

Due to some kind of pervasive brain poisoning, no one in the city Qal Ashen seems to have the ability to just rob someone's house - they always have to break into ancient tombs, abandoned temples, and other places certain to have giant ax pendulums and enraged ghosts - such as the Mausoleum Armata, resting place of the first and second Ancestral Guard.

After two hundred years working out in a cave, the undead "Christian" (i.e. "oily" - have to stop the sand from eroding your bones somehow, I suppose) has returned to the city, and quickly learned that people keep wanting money in exchange for goods.

So, one broke sword-revenant and one ancient tomb (presumably) full of money - as long as the Christian's legs don't fall off on the way there, the math works out great.

Someone *has* gone and covered the front door of the tomb with giant crabs, but it turns out crabs don't do much, so the obligatory dozen Laboring Dead are told to "get gone of crab" and toss them in the river.

It turns out that the Christian's thief-contact-helper's statement that "nobody's been in here since the Third Monarch" was an utter lie - people have been buried in the tomb *this week*. Deciding that probably means you can get Fresh tomb goods, the Christian continues to stumble around hallways full of carved names and skulls.

grumbling about how
there aren't any damn *rooms* in this tomb

Eventually a room is found in this tomb, with a dubious glowing mark! The Laboring Dead sent to open the door instantly frosts over, but they're public property so you can damage them and it doesn't matter - more importantly, on the other side are sarcophagi! Even better, sarcophagi full of moldering armor, bronze weapons, foreign jewelry, and other things the Christian can stick in their pockets.

The hallway further south is blocked by a gate - and a second later, is also blocked by one of the Laboring Dead, pinned to the wall with a bronze spike. The rest of them get together to drag their comrade off the impaling stick, and the door onwards is kicked down to reveal a lead-plated room, with a single sarcophagus sunken in a pool of water.

the pool isn't uh

it's not glowing blue, or boiling, right

lead-plated walls... thing in a bunch of stone or cement... in a pool of water...

this tomb isn't nuclear-powered, right

The coffin is presumably underwater for a reason, so the Laboring Dead are sent to pry it open without dragging it up - at which point it sprays black blood and reveals a shuddering Part-Cursed "corpse", covered in jewelry.

"Monster, do you speak Ashenite?"

Loch Yesterday at 3:46 PM

"EEA A R G A A A AR R "

Listener Uttu  Yesterday at 3:58 PM

"What about High Ashenite?"

"Listen, I just want your jewelry. We can do this the way where you keep all your limbs, or the other way."

The Dead are ordered to hold the creature as it resolutely decides on the Other Way. After hacking it up for a while, the Christian steals its head just in case it turns out to do something neat, then goes back to the freezing ward-mark door to steal *that* so they can hit people with a freezing ward-mark.

Deeper in the tomb, some footprints lead towards a bright, pure-white light. The Christian immediately turns around to go poke at some graves, finding the recent bodies of those dead at Udaharana, complete with coins and armor to steal.

A room full of wax-sealed slabs promises delicious money (or evil-looking miasmas), delivering the first - a hallway plated in bronze promises a very slow, very boring session of grinding through lime mortar with a knife, and, at first, delivers that.

While the Christian and the Dead file at the second mirror, an armored figure stumbles down from the north and immediately gets hacked to bits, vomiting dust the whole time. The Christian steals some of the dust and the gems implanted in its eyes, because there's no reason not to, and rubs some dust on the head of the monster to watch it burn and hiss when it meets blood, saliva, eye-water, and other Liquids.

"I'd apologize, but we've already established that we have no way to communicate and that I am willing to inflict great cruelty upon you for any possible personal gain."

Loch Today at 1:57 AM

"AAUu rGH"

The Dead continue to pry mirrors off the wall, starting work on the tenth and final when six points of light appear at the end of the corridor. The Christian and the Laboring Dead pack up all their loot and Leave - unfortunately, they Leave directly into the ankle-deep water where the crabs were, and all the residual dust on them begins to melt their feet. Fortunately, sending one of the Dead forwards with the ward-mark to freeze the water to slush manages to slow the reaction enough that the Christian escapes with only a couple lost toes.

Out of the tomb, the Christian runs through the city to hide their grave goods in some ruin or another, and toss the Laboring Dead back to whatever farm they were stolen from - Theft has been Accomplished.