**Goal for The Temple of Shouggoth**

**Requirements**

**Solution**

The Temple of Shouggoth  
===========================================================================  
  
Run 5n2d7s2ed2e3s  
  
say I will restore the strength  
  
\*\* Goal Added : Strengthen the curse of Shouggoth.  
\*\* Task Added : Renew Shouggoth's curse on the temple.  
\*\* Task Added : Determine why the curse is weakening.  
  
Run n2wu2ws  
  
say curse  
  
A decaying scribe says, "So you want to know why the decay has begun to  
fade? Too bad! That's not information for you to have - my files are only  
for the High Priest. Go talk to the acolytes, they might be able to tell  
you something. Tell them I sent you."  
  
run 8n2use  
  
say scribe sent me  
  
A depressed zombie acolyte says, "The scribe? That dusty old fool! All  
high and mighty with his secret scrolls that he won't lend to anyone. I  
don't have the answer to your question, but I wouldn't give it to you  
anyway even if I did. You'll just have to find someone older than the  
scribe, they would know. The alchemist, yes, he's been around so long he  
should know something, and be willing to talk about it."  
  
run wn2d2s5ws  
  
say scribe  
  
A withered old alchemist says, "Unfortunately, I do not remember."  
  
A withered old alchemist sighs wearily and his eyes go distant as he thinks of times long gone. He comes back to himself with a jerk.  
  
A withered old alchemist says, "But I know, for sure, who does. I am ancient, yes. Yet even older than me are my friends in the Hall of the Dead."  
  
A withered old alchemist says, "Upon their final decay - they were zombies, see - I carefully preserved them in linen wraps soaked in a solution sacred to Shouggoth that preserves the intelligence and memory of those who have decayed. In our final decay, we live, more than we did during our life or afterlife. All memories are restored to us, even ones that we have lost. Chat with my mummified friends, and they shall give you the answer."  
  
run n5e5s2ed2es  
  
A mummified corpse says, "I'm really cold. This damp sure gets into my bones."  
A mummified corpse exclaims, "Get me something to warm me up!"  
  
  
run n2wu2w5n5wnw  
  
buy sweatshirt  
  
run ses5e5s2ed2es  
  
give sweatshirt to mummified corpse  
  
You give a baggy sweatshirt to a mummified corpse.  
A mummified corpse says, "That will do nicely. Thank you."  
A mummified corpse snuggles into the sweatshirt. Puffs of dust come out of the sleeves.  
  
  
A mummified corpse says, "Ah yes, the curse. You know, when I was just a boy, I loved yo-yos. I loved marbles even more. Oh, I had so many..."  
  
A mummified corpse coughs, embarrassed.  
  
A mummified corpse frowns.  
  
A mummified corpse asks, "From the look of your face, it doesn't seem as if you are here for a social call. You want to know about the temple, right?"  
  
A mummified corpse says, "Very well. But humor me. As I will help you, you must help me - bring me my marbles. I stashed them away when I was a boy..."  
  
\*\* Task Done : Find someone who remembers.  
\*\* Task Added : Cheer up a lonesome old man - bring him a childhood toy.  
  
run n2wu2w7n4u2sw  
open statue  
get marble statue  
  
run e2n4d7s2ed2es  
  
give marbles to mummified corpse  
  
You give some blue and white marbles to a mummified corpse.  
A mummified corpse smiles fondly at his childhood toy.  
  
A mummified corpse says, "Thank you so much! These have surely brightened my day."  
  
A mummified corpse sighs.  
  
A mummified corpse says, "You have done me a great service. I will tell you about the temple."  
A mummified corpse says, "...In time, I will, that is. You can't rush an old man. There is something else that you must do for me."  
  
A terrible silence emerges.  
  
A mummified corpse says, "Kill the guards. Bring me a token of their death."  
  
\*\* Task Done : Cheer up a lonesome old man - bring him a childhood toy.  
\*\* Task Added : Kill the skeletons!  
  
Kill Skeletal Warriors until you get a rotting bone.  
  
Go back and give a rotting bone to a mummified corpse.  
  
  
A mummified corpse sighs.  
A mummified corpse says, "Bone... skeleton..."  
A mummified corpse looks extremely confused.  
A mummified corpse says, "My memory is getting hazy. I think there is something dreadfully wrong... The magic here is supported by Shouggoth's curse. But I don't remember what you must do next. Find the alchemist and  
ask him for something that will be strong enough, by itself, to help me remember what you must do next."  
  
\*\* Task Done : Kill the skeletons!  
\*\* Task Added : Help the mummy!  
  
run n2wu2w5n5wnw  
  
You say 'memory'  
  
  
A withered old alchemist says, "The wrappings of memory are failing, you say? This undoubtedly has to do with the erosion of the curse."  
  
A withered old alchemist sighs.  
  
A withered old alchemist says, "We have no choice but to try to create a salve to hopefully restore the wrappings."  
  
The alchemist pulls a book from the shelf and begins studying it intently.  
  
A withered old alchemist says, "There we are. I will need a few things in order to create this."  
  
A withered old alchemist says, "I will need a shadowy half-spirit, hairy spider legs, scorpion venom, and dust of ruin."  
  
  
A withered old alchemist says, "Hurry up, now. Every moment that you dawdle, the stronger the salve must be."  
A withered old alchemist exclaims, "Oh! Don't forget to bring me an empty pot, too. Have to have something to put it in!"  
  
scorpions (venom) near beginning, spiders (legs) at the upper area, shifting shadows (shadowy half-spirits) at the upper area too and can't remember who has the dust.  
  
The pot is on raggedy priest near entrance  
  
Head back to the Alchemist.  
  
You say 'ingredients'  
The alchemist rubs his hands greedily.  
  
A withered old alchemist says, "These will do nicely, very nicely indeed. I should be able to make up a nice salve that will help him for a little while."  
  
He snatches the ingredients, humming an eerie tune.  
  
The alchemist turns around suddenly and thrusts a smelly pot into your hand. 'Now, go quickly!' he says.  
  
A withered old alchemist exclaims, "Well, what are you waiting for!? Go! If you need more, come back here and let me know! Go now!"  
  
A withered old alchemist exclaims, "What? How to use it? Just rub it in, fool! Go!"  
  
\*\* Task Done : Help the mummy!  
\*\* Task Added : Heal the mummy!  
  
run n5e5s2ed2es  
  
Massage the mummified corpse - lol  
  
You gently massage a mummified corpse's shoulders.  
You rub the salve into the mummy's wrappings. Slowly, the mummy comes back to himself.  
  
The mummy stretches.  
  
A mummified corpse asks, "Much, much better... for the time being. So, you want to know more about the temple?"  
  
A mummified corpse says, "While this statue contains the presence of the god, it does not move. Its power is focused in this one place. In order to upkeep the curse in this temple, the presence here lent some of his strength to an enormous beast which used to walk these halls."  
  
A mummified corpse says, "The guards betrayed us. Now I remember. They let the spirits in that trapped the beast! I was the one sent to slaughter them. But with the curse failing, I could not move to do so. Thank you for doing that for me."  
  
A mummified corpse exclaims, "What are you waiting for!? Go free the beast!"  
  
\*\* Task Done : Heal the mummy!  
\*\* Task Added : Free the beast!  
  
run ne3d  
  
kill ethereal guardian  
  
An ethereal wraith dies, a snarl upon his face. A whoosh of dust, ash, bits of bone and an   
  
overwhelming smell of decay rushes out.  
  
\*\* Task Done : Determine why the curse is weakening.  
  
\*\* Task Done : Free the beast!  
  
\*\* Task Done : Renew Shouggoth's curse on the temple.  
\*\* Task Added : Return to the statue of Shouggoth.  
  
run 3uw3s  
  
You say 'i have unleashed the beast'  
  
A large hideous statue says, "I felt the strength return. I heard you had a hand in it."  
  
A large hideous statue says, "What, you want a reward? For doing as I say? Doing my bidding is natural, nothing to be rewarded."  
  
A large hideous statue says, "Very well. Have this piece of garbage. It's what I use to blow my nose, so keep it safe."  
  
The statue makes a strange noise. You realize that it is the sound of the strange statue blowing its nose. It throws a rag at you disdainfully.  
  
\*\* Task Done : Return to the statue of Shouggoth.  
  
\*\* Goal Completed: Strengthen the curse of Shouggoth.  
  
You get a snotrag - yummy

**Reward**

+-----------------------------------------------------------------+  
| Keywords : crusty rag snotrag |  
| Name : a crusty rag |  
| Id : 663560735 |  
| Type : Armor Level : 41 |  
| Worth : 0 Weight : 1 |  
| Wearable : wrist |  
| Score : 30 |  
| Material : burlap |  
| Flags : invis, magic, burn-proof, V3, saveable |  
| Found at : The Temple of Shouggoth |  
+-----------------------------------------------------------------+  
| Stat Mods : Constitution : +2 Dexterity : +1 |  
| Damage roll : +3 |  
+-----------------------------------------------------------------+