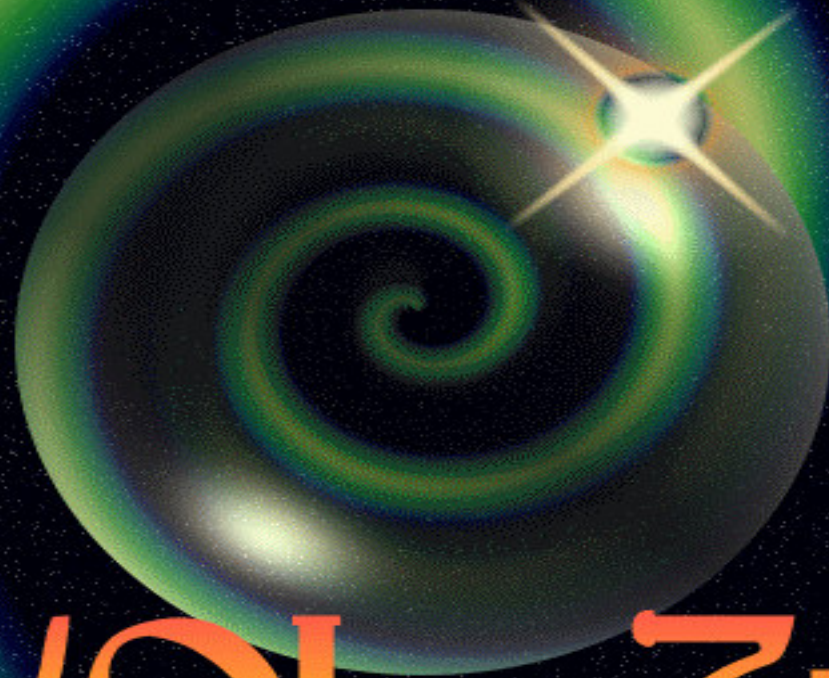


GENERAL FANTASY SERIES

THE BOOKSHELF STUFFER



VOL. 7: NATURE 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 seventh 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 nature.

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"
The Bookshelf Stuffer, Vol. 7: "Nature 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 7: "NATURE GUIDES"

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.

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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/CULTURE:	VALUE:
1	A Druidical Guide To Shelters	Human	20 gold
2	A Dwarven Guide To Wilderness Survival	Dwarf	10 gold
3	A Gnome's Guide To Plants, Trees, And Fungi	Gnome	40 gold
4	A Guide To Haunted Woodlands	Human	12 gold
5	A Guide To Wild Mushrooms	Human	12 gold
6	A Taxidermist's Guide To Creatures In The Wild	Human	10 gold
7	An Elven Guide To Plants And Trees	Elf	35 gold
8	An Orcish Tribal Path To Living In The Wild	Orc	4 gold
9	Dragons Of The Wild	Human	10 gold
10	How To Catch Freshwater Fish	Human	5 gold
11	How To Identify Plants And Trees	Human	20 gold
12	How To Trap Wild Game	Human	25 gold
13	The Druid's Guide To Living In The Wild	Human	12 gold
14	The Elven Guide To Fruits, Berries, And Nuts	Elf	5 gold
15	Trapping Large Game	Human	10 gold
16	Trapping Small Game	Human	5 gold
17	Wilderness Combat	Human	12 gold
18	Wilderness Sorcery	Human	20 gold
19	Wilderness Survival	Human	10 gold
20	Wilderness Witchery	Human	20 gold

DESCRIPTION:

A Druidical Guide To Shelters:

This thick, leather bound book contains over 400 pages on emergency shelters that can be easily constructed in the wild.

Author: Lacey Branchcomb

A Dwarven Guide To Wilderness Survival:

This dark brown leather tome features over 500 pages regarding the dwarven techniques of wilderness survival.

Author: Roth Mountainanvil

A Gnome's Guide To Plants, Trees, And Fungi:

This small but thick tome is bound in pale green leather and features over 450 pages, many bearing illustrations, that hold interest in the manner of numerous plants, trees, and

fungi.

Author: Balduin Catlantern

A Guide To Haunted Woodlands:

This dark leather tome features over 300 pages regarding various haunted woodlands.

Author: Vlad Winterwhite

A Guide To Wild Mushrooms:

This 200 page guide features a wide variety of edible, poisonous, and medicinal mushrooms.

Author: Lloyd Silvers

A Taxidermist's Guide To Creatures In The Wild:

This 450 page guide covers a wide variety of creatures and taxidermist practices.

Author: Walden Hedge

An Elven Guide To Plants And Trees:

This dark green, leather bound tome features over 500 pages regarding a variety of plants and trees.

Author: Quentin Spearwhine

An Orcish Tribal Path To Living In The Wild:

This dark brown tome has over 300 pages of orcish insight regarding the wild.

Author: Kylo Swordfang

Dragons Of The Wild:

This medium green tome is bound in leather and features over 350 pages of information regarding dragons.

Author: Alphonse Knifethorne

How To Catch Freshwater Fish:

This small, thin, tome features over 100 pages on catching fish.

Author: Alphonse Knifethorne

How To Trap Wild Game:

This thick, hide bound tome features 500 pages on how to trap a wide variety of wild game.

Author: Wiley Hearthkeeper

The Druid's Guide To Living In The Wild:

This hide bound tome features 250 pages on druidical techniques for living in the wild.

Author: Kermit Nighthusk

The Elven Guide To Fruits, Berries, And Nuts:

This medium green leather tome features 350 pages on a variety of fruits, berries, and nuts.

Author: Quentin Spearwhine

Trapping Large Game:

This 120 page book features a variety of information on trapping large game.

Author: Jim Woodboar

Trapping Small Game:

This 125 page book features a variety of information on trapping small game.

Author: Jim Woodboar

Wilderness Combat:

This 200 page tome features a variety of military strategies for combating an army in the deep wilderness.

Author: Alphonse Knifethorne

Wilderness Sorcery:

This 120 page book covers a variety of wilderness sorcerers.

Author: Kermit Nighthusk

Wilderness Survival:

This 200 page book covers the essentials of survival in the wilderness.

Author: Alphonse Knifethorne

Wilderness Witchery:

This 250 page book covers a variety of witches that live in the wild.

Author: Laurena Cliffcreeke