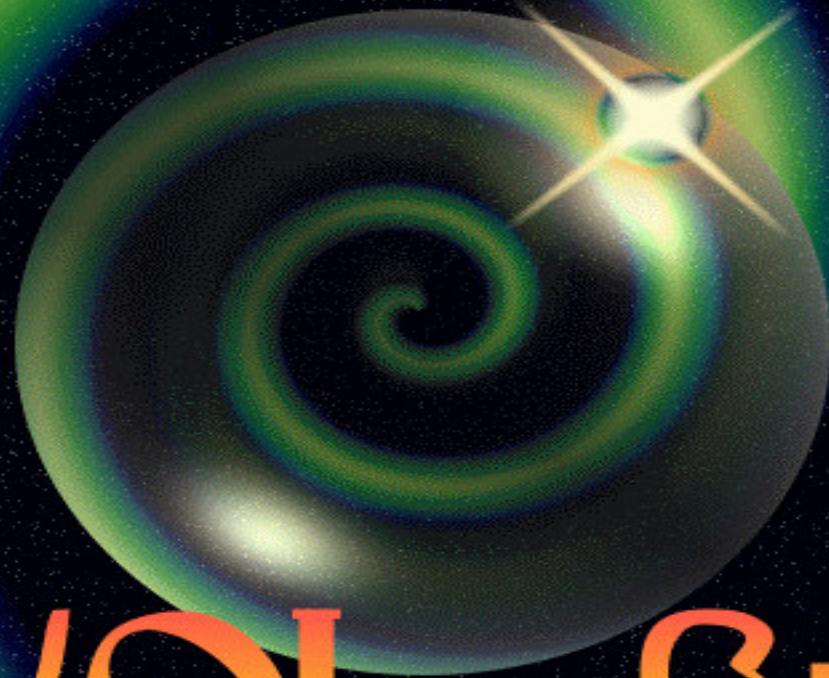


GENERAL FANTASY SERIES

# THE BOOKSHELF STUFFER



VOL. 6:  
CRAFTSMEN'S GUIDES  
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 sixth 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 crafts and trades.

## 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"

The Bookshelf Stuffer, Vol. 6: "Craftsmen's Guides"

## 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.

## THE BOOKSHELF STUFFER, VOL 6: CRAFTSMEN'S GUIDES

### Credits:

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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.

1gold= a sum of money mostly used by skilled craftsmen, merchants, and aristocrats. One gold coin is worth around ten silver coins.

## THE BOOKS:

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

| Roll: | Book Title:                          | Race/Cultural: | Value:   |
|-------|--------------------------------------|----------------|----------|
| 1     | Advanced Woodworking Guide           | Human          | 30 gold  |
| 2     | Armourcraft Made Easy                | Human          | 15 gold  |
| 3     | Beginner's Woodworking Guide         | Human          | 20 gold  |
| 4     | Dwarven Blacksmithing                | Dwarves        | 250 gold |
| 5     | Dwarven Glass Blower's Guide         | Dwarves        | 100 gold |
| 6     | Dwarven Gem Cutting                  | Dwarves        | 120 gold |
| 7     | Dwarven Jewelry Making               | Dwarves        | 85 gold  |
| 8     | Dwarven Pipe Maker's Guide           | Dwarves        | 350 gold |
| 9     | Elven Gem Cutting                    | Elves          | 75 gold  |
| 10    | Elven Jewelry Making                 | Elves          | 150 gold |
| 11    | Elven Weaving                        | Elves          | 20 gold  |
| 12    | How To Hammer Iron                   | Human          | 10 gold  |
| 13    | Leather Working Made Especially Easy | Human          | 8 gold   |
| 14    | The Dressmaker's Handbook            | Human          | 12 gold  |
| 15    | The Dwarven Guide To Stone Working   | Dwarves        | 50 gold  |
| 16    | The Tailor's Handbook                | Human          | 15 gold  |
| 17    | The Wicked Leatherworker             | Human          | 45 gold  |
| 18    | The Wicked Taxidermist               | Human          | 100 gold |
| 19    | Woodworking And Basic Carpentry      | Human          | 5 gold   |
| 20    | Woodworking Made Easy                | Human          | 8 gold   |

### DESCRIPTION:

#### **Advanced Woodworking Guide:**

This extremely well received, yet hard to find book contains over 550 pages regarding woodworking.

Author: Marvin Crafterhammer

#### **Armourcraft Made Easy:**

This 750 page guide covers the basics of armor, helmet, and shield crafting.

Author: Frank Anvilslaughter

#### **Beginner's Woodworking Guide:**

This extremely well received, yet hard to find book contains over 350 pages regarding woodworking.

Author: Marvin Crafterhammer

#### **Dwarven Blacksmithing:**

This rare, highly sought after guide contains over 800 pages and 400 illustrations on

dwarven blacksmithing techniques. This book is a perfect guide for the beginner and master blacksmith alike, provided that the reader understands the dwarven alphabet and language.

Author: Harablash Pipencudt

#### **Dwarven Glass Blower's Guide:**

This rare tome features over 300 pages regarding dwarven glass blowing techniques.

Author: Telden Stonettmine

#### **Dwarven Gem Cutting:**

This highly sought after book contains over 750 pages on the arts of dwarven gem cutting, faceting, polishing, and jewelry setting.

Author: Grump Coalbeard

#### **Dwarven Jewelry Making:**

This rare book contains over 500 pages on the arts of dwarven jewelry making.

Author: Grump Coalbeard

**Dwarven Glass Blower's Guide:**

This extremely rare, long lost tome features over 350 pages regarding dwarven pipe making techniques.

Author: Telden Stonettmine

**Elven Gem Cutting:**

This rare and expensive book contains 320 pages on the arts of elven gem cutting, polishing, faceting, and jewelry setting.

Author: Ellavaunadis Florastream

**Elven Jewelry Making:**

This rare and very expensive guide contains over 450 pages on the arts of elven jewelry making.

Author: Ellavaunadis Florastream

**Elven Weaving:**

This 200 page guide covers the fine arts of elven weaving.

Author: Grattiuas Featherdawnee

**How To Hammer Iron:**

This 250 page book is a simple but resourceful guide to the basics of practical blacksmithing.

Author: George Hammerstone

**Leather Working Made Especially Easy:**

This 200 page guide covers most every bit of information needed for the beginning leather worker.

Author: Blake Streamdrifter

**The Dressmaker's Handbook:**

This popular guide contains over 300 pages and numerous illustrations regarding the arts of dress making.

Author: Finnis Quickthreader

**The Dwarven Guide To Stone Working:**

A highly sought after guide, this 450 page tome deals with a wide variety of mundane, dwarven stone working techniques and practices.

Author: Grump Coalbeard

**The Tailor's Handbook:**

This popular guide contains over 450 pages and numerous illustrations regarding the arts of tailoring.

Author: Finnis Quickthreader

**The Wicked Leatherworker:**

This controversial, banned book features over 250 pages on tanning and leather working practices, with particular interest on the tanning and leather working of rather shocking hide sources. Such sources include the hides of humans, elves, unicorns, and so forth.

Author: Glen Goldtouch

**The Wicked Taxidermist:**

This controversial, banned book features over 500 pages on taxidermy practices, with particular concentration on the stuffing and presentation of the carcasses of more shocking subjects, including humans, elves, unicorns, and fairies.

Author: Glen Goldtouch

**Woodworking And Basic Carpentry:**

This obscure book covers 250 pages worth of information on wood working and the basics of carpentry.

Author: Conrad Tatterapron

**Woodworking Made Easy:**

A rather popular book, this guide contains over 350 pages regarding the basics of woodworking.

Author: Henry Stumpcutter