman, points arriving parties to Sabu and to Medjira, 25 XP each for walking there (see Small quests).
- **Unconfirmed:** the names Sabu, Henut and Hetsa are working names. Henut and Hetsa are marked *Unconfirmed* in the plan.

THE END

Sources: main session facts 2026-10-28 21:2x (MQ-9 milestone, tests and fights); docs/plan/meneferu/mummy_quest_stage_cards.md (MUMMY-QUEST-PLAN, §2 D1–D12, §3 lines, §4, §5); docs/plan/meneferu/mummy_thread_quest_brief.md (the user's brief, verbatim, with §19–22 of 2026-10-28); pictures: references/concept/mummy_quest_1/ (Nano Banana 2, look-dev only); lines checked 2026-10-31 against data/demo/meneferu_story.json (talks sabu_mq1, sabu_mq2, mq_ready; line_sets mq_) and the sound-manager DB (active lines); queue.md MQ-WIPE-1, MQ-RETRY-1, MQ-BARKS-1.*

Last updated: 2026-10-31 (MEN-WIKI-SCRIPT-1)