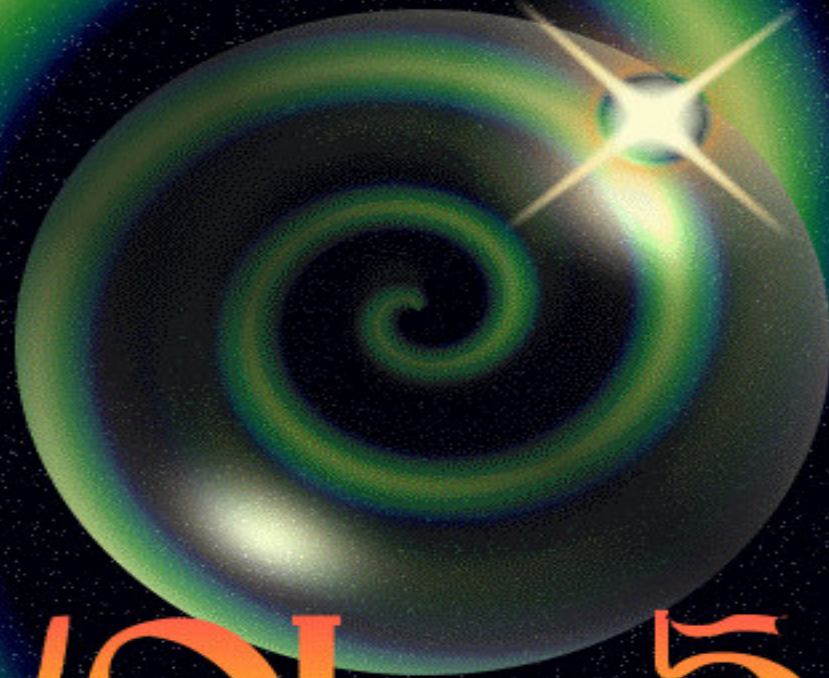


GENERAL FANTASY SERIES

THE BOOKSHELF STUFFER



VOL. 5:
ARCANE LIBRARY

Top Fashion  games

A LITTLE SOMETHING TO READ:

It is not uncommon for the starring 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 fifth 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 edition represent the library selections most interesting to those interested in the theories of magic.

ALL THE EDITIONS THUS FAR:

As different libraries require different tastes, the various editions of The Bookshelf Stuffer up to this point are presented below:

The Bookshelf Stuffer, Vol. 1: "A Little Bit Of Everything"

The Bookshelf Stuffer, Vol. 2: "Wicked"

The Bookshelf Stuffer, Vol. 3: "Bardic Favorites"

The Bookshelf Stuffer, Vol. 4: "Kitchen Collection"

The Bookshelf Stuffer, Vol. 5: "Arcane Library"

INSTRUCTIONS REGARDING THE LISTINGS:

The books in this guide are listed in a formatted manner that is easy to read, understand, and convert over to most any paper and dice, fantasy role playing game. The information regarding each part of the listing is provided below...

Roll: In the event that the game master wishes to have the players randomly pick up a book, the roll section provides notes for using a twenty sided die to roll for the books.

Book Title: This area contains the title of the book.

Race/Cultural: This area determines the race/culture that wrote the book and/or the race/culture that the book is intended for. Such determination may also include the language that the book was written in.

Value: This is the average value for a copy of the book as taken off someone's self. In other words, the value represents the worth of such a book in used but average to good condition. For the purposes of finding such a book in brand new condition, increase the value to 150% the listed amount. For the purposes of finding such a book in poor condition, decrease the value to 50% the listed amount.

The values represented in this version of the Bookshelf Filler are in gold coinage. To determine the author's intended value of a gold coin for ease of conversion to your choice role playing system, use the information below.

1copper= a small amount of money, equal in value to the purchase of a simple torch, a very small loaf of bread, or the petty offering to a beggar.

1silver= a staple monetary sum, equal to a poor, unskilled laborer's work for one day or a plain, simple meal at a small inn. One silver coin is worth around ten copper coins.

1gold= a sum of money mostly used by skilled craftsmen, merchants, and aristocrats.

THE BOOKSHELF STUFFER, VOL 5: ARCANE LIBRARY

Credits:

Written And Edited By David Woodrum
Published By Top Fashion Games
www.topfashiongames.com

CONTACT:

Game Label:
Top Fashion Games
594 Stoney Battery Road
Marion, VA 24354

Author:

David (Dave) Woodrum
davewoodrum@comcast.net

Original Art:

David (Dave) Woodrum
Original Graphics (Cover):
David (Dave) Woodrum

About The Author:

Dave Woodrum has worked in the role playing game industry for over seven years. Most of his success, however, has been over the last two years writing on various related products. Dave lives in the Eastern part of the United States.

Copyright Information:

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UNIVERSALLY COMPATIBLE:

This product contains information that is designed to be universally compatible with most forms of paper and dice, fantasy role playing games. Information regarding coinage, etc. has been explained within the text of the product to allow ease of conversion.

One gold coin is worth around ten silver coins.

THE KITCHEN COLLECTION:

The following chart and description contains the books presented in this edition of The Bookshelf Stuffer.

Roll:	Book Title:	Race/Cultural:	Value:
1	Abjuration Theory	Human	10 gold
2	An Ogre's Guide To The Arcane	Ogre	15 gold
3	Classic Divination	Human	40 gold
4	Evil Eyes And Flung Curses	Human	30 gold
5	Evocation And Destructive Magic	Human	35 gold
6	Gnome Illusionary Arts	Gnome	10 gold
7	How To Best A Human Mage	Elf	25 gold
8	Lich Magic	Human	35 gold
9	Lost Alchemy	Human	100 gold
10	Lost Potion Craft	Human	100 gold
11	Love Charms And Passionate Potions	Human	20 gold
12	Monstrous Magic	Human	30 gold
13	Mystical Maces, Flails, And Clubs	Human	8 gold
14	Orcish Battle Sorcery	Orc	10 gold
15	Orcish Conjuraton	Orc	5 gold
16	Orcish Witches, Wizards, And Warlocks	Orc	5 gold
17	Troll Magic	Troll	25 gold
18	The Wizard's Guide To Travel	Human	10 gold
19	Wicked Alchemy	Human	50 gold
20	Wicked Potion Craft	Human	50 gold

DESCRIPTION:

Abjuration Theory:

Though the author is a bit better known as a practicing illusionist, Wezzulos Glitterblast was capable of defining the core, essential knowledge regarding abjuration magic with this 200 page guide. Abjuration Theory remains to be one of the most popular of study tomes amongst apprentice abjurers.

Author: Wezzulos Glitterblast

An Ogre's Guide To The Arcane:

This heavy, extremely thick book contains over 500 pages regarding an educated ogre's insight into the mysteries of the arcane.

Author: Thondrux The Spell Hammerer

Classic Divination:

This guide book to the principles of divination is over 300 pages long. Well respected amongst the communities of scholarly magic, Classic Divination has become a rather legendary work.

Author: Ghalladius Rosehaven

Evil Eyes And Flung Curses:

A masterpiece by Ghalladius Rosehaven, Evil Eyes And Flung Curses covers the principles of darker forms of magic.

Author: Ghalladius Rosehaven

Evocation And Destructive Magic:

Another fine work by Ghalladius Rosehaven, Evocation And Destructive Magic is 500 pages of wicked, useful "blast magery".

Author: Ghalladius Rosehaven

Gnome Illusionary Arts:

Gnome Illusionary Arts contains over 200 pages regarding the basic principles of gnome crafted, illusionary magic.

Author: Ginder Bagbuttons

How To Best A Human Mage:

Written by Fallendellikus The Leafen, How To Best A Human Mage is an elven wizard's guide that focuses on mastering one's arts at a level that perfects the finest of human wizards.

Author: Fallendellikus The Leafen

Lich Magic:

Though written in human tongue and from a living human perspective, this 400 page tome focuses upon spell casters who have become liches in order to further their mystical arts.

Author: Grimlash The Cruel

Lost Alchemy:

An extremely well known and sought after book, Lost Alchemy covers over 500 pages worth of information regarding ancient alchemical formulas that are now lost. While exact recipes are not given, most of the readers have admitted that Lost Alchemy gives a good starting point towards studying the alchemy of long ago.

Author: Grimlash The Cruel

Lost Potion Craft:

In much the same nature as Lost Alchemy, Lost Potion Craft covers over 500 pages worth of information regarding long lost potions.

Author: Grimlash The Cruel

Love Charms And Passionate Potions:

This 250 page tome deals with the construction of various love charms and potions.

Author: Leannadia The Tempting

Monstrous Magic:

This 400 page tome is a resource book regarding the various spell casting monsters.

Author: Gramlloth Unpleasax

Mystical Maces, Flails, And Clubs:

This 350 page tome covers information regarding a wide variety of magically enchanted, bludgeoning weapons.

Author: Gramlloth Unpleasax

Orcish Battle Sorcery:

This 500 page book covers the various battle strategies that are most commonly used by orcish sorcerers during battle.

Author: Gangle-Mangle The Transfixer

Orcish Conjunction:

This 400 page tome covers the various conjunctions most commonly used by orcish spell casters.

Author: Scornte Of Wartooth

Orcish Witches, Wizards, And Warlocks: :

This 300 page book details the various orcish spell casters throughout the ages.

This 400 page tome covers the various conjunctions most commonly used by orcish spell casters.

Author: Scornte Of Wartooth

Troll Magic:

This 200 page guide covers the various spell craft methods of the trolls.

Author: Haggalden The Warlock Of Hatredblood

The Wizard's Guide To Travel:

This 350 page book is a outstanding read in regards to the various forms of magic and spell craft that wizards rely on for magical travel.

Author: Bernard Bluesizzle

Wicked Alchemy:

This dark, 400 page tome details the various forms of vile and wicked alchemy that human and non-human mystics have mastered throughout the ages.

Author: Drexsel The Disgusting

Wicked Potion Craft:

This sinister, 420 page tome details the various forms of vile and wicked potions that human and non-human mystics have mastered throughout the ages.

Author: Drexsel The Disgusting