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| Current Detention Center Prisoner Manifest |

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| Holding cages 1 & 2 |

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| prisoner crime committed |

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| 1.Eldar mystic - being terribly mysterious |

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| 2.Eldar activist - releasing Mann's canaries |

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| 3.Eldar naturalist - replaced Zamurrk's cereal |

| with whole bran |

| |

| 4.Eldar nudist - baring butt to bearpig |

| \*\* SEVERE CRIME \*\* |

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| 5.Eldar peeper - hanging out in snogging |

| corner |

| |

| 6.Eldar taunter - calling my mother a hamster |

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| 7.Eldar teacher - trying to teach our whelps |

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| \*\* EXECUTED \*\* |

'--------------------------------------------------'

As soon as you hand the head over, the ghost begins to radiate a bright

white light.

An eldar ghost says, "You have done it. You have avenged my death! I no

longer have any worldly possessions to reward you with, so I will offer

this instead..."

An eldar ghost begins to recite an awkward poem...

When it's disguises of eldars you need to deduce,

and all you produce is a meager excuse,

look not for an eldar dressed up as a moose.

I know of an eldar dressed not in chartreuse,

that hides not below the mighty red spruce.

You'd have found him already if you weren't so obtuse.

I'll give you a hint so you can reduce,

your options to find a disguise in use,

but actions you take might seem like abuse.

By the lake you will find your recluse,

dressed up as an animal, but still not a moose.

You'll need to do something for him to break loose.

If a true identity is what you want to induce,

snuggle up to the creature and gently seduce.

You'll get the truth when you goose the caboose.

(goose a goose)

(yif a red fox til it aggies)

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Return to spy HQ and say 'have Tacko's trust'

Return to Tacko and say 'promotion' twice

Take armor from the safe to klonk

go to the general and say 'armor can't be reproduced'

say 'promotion'

Go to Mann and say 'jackalope'

Go to snogg couple and say 'jackalope'

This will give you what to say in 'tasks siege2'

During black moon go to room 43259

enter tree and say what your tasks hints says

kill jackalope

return to Mann and give him skin

leave room and go back in, say 'jacket'

cast solidify on the jacket and take it to Tacko

give jacket tacko

return to the eldar spy and say 'how to proceed'

.go to mann and say 'regrow bearpigs hair'

.go to zamurrk and say 'only eat bran flakes'

.go to klonk and say 'dismantle the battering rams'

.go back to eldar spy and say 'sabotage success'

.go to Pantagruel and say 'kobolds are in disarray'

return to eldar spy and give him alliance to close goal

Kill nerd in tacko's tent, go to arcanist's tent, unlock table, get jar from it. then go to firefly and type capture firefly'

Mole is last one, kill arcanist, get his dark away pill, go to mole and give it dark'

gotta have 3 of each herring

red = a single disguise

blue = all disguises to get duck suit.(3 times) wear all, go to runes by castle doors x3

yellow = eagles

Cherrallan tells you 'put blue and red in, close tank. then blue and yellow, close tank. then red and yellow, close tank'

With its last words, the ghost slowly fades into nothing...,--------------------------------------------------,