



THE BOOKSHELF
STUFFER

VOL. 10

ASSORTED
SELECTIONS

TOP
FASHION
GAMES

A BOOK BY ANY NAME IS NOT THE SAME:

It is not uncommon for the main characters of a fantasy adventure to find their selves picking a book off of a shelf. They may be trying to find a secret door, looking for more magical manuals, or simply browsing for something to read. But what kind of book did they retrieve? Who is the author? What is the title of the book? In this eighth volume of The Bookshelf Stuffer there are twenty possible books for the characters to come across, complete with information regarding the race or culture that the book was written and published for, who the author was, a brief description, and the average value of the book. The books in this 10th edition represent a wide selection of topics and subjects.

THE FORMAT OF THE BOOKS:

The books in this edition of The Bookshelf Stuffer follow a set format. The elements of that format are provided below.

Roll:

For those who want to have a character just randomly pull a book off the shelf, the books listed are numbered 1 to 20, allowing the game master to use a twenty sided die to determine which particular book was picked off the shelf.

Title:

Easy enough, the title is simply what the book is called.

Author:

This is quite simply the name of the author who has written the book.

Language/Culture:

This section details the culture that the particular book popularly circulates in. It can also provide an insight as to what language the book is most likely written in. For example, if the language/culture states Humans, then the book is most likely written in the tongue of humans. If the language/culture states Elves, then the book is most likely written in the tongue of the elves.

Value:

All of the books provided in this edition of The Bookshelf Stuffer are measured in a measure of worth that is reflective of the value of gold coins. Such a value is figured on a very common, universal currency system that is found in many fantasy genre role playing games. In an effort to describe what a single gold coin is worth, however, the definitions of two lesser coins, copper and silver, are also described below:

Copper Coins: These are the most “worthless” of coinage. A copper coin is worth about 1/10th the value of a silver coin. In an effort to describe the average value of such a coin for the purposes of game conversion, a copper coin a boiled, pickled egg, a small bowl of broth, or a bit of firewood.

Silver Coins: A single silver coin is a common unit of measure as it is roughly the same amount of currency that the lowest status of menial, unskilled labor is paid each day. A silver coin can also get one a few rounds of drinks at a tavern or inn. A silver coin is also worth 10 copper coins but only 1/10th the value of a gold coin.

Gold Coins: These coins are usually the most worthy of commonly traded coins. A single gold coin is roughly equal to a day’s worth of skilled, craftsman quality labor. A gold coin is worth roughly 10 silver coins.

THE BOOKSHELF STUFFER, VOL. 10

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Universally Compatible:

This product contains information and ideas that may be used in many, if not most, high fantasy style, paper and dice format role playing games.

Royalty Free Image Information:

Some images in this book are royalty free clip art graphics, provided for use through the individual or media collection format (cd-rom) purchase of such images.

When figuring the total value of the book, the listed amount is stated with the assumption that the book is found in used but good condition with all of its physical components intact. For books of other quality, consult the below listing for a value adjustment:

Poor Condition: Such books are missing portions of their physical components (aka detailing, cover partially gone, pages missing, etc.) and are thus worth only 25% the normal listed value.

Fair Condition: Such books are more or less intact physically but show a great deal of wear. As such, these books are worth only 50% the normal listed value.

Good Condition: These books are used but in very good condition. They are worth 100% the normal listed value.

New/Like-New Condition: These books are either new or virtually indistinguishable from a new copy of the book. As such, they are worth 150% of the normal listed value.

Description:

The description for each book is provided at the end of the main book listing. These descriptions cover the basic elements of such mundane guides.

AND NOW FOR THE BOOKS:

Below are the twenty different books presented in this volume of The Bookshelf Stuffer.

Roll:	Title:	Author:	Language/Culture:	Value:
1	A Centaur's Collection Of Philosophy	Whinnius The Jaded	Centaur	5gp
2	A Centaur's Guide To Travel	Yhuli The Galloping	Centaur	12gp
3	A Guide To Planar Travel	Jedrick Stevina	Human	20gp
4	A Mage's Guide To Identifying Spells	Dimblus The Keen	Human	100gp
5	A Smither's Guide To Rare Ores	Brom Whithindle	Human	50gp
6	A Warlock's Field Guide To Fungi	Alrek The Wicked	Human	150gp
7	Archery Explained	Flambus Hedgefletche	Human	25gp
8	Becoming A Civilized Sado-Masochist	Ledina The Whip Mistress	Human	15gp
9	Better Troll Homes And Bridges	Huz The Blood Hand	Troll	10gp
10	Culture And War	Baron Bowstoffs	Human	20gp
11	Culture Of The Spinx	Alrek The Wicked	Human	500gp
12	Drink Your Way To Elven Mastery	Eltifus Winehinder	Elf	750gp
13	How To Make A Dragon Invincible	Gallus Moorstone	Human	2500gp
14	Newts, Nymphs, And Gnomes	Yandel Curioystone	Human	15gp
15	Romantic Orcish Tales	Skurr The Gouged Heart	Orc	15gp
16	The Art Of Making Three Way Mirrors	Jandel Splagmoiste	Human	1350gp
17	The Enslavement Of Dwarves	Krun Wanderforke	Human	350gp
18	The Guide To Solving Murders	Baron Kol Stronglawe	Human	450gp
19	The Logic Of Senseless Murders	Krun Wanderforke	Human	20gp
20	Witch's Brew And Ogre Stew	Eldvin Autumncooke	Human	50gp

A Centaur's Collection Of Philosophy:

A beautifully written work indeed, this book is exactly 260 pages in length and covered with panther hide. The interior contents of the manual contain several illustrations that are scattered about amongst the inscribed text. A book that is neither outstanding nor terrible, A Centaur's Collection Of Philosophy was rather quick to slip into obscurity upon its initial release.

A Centaur's Guide To Travel:

This simple but well written tome contains over 220 pages of writing and illustrations. The tome is bound in mottled brown and gray griffon hide. A Centaur's Guide To Travel was once quite popular but has long since slipped into obscurity, making it a treasured find for those interested but difficult to trade item otherwise.

A Guide To Planar Travel:

According to the texts within the book, the author, once a highly respected astrologer, claims to have mastered the gates between the different planes of existence. He likewise goes into great detail of how one can travel between different worlds of their own native plane as well. Lack of evidence and no form of exotic materials to at least show a worthy claim found the author of this book being accused of lying.

Despite the surrounding controversy behind A Guide To Planar Travel, this is a beautifully written work indeed. The book is exactly 280 pages in length and covered with wyvern hide that has been dyed to a shade of dark green. The interior contents of the manual contain several illustrations that are scattered about amongst the inscribed text. As for the previously mentioned exterior, the covering is secured with workings of copper.

A Mage's Guide To Identifying Spells:

This extremely easy to read and informative book contains over 220 pages of writing and simple, but effective drawings and illustrations. The book is bound in dark green hobgoblin skin. Around the corners, which are secured with fine, precious metals, there are settings of aquamarine. While Dimbus The Keen could have certainly spent a much greater amount of time going into excessive details about spell identification, the author chose to keep his works rather short, sweet, and to the point.

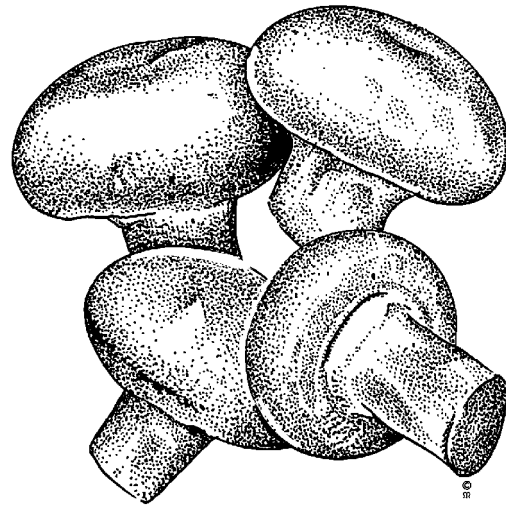


A Smither's Guide To Rare Ores:

Considered to be rather bold, if not slightly arrogant looking in design and construction, this tome is over 468 pages in length. Inside one can find a great amount of text as well as numerous illustrations. The book's binding is covered with dark gray dragon hide. The edges, corners, and spine of this book bear the workings of hammered dwarven iron and exotic, master tempered steel. Along such metal constructions there are numerous tiny settings of jasper, yellow aventurine, sunstone, and orange to brown colored agate. A Smither's Guide To Rare Ores, though a bit excessive in appearance, is quite a sober and informative guide to the harder to find ores of the land. From mining, trade, and eventual tempering and hammering of the ores, this book covers all of the basic to intermediate steps. A few advanced masteries of exotic ores are covered at the end of the tome.

A Warlock's Field Guide To Fungi:

This book contains over 520 pages of inscribed text and drawings. The book is bound in muddy yellow troll skin. Around the corners, which are secured with fine, precious metals, there are settings of onyx and tourmaline. While a fair amount of the book covers the mundane aspects of toadstools, mushrooms, and other varieties of fungi, there is an equally large section regarding the magical uses of such fungi as well.



Archery Explained:

An interesting work indeed, this book is exactly 570 pages in length and covered with leather that has been dyed to a shade of muddy yellow. The interior contents of the manual contain several

illustrations that are scattered about amongst the inscribed text. While this is perhaps not the finest of written works on the arts of the bow, Flambus Hedgefletche offers an easy but efficient guide to mastering a variety of bows.

Becoming A Civilized Sado-Masochist:

Known by scholars and literary experts to be wicked, evil, decadent, brutal, and in general vile, this tome is over 280 pages in length. Inside one can find a great amount of text as well as numerous illustrations. The book's binding is covered with light gray boar's hide that has been burnt with numerous markings. The edges, corners, and spine of this book bear the workings of silver and gold. Along such metal working there are several settings of banded agate and deep red jasper. Written with all the eye brow raising decadence that one might expect from a sexual deviant, this manual covers a wide aspects of how society and culture interlocks with the more brutal fashion of bedside interests.

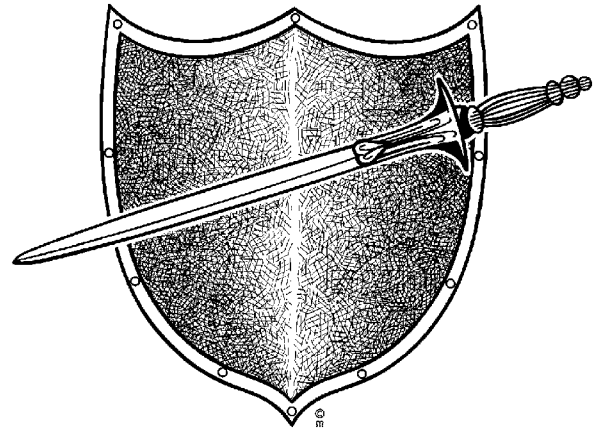
Better Troll Homes And Bridges:

This difficult, if not nearly impossible to read tome contains over 458 pages of writing and illustrations. The tome is bound in mottled reddish orange and pink goblin hide. The dye job on this cover is rather horrible, causing the book to become somewhat of an eyesore on the shelf. While a few individuals in the educated circles claim that Better Troll Homes And Bridges is a monumental achievement on the cultural development of the troll race, most scholars are quick to denounce it as utter rubbish, an insult on the glories of architecture and design.

Culture And War:

An excessive and horrible looking work indeed, this book is exactly 770 pages in length and covered with chimera hide that has been dyed to a shade of ghastly, terrible looking light blue. The interior contents of the manual contain several illustrations that are scattered about amongst the inscribed text. As for the previously mentioned exterior, the covering is secured with workings of hammered iron. While the outside of the book is fairly attractive and the illustrations are quite splendid, the written works of Baron Bowstroffe are incredibly horrible, boastful, and utterly lacking in insight. Being a narrow minded man, the many facets of culture is perhaps the writer's least mastered subject, yet Bowstroffe chose that and war to be the interlocking topics of his book. What degree of coinage that the book brings on the open market is reflective of

the thickness of the book, its outer construction, and the illustrations. The inner text is considered to be worthless.



Culture Of The Spinx:

This elegantly written book contains over 570 pages of writing and simple, but effective drawings and illustrations. The book is bound in green lion hide. Around the corners, which are secured with fine, precious metals, there are settings of garnet. In this book the author attempts to unravel the history, anatomy, and culture of the mysterious creature known as the spinx.

Drink Your Way To Elven Mastery:

Eltifus Winehinder, "The Shameless Drunk Of The Woodlands", exposes all of the elven secrets of superiority in his intoxicated drenched, tell all book, Drink Your Way To Elven Mastery. In this excessively long tome, the writer invites one to consume massive amounts of wine and ale as they study the controversial and formally secretive workings of elven arts and culture. Considered to be long winded but quite comical, especially considering that the writer was smashed off of wine during most of the book's creation, this tome is over 770 pages in length. Inside one can find a great amount of text as well as numerous illustrations. The book's binding is covered with pine green dyed boar's hide. The edges, corners, and spine of this book bear the workings of heavily engraved silver. Along such metal working there are numerous tiny settings of kunzite, citrine, and peridot. The center of the book has a flower formed from cut, shaped slabs of kunzite and peridot.

How To Make Dragons Invincible:

This rather ghastly looking tome, bound in charred black ogre skin set with crude, imperfect fragments of opals and nephrite jade, is over 750 pages long. The interior of the book is full of text that is written in the blood of a tortured and executed orcish thief. Likewise, there are many illustrations in the guide, with most of these being of dragons and these majestic creatures' anatomies.

Dragons, already presenting a nearly unstoppable threat for villagers, have long been the bane of humankind. As such, the educated community heavily questioned why the author of this wretched tome would create such a horrible guide. After all, who in their right mind would wish to detail magical practices that would cause these winged beasts to become nearly invincible. It seems that the author, Gallus Moorstone, was an intellectual anarchist who held a high degree of hatred towards the establishment of human ruled kingdoms. It was his intent to present his knowledge to dragon kind in the form of a book, hoping that these creatures would use such knowledge to utterly destroy the ruling institutions of mankind. Due to its construction and the controversial material written within, this book brings a hefty price on the open marketplace.

Newts, Nymphs, And Gnomes:

Also known as The Educated Commoner's Guide To The Wonders Beyond The Village Edge, this well written book provides a simpler reader with an insight as to what exists in the larger, and more dangerous world that lies beyond the safety of one's village.

This rather thick tome, bound in black and gray mottled leather with set studs of copper and aventurine, is nearly 450 pages in length.

Romantic Orcish Tales:

This rather hefty, garishly decorated book contains over 550 pages of writing and simple, but effective drawings and illustrations. The book is bound in light blue leather. Around the corners, which are secured with fine workings of copper, there are tiny, crudely tumbled settings of rose quartz. Romantic Orcish Tales contains over 45 different, overly drawn out stories of orcish love, that mix the elements of romance, passion, and blood drenched brutality.

The Art Of Making Three Way Mirrors:

This complex, rather difficult to read book contains over 580 pages of writing and heavily

detailed illustrations. The tome is bound in golden yellow dragon hide that has been secured with workings of wrought iron and brass. Along the brass portions are numerous tiny, faceted settings of rock crystal and citrine. An illustration of a prism is burnt into the central area of the book's cover. Also known as The Art Of Making Three Way Mirrors And Mastering Other Mundane Illusions, this tome was Jandel Splagmoiste's entry into the world of book authors. Jandel later went on to cover a few other tomes on complex, non-magical illusions, but hardly as much as an eyebrow was raised towards the later works. This book, though quite obscure and hardly found on the open market, remains the late author and trickster's finest mastery of literary work.

The Enslavement Of Dwarves:

Considered to be extremely controversial, this dark, morbid tome is over 680 pages in length. Inside one can find a great amount of text as well as numerous illustrations regarding the enslavement of the dwarven race. The book's binding is covered with blue dyed dwarf skin. The edges, corners, and spine of this book bear the workings of engraved copper, silver, and gold. Along such metal wordings there are numerous tiny settings of hematite.

The Guide To Solving Murders:

While The Guide To Solving Murders was at one time considered to be an important manuscript to be locked away in the most prominent of guard towers, the employment of sorcerers and mages in the larger cities has caused the book's importance to slip away a great deal. If one happens to find the book on the open marketplace, particularly in the black market areas, then one can still expect to pay a heavy price for the book due to its mundane but practical insight regarding murder scene investigation.

This ancient, mostly forgotten tome contains over 500 pages of writing and illustrations. This hefty, rather sturdily constructed tome is bound in mottled lavender and beige dyed griffon hide. Due to a few minor magical enchantments placed upon this book, the reader will be surprised to find the pages flicker faintly with an outline of reddish light.

The Logic Of Senseless Murders:

This tome, bound in light gray shark skin with set studs of spiked pyrite, is nearly 250 pages in length. While Krun's earlier works, particularly

his guide on the enslavement of elves brought the wicked writer a considerable amount of fame and coinage, *The Logic Of Senseless Murders* was considered to be little more than half-baked babbling and ranting. As such, the book is extremely obscure but in a worthless sort of way, often bringing a fairly low price on the open markets.

Witch's Brew And Ogre Stew:

Not content to merely purchase a mundane book of recipes, the author of *Witch's Brew And Ogre Stew* set up to capture a sample of some of the most vile mixtures known in the lands. This tome, bound in wyvern hide with set studs of smoky quartz, is over 520 pages long.

TOP FASHION GAMES PRODUCT SPOTLIGHT:



FANTASY COMMODITIES, VOLUME 3

While the wondrous, exotic treasures of wealth and the durable, weather worthy gear of adventurers are quickly provided in equipment lists, there is a whole realm of other items to be bought and sold otherwise. The fantasy marketplaces are full to overflowing with strange and bizarre delights, and perhaps the most intriguing of all are the commodities. This book contains over two dozen of such commodities, with interests ranging from real world commodities to goods that are truly the nature of fantasy.

Price: \$1.00

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ABOUT THE AUTHORS:

Adam Anderson lives in the Appalachian regions of lower Virginia where he works a day job as a psychiatric aide in a mental hospital with Top Fashion Games owner and Stupid co-author, Dave Woodrum. Adam's side interests are quite diverse, ranging from martial arts to music to metaphysics.

Malcolm Daniels first appeared in the role-playing industry with Top Fashion Games' recent release, *Fantasy Commodities 3*. He has been working on and off with upcoming Top Fashion Games releases since the spring of 2005. He has a wide assortment of interests, ranging from motorcycles to music to gaming. Malcolm, like many of our Top Fashion Games staff, lives in the Appalachian regions of lower Virginia.

Jonathan Susara has been involved with rewriting on Dave Woodrum's old fantasy miniatures war game, *Stomping Grounds*, for a couple of years or so now. He has several interests, including fantasy war gaming, and works as a programmer. Jonathan Susara lives in the Philippines.

Amanda Woodrum first made her entry into the role playing industry awhile back with her work on Dark Quest's *Dweomercraft: Familiars*. Her non-fantasy interests include collecting Strawberry Shortcake toys and products, listening to a wide range of music, pets, and she is a diehard fan of the television shows *Friends*, *Sex In The City*, and *Bottom*. Amanda is a registered nurse. She is a native of the Virginia Appalachian region.

Dave Woodrum is a veteran of the role-playing industry, having worked for a few different companies here and there as well as handling his own game label, Top Fashion Games. He lives in the Appalachian regions of lower Virginia and has a day job as a psychiatric aide in a mental hospital.

