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Deep beneath the ground, in those regions where the echoes of mankind's feet are seldom heard, where even firelight is a bizarre intruder from a long-forgotten place, the foes of mankind breed and multiply. It is a realm of dark chaos - for these creatures of the echoing deeps count each other as rivals and enemies. It is a place without peace, a place without virtues, a place where every countenance of evil is to be found in sluggish torpor, stirring restlessly in dreams of cruelty and hatred. These dark and deadly provinces are known as the Under Realms. Most named regions in the Under Realms are quite distinct from each other, whether by geological formation or by the types of inhabitants that have established themselves in strategically important areas. Characters who enter this area expecting to find drowic elves, deep gnomes, and other "normal" features of the Under Realms will swiftly discover the error of their thinking. The Vaults of the Sunless Sea, located to the north of the Cyclopean Deeps, might fit that description, but the Cyclopean Deeps are a different and decidedly more unpleasant area into which the denizens of the Vaults seldom venture. This series of adventures forms a mini-campaign in the depths of the earth, suitable for a party of 4+ characters with an average level of 10-12, or 8+ characters with an average level around 7. For Swords & Wizardry.

Concluding the Commodore trilogy, this book takes a look at Commodore's resurgence in the late 1980's and then ultimate demise. This was a period of immense creativity from engineers within the company, who began "moonshot" projects using emerging CD-ROM technology. Get to know the people behind Commodore's successes and failures as they battle to stay relevant amidst blistering competition from Nintendo, Apple, and the onslaught of IBM PC clones. Told through interviews with company insiders, this examination of the now defunct company traces the engineering breakthroughs and baffling decisions that led to the demise of Commodore.

The grudge between the Warring Kingdoms of Nostria and Andergast has burned for almost two millennia. This regional sourcebook provides detailed background information on these hostile realms in northwestern Aventuria and their combative inhabitants. Explore the hazardous Forest Wilderness, the deadly Bladegrass Steppes in the east, and the rough coasts of the Lakelands. Uncover hidden secrets of sumes (druids) and witches, and pit your heroes against new creatures, such as evil marolds and predatory giant dragonflies. The Warring Kingdoms includes the following.
! 11 new region-specific character professions, such as Andergastian knights, Nostrian dike builders, all-knowing serpent witches, and mysterious druids
! An example Forest Wilderness village
! Details on knightly traditions and royal tournaments
! New armor and weapons, including the famous two-handed Andergaster sword and the Nostrian longbow
! Focus rules for character traits, to give your hero a regional flair
! New special abilities, spells, rituals, and the enigmatic ancestor glyphs
! Mysteries and adventure hooks for use by the GM
! A poster map of the region, plus city maps of Andergast, Nostria, Joborn, Salta and Salterhaven, and Teshkal

With more than 4 million active installations, MySQL is the world's most popular open-source database. Known for its speed, high reliability, and ease of use, MySQL is rapidly becoming a low-cost alternative to high-priced, high-maintenance database systems from Oracle, IMB and Microsoft-and it already has more users than any of these more established proprietary databases. The MySQL Language Reference is the only official guide to the MySQL language and programming APIs. Written by the creators of MySQL, and edited by the highly respected MySQL authors, the MySQL Language Reference is designed for database administrators and programmers who need a reliable, detailed reference to every part of the MySQL language and all the available APIs.

Books are still among the most important cultural achievements of humanity. Their invention was as important as the Internet: for the first time, a mass transfer of information became possible. Education, science, research, but also entertainment was based on a new revolutionary basis. Books are changing society until today. The technical possibilities of mass printing led to a radical increase in titles in the 18th and 19th centuries. Nevertheless, the conditions were still very different than today: Who wrote a book at that time, often wrote a life's work. This is reflected in the high quality of old books. Unfortunately, books age. Paper is not made for eternity. Therefore, we have made it our mission to preserve the book of knowledge of humanity and to make old books available in high quality at low prices

The nineteenth-century writer and Masonic scholar Kenneth R. H. Mackenzie (1833-86) studied occultism with Frederick Hockley, and met the famous French occultist Éliphas Lévi in 1861. He was also involved in the foundation of the Hermetic Order of the Golden Dawn. This extensive encyclopaedia, first published in 1877, is considered to be a classic Masonic reference work. It includes detailed information on the symbols, rites, legends, terms, people and places associated with Freemasonry. Some of the symbols are illustrated and lists of rankings are given, including a 'traditional' list of Grand Masters of England that includes Sts Swithin and Dunstan, Alfred the Great, Sir Christopher Wren (twice) and Charles II. Mackenzie aims in his entries to be critical when relevant: as he says in the Preface, freemasonry has 'received a willing tribute' in his book, but he hints at difficulties encountered in publishing material about a famously secretive society.

Earthdawn 4th Edition regional supplement

In this book, author Alan Tutt gives you EVERYTHING you need to understand the Power of Belief and put it into ACTION in your life. You'll get hundreds of references to scientific studies which have PROVEN that our beliefs have a tremendous impact on the events in our lives. You'll also get a complete bibliography (list of other books) to get more information if you feel you need it. Alan also explains, in minute detail, why the connection between our beliefs and reality is not as obvious as you'd think it should be. Once you understand a concept Alan calls the "Belief Hierarchy," it all makes sense. Of course, understanding WHY the Power of Belief works is only part of the solution. Knowing HOW to use it is where the real results begin. You'll learn about a remarkable way to actually MEASURE the strength of any belief you current have, and several lists of questions to use to map our your current belief system. Once you know where you are now, you'll have an easy time figuring out how to get to where you want to be. In fact, Alan Tutt shows you 3 different ways to discover what you currently believe. One way, a process he calls "Belief Archeology," will uncover hidden beliefs behind specific issues, and will show you exactly how to map out your transformation process. From here, "Choose To Believe" gives you over a dozen practical, easy to use, techniques to change any belief. If you wanted, you could convince yourself that 2+2=6, but that probably wouldn't be very useful. Changing some of your beliefs may at first seem just as outlandish, such as believing that money can come out of nowhere, or that loving relationships "just happen." And to give you a COMPLETE system, Alan also shows you how to get the most dramatic results with the least amount of time and effort. In fact, as several of the case studies in the book show, you can change major beliefs with a simple decision to do so. And yes, he shows you HOW. You really CAN have it all, when you CHOOSE TO BELIEVE!