



THE BOOKSHELF  
STUFFER  
VOL. 8

BEJEWELLED  
ENCHANTMENTS

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 edition represent the library selections most interesting to those who have a hankering to read up the properties of gemstones and how they work with magic and other arcane aspects.

## **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 1/10<sup>th</sup> 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 1/10<sup>th</sup> 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. 8**

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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.

### **Special Thanks:**

Adam Anderson, Malcolm Daniels, Orval McCurdy, Angus McDonald, Phil Prouse.

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 tomes.

**AND NOW FOR THE BOOKS:**

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

<b>Roll:</b>	<b>Title:</b>	<b>Author:</b>	<b>Language/Culture:</b>	<b>Value:</b>
1	A Beginner's Guide To Crystal Magic	Wallikus The Wise	Human	10 Gold
2	A Mage's Guide To Quartz	Erfindus Elmwinde	Elf	150 Gold
3	A Master's Guide To Crystal Magic	Wallikus The Wise	Human	25 Gold
4	Aventurine Golems	Nimbolck The Lazy	Human	500 Gold
5	Counterspelling The Magic Of Gems	Erfindus Elmwinde	Elf	100 Gold
6	Cursed Crowns Of Royalty	Rezdor Trailwander	Human	15 Gold
7	Cursed Gem Mines	Rezdor Trailwander	Human	15 Gold
8	Emerald Golems	Nimbolck The Lazy	Human	2,000 Gold
9	Enchanted Crowns Of Royalty	Rezdor Trailwander	Human	10 Gold
10	Enchanted Gem Mines	Rezdor Trailwander	Human	25 Gold
11	Gem Craft And Crystal Magic	Hufflingle Oldoake	Human	500 Gold
12	Gem Craft And Magical Weapons	Nimbolck The Lazy	Human	500 Gold
13	Gem Hunting For Mages	Torus Lingerstone	Human	50 Gold
14	Gem Powders And Potion Making	Nimbolck The Lazy	Human	150 Gold
15	How To Construct A Garnet Golem	Bimborus Bettlebrook	Gnome	450 Gold
16	How To Construct An Emerald Staff	Bimborus Bettlebrook	Gnome	750 Gold
17	Magical Jewelry	Hufflingle Oldoake	Human	150 Gold
18	Mysterious Pendants	Erfindus Elmwinde	Elf	150 Gold
19	Of Opals And Curses	Erfindus Elmwinde	Elf	100 Gold
20	The Mage's Guide To Gem Cutting	Erfindus Elmwinde	Elf	250 Gold

**A Beginner's Guide To Crystal Magic:**

This useful but painfully generic tome was the first of a two part series written by Wallikus The Wise. A Beginner's Guide To Crystal Magic covers the most basic elements of metaphysical uses of quartz and runs a little over 150 pages in length. The cover of the book is rather on the plain side, being constructed from little more than dull brown leather with yellowish lettering.

**A Mage's Guide To Quartz:**

An in-depth book on the various versions of quartz rock, Erfindus presents an impressive degree of elven insight on the matters of magic and gems. In this 250 page, green troll hide bound book, one can find a variety of vignettes and instructions concerning scrying, mediation, crystal healing, potion making, and spell components.

**A Master's Guide To Crystal Magic:**

Though somewhat better written than the ever bland A Beginner's Guide To Crystal Magic, Wallikus The Wise once more bitterly attempts to keep the reader awake with his various insights and instructions concerning naturally formed crystals and tediously educated magic. Over 200 pages and featuring the same dull covering as the earlier book, A Master's Guide To Crystal Magic is often an overlooked tome of research.

**Aventurine Golems:**

While green aventurine feldspar is an ornamental stone most often overlooked, the author of this tome points out that such an attractive, functional, metaphysical, and yet inexpensive stone is perfect for the art of golem crafting. In an effort to further draw the reader towards the use of aventurine, there are numerous flat, smooth plates of the feldspar set in silver on the front, back, and spine side of the book's cover. The backing of such is a sturdy leather dyed to a shade that could be best described as "midnight green". Aventurine Golems is around 260 pages in length and the book's parchment is dyed to a shade of pale green.

**Counterspelling The Magic Of Gems:**

A rather useful tome indeed, Counterspelling The Magic Of Gems sparkles with minor, illusionary magicks whenever opened. As the pages turned one can hear the winds of a great, dark void. This tome is around 400 pages in length and is bound in a firm leather cover that is midnight blue to black in coloration. Ornamental

stones in addition to copper and silver settings decorate the cover.

**Cursed Crowns Of Royalty:**

Quite an intriguing read but offering little information of value, this book covers 140 pages of information regarding various elaborate, bejeweled crowns that were inflicted with magical curses. There is a particular amount of interest in the book regarding how the layout of certain gemstones on the crown's surface may have been the result of numerous ill fortunes rather than true form of curse. The book is bound in crude troll hide tacked over a series of thin wooden strips.

**Cursed Gem Mines:**

This black leather bound, 300 page tome deals with a history of various cursed gem mines. In addition to covering information regarding the geology of the mine as well as the potential for foul metaphysics, there is a great deal of mapping included of many of the mines' interiors. Likewise, the author includes several maps showing the geographical locations of such mines. While these maps would normally cause a book to become quite valuable through the eyes of those who see such cartography as being worthy treasure maps, the mines presented are well known. It is also believed that every last bit of treasure still available in such places was mined out ages ago.

**Emerald Golems:**

While the concept of constructing a monstrous, towering golem from pure emeralds seems a bit way over the top, the author gives numerous semi-practical solutions to achieving this goal. The construction of the book is as every bit as excessive as the literary content, with plates of lesser quality emerald covering the front along with edgings of silver. The base materials for the cover also include green troll hide and workings of brass.

**Enchanted Crowns Of Royalty:**

Yet another intriguing but semi-useless read, Enchanted Crowns Of Royalty covers several noble crowns, tiaras, and diadems that have been known to contain magical power. There is a great deal of interest regarding the gemstones that decorate these crowns, as it is such ornamental decorations that the author believes causes the crowns to be magical in nature. The book is bound in a garish, purple dyed leather that has been tacked over thin plates of exotic hardwood.

**Enchanted Gem Mines:**

More interesting yet dubious reading material from explorer and mage-scribe, Rezdor Trailwander, Enchanted Gem Mines covers a great deal of information regarding various gemstone mines known to contain natural magical properties. The 300 some odd pages are packed with various vignettes, colorful illustrations, and a heavy degree of mapping. While such maps would seem to prove to be worthy for treasure seekers, most of the mines covered in this book are already well known and have had a great deal of their precious veins already tapped out. Enchanted Gem Mines is bound with a dark green leather cover.

**Gem Craft And Crystal Magic:**

A rather obscure tome, this thick, 500 page book covers a wide variety of aspects regarding both the arcane use of crystals as well as a rather deep discussion of gems and gem crafting. This book is bound in bluish, arctic troll leather that has been re-enforced with workings of silver. Decorating the silver edges are numerous settings of ornamental stones.

**Gem Craft And Magical Weapons:**

An interesting read, this book details not only the basics of gem cutting and polishing but also the use of such stones in the creation of magical weapons. The book is over 300 pages in size and contains numerous illustrations and instructions. The cover of this tome is constructed from the worked, reddish orange hide of a manticores and is re-enforced with workings of silver and copper. Decorating these workings of precious metal are numerous settings of tigers' eye agate, lapis lazuli, and other ornamental stones.

**Gem Hunting For Mages:**

A very old and obscure bit of research, this 200 page book covers the aspects needed to find an assortment of gems, rocks, and minerals that are needed for arcane research and use. In addition to various instructions, comments, and illustration are a wealth of maps and geographical notes. Such maps, however, do not point to exact mines but merely detail the basic geographical locations as to where one might find a particular stone or mineral. Gem Hunting For Mages is a plain, brown book with a hard leather cover, making it easily overlooked on the library shelf.

**Gem Powders And Potion Making:**

This marvelous, 250 page book has a bejeweled, purplish-red cover that is re-enforced with workings of silver. The stone settings on the cover of this book are of mere, ornamental quality but quite attractive none the less. Gem Powders And Potion Making covers a rather deep discussion regarding the crushing and preparation of gemstones as well as their use in a wide variety of magical potions.

**How To Construct A Garnet Golem:**

This book contains over 250 pages regarding the construction of a golem made of garnet. While such a task may seem a bit over the top, considering the expense of the materials and all, the author goes into great amount of detail regarding how one can reduce the expenses at the creation of such a construct. This book is bound in black wyvern leather with re-enforcement of bejeweled silver. The book features numerous illustrations and minor magicks placed upon the script of the book allow the text to be outlined with a thin, glowing trim of bluish white light, allowing the book to be easily read in a dim setting.

**How To Construct An Emerald Staff:**

This book contains over 200 pages regarding the construction of a staff made of emerald. While such an item would appear to be too expensive for most wizards, the author goes into numerous discussions regarding how one can cut the costs of such production. This tome is bound in green leather that is re-enforced with workings of silver. The book features numerous illustrations and minor magicks placed upon the script of the book allow the text to be outlined with a thin, glowing trim of greenish yellow light, allowing the book to be easily read in a dim setting.

**Magical Jewelry:**

This marvelous, bejeweled book contains over 450 pages regarding the construction, history, enchantment, and use of a variety of magical jewelry items. There are also notes regarding the cutting of gemstones as well as a multitude of illustrations. Magical Jewelry is bound with a cover of mystical, sparkling blue leather and has re-enforced edgings of silver with ornamental stone settings.

**Mysterious Pendants:**

This strange, obscure book features over 300 pages regarding lost, arcane pendants and their construction. The tome is bound with silvery

leather and re-enforced with bejeweled workings of copper, silver, and gold. The stone settings on this book are of ornamental quality.

**Of Opals And Curses:**

This 200 page book covers the history of opals as well as the curses that often surround such stones. Bound in a pale gray hide cover that is re-enforced with settings of silver, this book is attractive enough but sometimes overlooked on the shelves.

**The Mage's Guide To Gem Cutting:**

A good, general guide to gem cutting for mages, this 300 page book features numerous instructions and illustrations. Bound in purple leather that is re-enforced with workings of bejeweled silver, this tome makes an attractive addition to one's bookshelf.

**ABOUT THE AUTHOR:**

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. Dave can be contacted at: [woodrumworks@yahoo.com](mailto:woodrumworks@yahoo.com)

