**Goal for The Forest of LiDnesh**

**Requirements**

**Solution**

To start: run 4n5w  
say "Yes"  
  
\*\* Task Added : Trap the poacher on the log.  
  
- a broken tree root - located in room 'A Large Burrow' (found ned of entrance)  
- a tree branch - located in room 'Deeper in the Forest' (found 3nw of entrance)  
- a bear claw - a brown bear cub  
  
Once you have these three items, go to the room 'On a Log Over a Brook' (located 5nw from entrance) and 'check', then 'set trap' to task complete.  
  
\*\* Task Added : Trap the poacher in a tree.  
  
- a leather apron - a sneering poacher  
- a hare's foot - a brown hare  
- a long skinning knife - a sneering pocher  
  
Once you have these three items, go to the room 'In A Very Large Tree' (located 4nwu from entrance) and 'check', then 'set trap' to task complete.  
  
\*\* Task Added : Set a bear trap for a poacher.  
  
- a cackling crawfish claw - a redclaw crayfish  
- a thick leather wristcuff - a poacher (found in room 'In a Tree Stand' located 4n3eu from entrance)  
- wildflowers - located in room 'Deep in the Forest' (found 5n2w of entrance)  
  
Once you have these three items, go to the room 'Deep Within the Forest' (found 4ne from entrance) and 'check', then 'set trap' to task complete.  
  
\*\* Task Added : Trap the burrow-diving poacher.  
  
- a pair of moose antlers - a bull moose  
- a long vine - a forest spirit (it's the forest SPRITE rofl!)  
- a honeycomb - 'open hive', 'get all hive' in the room 'Deep in the Forest (located 5n from entrance)  
  
Once you have these three items, go to the room 'A Large Burrow' (located ned from entrance) and 'check', then 'set trap' to task complete.  
  
\*\* Task Added : Give a poacher the royal treatment.  
  
- a leather skullcap - a poacher (found in the room 'In a Tree Stand' located 4n3eu of entrance)  
- a curved boar tusk - a black bush boar  
- a wood hilted dagger - a wood elf  
  
Once you have these three items, go to the room 'Deep Within the Forest' (located 3n3e from entrance) and 'check', then 'set trap' to task complete.  
  
\*\* Task Added : Trap all the poachers.  
  
Run back to the grizzled ranger to task update.  
  
\*\* Task Added : Trap the head poacher.  
  
Walk out to task update.  
  
\*\* Task Added : Or trap the ranger?  
  
You'll need to gather the following:  
  
a hedgehog's spine, a snake's fangs and the robes worn by sprites in the forest.  
  
- a bee's stinger - a golden honeybee  
- a pair of butterfly wings - a monarch butterfly  
- a pair of dragonfly wings - a dragonfly  
- a thin porcupine quill - a chubby porcupine  
- a hedgehog spine - a spiny hedgehog  
- a pair of snake fangs - a timber rattlesnake  
- a platypus bill - a duck-billed platypus  
- some leaf-patterned robes - a forest sprite  
  
Once you have these items, go to the room 'A Ring of Trees' (located 6ne from entrance) and 'check'. You have the option of either 'set trap poacher' or 'set trap ranger'. Either way, the reward is the same.

**Reward**

15 QPs  
5000 gold.