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Not why Nor why Not, Guida Swan, Below-the-Moor Press, 1999, 0948878029, 9780948878022, . .

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Out on the edge of the known world, the Piscatoris Fishing Colony stands on the brink of disaster. Angry sea trolls are emerging from the sea and attacking the colonists, preventing them from harvesting the valuable monkfish that live in those waters. A highly experienced adventurer will be needed to drive back the trolls for good. The Colony's director, Herman Caranos, has a particular adventurer in mind: the notoriously amoral Wise Old Man of Draynor Village. (Allegations of his involvement in a spectacular bank robbery have never been substantiated).

The Piscatoris Fishing Colony can be reached in many ways: The fastest method is using a spirit kyatt to teleport just in front of the gates. You can also purchase a Phoenix lair teleport from the Grand Exchange and run north. Otherwise, take the boat, from the river west of the Gnome Stronghold, or on foot, taking the long walk through the Piscatoris Hunter area, using the fairy ring (code AKQ), or riding an Eagle and walking north. Since the Lodestone Network Update, there is a lodestone available (once you unlock it by touching it) right next to the boat, so if you unlocked this lodestone this would be a great option. To use the boat, you must either pay Kathy Corkat 50 coins or charm her while wearing the Ring of Charos (a). After you have started the quest you will not need to pay her again.

Once you reach the fishing colony, walk a short distance north-east and speak to Herman Caranos, who is by a fence outside the colony gate. When you agree to help him, the quest will start. He will want a more seasoned adventurer than you. He will ask you to find the Wise Old Man of Draynor and secure his servicesâ€”you will see a cut-scene of the Wise Old Man fighting various foes, such as the Kalphite Queen, some more successfully than others, as well as attacking the Drunken Dwarf. Agree to this, and travel to Draynor Village.

Talk to the Wise Old Man. After some conversation, he will tell you that he requires 10 Lava runes, 10 Mist runes, and 5 Blood runes before he will help you. Give him these runes, and he will teleport to the fishing colony. If the player has these runes in their inventory already (which is highly unlikely without the foresight of, say, a walkthrough), an amusing conversation will take place, with both the player's character and the Wise Old Man mutually amazed, possibly a dig by Jagex at players who have looked the items up beforehand.

Travel back to the Piscatoris Fishing Colony. The Wise Old Man will be waiting in place of Herman Caranos. Talk to him to enter the main colony grounds, where you will be attacked by 7 level 90 Sea Trolls (3 at a time). The Wise Old Man will help you by casting Saradomin Strike on the trolls (He usually hits around 100); however, after 10 casts, he runs out of runes and resorts to throwing stones at the trolls, with a maximum hit of 30 (although you can give him more runes). A simple melee setup is sufficient to take out all the trolls. You can use air spells if you're having trouble.

Exit the colony via the gate, and head through the hole in the ground. Just outside the gates are several dead trees from which logs can be cut. To the south you should find several rocks; mine enough iron ores to make 5 iron bars (you will be able to smelt them with the usual success rate at the colony, between 50 percent and 80 percent depending on your Smithing level). Return to the colony, and smelt your ores into bars, returning to the rocks and mining more ores if required, until you have 5 bars.

Now use your log on the firebox located on the east end of the metal-pressing machine (the press is in the middle of the building with the furnace icon on it), then light the firebox. Once the press is heated, use your 5 Iron bars on the west end of the press to make iron sheets (giving 20 Smithing xp per sheet). Use the iron sheets on the broken walls (which are located on the west side of the colony). Once you have done this, talk to Franklin again.

Arnold can be located to the west of Herman, at the bank sign on the minimap. (Arnold's bank and general store cannot be accessed until the quest is complete.) He will tell you that the fishing colony has no food and that he needs 5 cooked Fresh monkfish. The fishing spot for them is located north west. Players need a small net and a Fishing level of 62 to fish for monkfish, but using a few fishing potions at level 59 fishing is possible. An Admiral pie will also work (bring at least 5) at a Fishing level of 57. A Spicy Stew can be used to boost from 56 but it isn't recommended since it has a chance of lowering your fishing level by six.

While fishing, you may be attacked by three Sea Trolls, whose levels get progressively higher: 80, 110, and 120. When you have caught the fresh monkfish, you can cook them on a range to the south. You may burn the fish. When you have 5 cooked fresh monkfish, take them to Arnold. The cooking CANNOT be assisted by another player.

Catching 3 or 4 extra in case you burn some while cooking is not a bad idea, as even players with 99 cooking may burn them, although these are not regular monkfish, and only 10 xp is awarded for fishing and cooking these monkfish. During the quest, these "Fresh Monkfish" heal only 200 health, as opposed to monkfish which heal 1240.

'Note that if you are wearing any Saradominist items, or have any in your inventory, he will refuse to help you on the grounds that you are 'Saradominist filth'. This includes weapons such as the Saradomin Sword and the Saradomin Godsword, whether equipped or not. This no longer seems to be the case, however, as players have been able to gain his assistance, even while wielding a Saradomin Sword.

Malignius Mortifer is just south-east of Clan Camp (The cabbage port from the Explorer's ring or the Port Sarim Lodestone teleport are also quite fast methods to reach him). You can use the southern portal at the top of the Guild to take you to the Dark Wizards' Tower. Head east out of the Dark Wizards' Tower and then head south-east, through the gate and continue south-east.

Malignius will tell you that he needs seven normal bones. (If you have bones with you, Malignius will say, "Hah! And I thought only necromancers and jogres carried bones around with them!") (You can kill highwaymen or the chickens in the farm nearby for these. There are also goblins to the south of Port Sarim.) When you give them to him, he will tell you that you also need some way of storing the seeds he will give you and that you should ask in the Crafting Guild to the west. He will give you a brown apron, even if you are wearing a Crafting skill cape, which will allow you access.

Head west to the Crafting Guild. Ask the Master Crafter that is just inside the door (on the left as you enter, NOT the one wearing the crafting skill cape) how you should make a container; You will need simply a pot with a pot lid. You can skip this next section if you already brought a pot with a lid, although you still need to ask the Master Crafter about the container for Malignius Mortifer to accept it.

**WARNING:** He will teleport you to the fishing colony after you have finished talking with him. If you have another airtight pot you might want to fill it with bone seeds in case you accidentally drop one,

where the power of the seeds will escape, leaving behind a normal airtight pot. Before speaking to him, you may wish to prepare for the upcoming fight beforehand.

Note: Although he teleports the player, he sends you to the outside area of the colony, not directly into the colony itself; using the nearby fairy ring, you could ready for battle at the Zanaris bank and then return using Fairy code AKQ. During this part of the quest, you can return to the colony as often as possible if you have an empty pot with you to fill with bone seeds when talking to Malignius. You cannot have any bone seeds in your inventory or else this will not work!

Items required: Combat gear to defeat a level 130 Sea Troll Queen, which is able to use magic, melee, and can drain prayer. Range/mage spots are available. Contrary to popular belief, if you die here, you will have a gravestone. It will appear just outside the hole you need to crawl through before entering the colony. A good strategy to get there in time is to either teleport to Edgeville or the Grand Exchange and use a Dramen Staff (hopefully you have a spare you didn't lose in the fight!) and teleport to fairy ring A-K-Q and run North East. If you act quickly, you will have plenty of time to retrieve all of your items. You will not need to get more Bone Seeds if you die. You can crawl through the hole and you can rewatch the battle or skip straight to the queen.

After entering the colony and talking to Herman, you will be shown a cutscene of your army of Skeletal mages defeating the Sea Trolls and then the Wise Old Man killing the level-less Sea Troll General. However, while he is celebrating he gets hit for 2345 life points (which doesn't make the slightest dent on his health bar). He will pretend to be disabled for the rest of the fight, so you must take on the Sea Troll Queen yourself.

Using range or mage against her from afar will limit her to only using magic. Activate Protect or Deflect Magic, which should be set up as a quick prayer, and sip a dose of Prayer Renewal at the start of the battle. When she drains your prayer completely, immediately reactivate it since the prayer renewal will continue to regenerate some prayer over five minutes. If good at prayer flashing, the queen will deliver little-to-no damage, thus saving food.

Melee'ing the Queen means she will not use her prayer draining attack; however, she uses both melee and magic attacks. She can easily hit over 300 with magical attacks, so it is best to use Protect from Magic and wear melee armour. It is also recommended to take good food. Although lobsters work fine, monkfish or better are recommended. You can also bring an extra prayer potion or two if you want to be safe. Although food is highly recommended, it is possible to retreat to the bank (the building where Arnold Lydspor is), which is considered a safe zone, thus healing your lifepoints rapidly. However, Arnold will not allow you to access the bank during the battle.

The Queen is weak to crush attacks, so an advisable weapon would be a Dragon mace. A noteworthy substitution would be the Barrelchest anchor, Though it has a slow attack speed and prevents the use of a shield, it has extremely high Crush and Strength bonuses. As mentioned above, since wielding a Saradomin Sword no longer causes Malignius to refuse to help you, using one is an excellent choice as it is a crushing weapon.

After defeating the Queen, talk to Herman to finish the quest. In a humorous dialogue the Wise Old Man mentions a reward for the player, and the player practically begs for his hat, which is a blue partyhat. The Wise Old Man leaves ignoring the player's plea for the hat. The player is so frustrated that they use the headbang emote over Herman's desk. Before an update by Jagex, the headbang emote greater resembled a bang against the desk. Congratulations! You can now fish Monkfish and use the bank at the Piscatoris Fishing Colony!

Note If you purchased a 1242G access point, this quick start guide refers occasionally to an 802.11a radio. However, your 1242G access point does not contain an 802.11a radio; it only contains an 802.11b or 802.11g radio. Please disregard the sections in your quick start guide that refer specifically to an 802.11a radio.

The access point ships with its radio disabled and no assigned IP address or service set identifier

(SSID). You must enable them when you configure the access point for the first time. The access point no longer is assigned an IP address. It is configured to obtain an IP address by using a DHCP server. If your network does not use a DHCP server, you must connect to the access point console port and assign a static IP address (See the "Assigning an IP Address Using the CLI" section).

The FCC with its action in ET Docket 96-8 has adopted a safety standard for human exposure to radio frequency (RF) electromagnetic energy emitted by FCC certified equipment. When used with approved Cisco Aironet antennas, Cisco Aironet products meet the uncontrolled environmental limits found in OET-65 and ANSI C95.1, 1991. Proper installation of this radio according to the instructions found in this manual will result in user exposure that is substantially below the FCC recommended limits.

This guide is designed to help you minimally configure a Cisco Aironet 1240AG Series Access Point by using its GUI through your web browser. The GUI is the primary configuration tool. Configuration can also be performed by using the command-line interface (CLI). For instructions on using the CLI, see the Cisco IOS Software Configuration Guide for Cisco Aironet Access Points.

Note Configuring your access point by using Cisco's Structured Wireless-Aware Network (SWAN) or Cisco's Wireless LAN Solution Engine (WLSE) is not covered in this guide. Refer to the appropriate SWAN or WLSE documentation for configuration information. These documents are also available on Cisco.com.

Note Some older switches and patch panels might not provide enough power to operate the access point. At power on, if the access point is unable to determine that the power source can supply sufficient power, the access point automatically deactivates both radios to prevent an over-current condition. The access point also activates a Status LED low power error indication and creates an error log entry. See the Cisco Aironet 1240AG Series Access Point Hardware Installation Guide for more information.

When power is applied to the access point, it begins a routine power-up sequence that you can monitor by observing the three LEDs on the 2.4-GHz end of the access point. After all three LEDs turn green to show the starting of the Cisco IOS operating system, the Status LED blinks green to show that Cisco IOS is operational. When in an operational status, the Ethernet LED is steady green when no traffic is being passed and off when traffic is being passed. The sequence takes about 1 minute to complete. Refer to the "Checking the Access Point LEDs" section for LED descriptions.

Note If your access point is connected to inline power, do not connect the power module to the access point. Using two power sources on the access point might cause the access point to shut down to protect internal components and might cause the switch to shut down the port to which the access point is connected. If your access point shuts down, you must remove all power and reconnect only a single power source.

<http://eduln.org/4975.pdf>

<http://eduln.org/2054.pdf>

<http://eduln.org/19049.pdf>

<http://eduln.org/19558.pdf>

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