

THE LORD OF THE RINGS ROLEPLAYING GAME



PATHS OF THE WISE
THE GUIDE TO MAGICIANS AND LOREMASTERS

THE LORD OF THE RINGS

ROLEPLAYING GAME

CREDITS

AUTHOR: DOUGLAS SUN

ADDITIONAL MATERIAL: MIKE MEARLS

DEVELOPMENT AND EDITING: JEFF TIDBALL

ADDITIONAL EDITING AND PROOFREADING: CHRIS SEEMAN AND JANICE M. SELLERS

LINE DEVELOPMENT: JEFF TIDBALL

CREATIVE DIRECTION: CHRISTIAN MOORE AND OWEN SEYLER

PRODUCT DEVELOPMENT, TOLKIEN ENTERPRISES: LAURIE BATTLE

PRODUCT DEVELOPMENT, NEW LINE CINEMA: JOHN MAYO

ASSET COORDINATION, WETA DIGITAL: GLEN SHARAH

VISUAL CREATIVE DIRECTION: DAN BURNS

ART DIRECTION: JESSE CASSEM

GRAPHIC DESIGN (COVER): KIERAN YANNER **(INTERIOR):** JESSE CASSEM

PRODUCTION DESIGN: OWEN SEYLER AND KIERAN YANNER

ILLUSTRATION, WETA WORKSHOP: DANIEL FALCONER

ILLUSTRATION: KIERAN YANNER

ENDPAPERS: DANIEL REEVE

PLAYTEST COORDINATORS: BRYAN BARLOW, MATTHEW BIRCH, JASON DURALL, AND JIM JOHNSON

PLAYTESTERS: BILLY ARNOLD, RICHARD BACHMANN, GREG BEYERLEIN, ANGELA CURL, MARK DOHRING, BARRY DRENNAN, JENNIFER GREENE, SETH GREENE, ANDI JOHNSON, SAM JOHNSON, ART LOEFFLER, ALAN MATTHEWS, KATHERINE MCCANN, BOB NORRIS, TRAVIS PRICE, ALEX THOMAS, AND JESSIE WEEKS

SPECIAL THANKS: DOUG BURKE

AUTHOR'S DEDICATION: FOR STEVEN AND DAVID OKUNO, WHO FIRST SHOWED ME THE HIDDEN PATHS THAT RUN WEST OF THE MOON, EAST OF THE SUN

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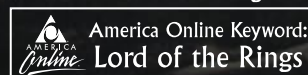
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THE AFFAIRS OF WIZARDS

*'For not in doing or contriving . . . can
I avail; but only in knowing what was
and is, and in part also what shall be.'*

— Galadriel, *The Fellowship
of the Ring*



though warriors may brave fierce battle, rogues amass precious treasure, and nobles achieve fantastic glory, loremasters and magicians lie closest of all these to the heart and soul of Middle-earth. It is the business of these, the learned orders, to comprehend the rich layers of tradition, custom, and history that characterise Middle-earth. They understand most fully what lore the tides of time and calamity have left untouched, and they feel the keenest pangs over what has been lost to those tides. They know better than anyone else what it means to live in Middle-earth.



And yet, it is easy to overlook them. Magic is uncertain and subtle in its workings. Lore-craft seems a poor weapon, compared to swords of steel, to wield against the Enemy. What have learned characters to offer? But only the foolish dismiss magicians and loremasters, for those who command the power of spellcraft may turn the tides of battle or undo the most baneful curses. And in Middle-earth, all manner of knowledge—even lore from the distant past written in languages no longer spoken—may unlock mysteries of the present. The virtue of magicians and loremasters lies not in doing or contriving, but in knowing. That is a greater virtue than

many imagine, for it is easier than doubters reckon to translate knowledge into power.

OVERVIEW

*'I fancy now that she could do some
wonderful things, if she had a
mind. I'd dearly love to see some
Elf-magic, Mr. Frodo!'*

— Sam, *The Fellowship of the Ring*

Paths of the Wise: The Guide to
Magicians and Loremasters will

enrich your understanding of learned characters in Middle-earth whether you are a Narrator tailoring your chronicle to your players' abilities or a player interested in the full range of possibilities these orders offer. It provides new rules to enhance the abilities of learned characters, background information to help explain how they fit into the fabric of Middle-earth, and storycraft suggestions to guide Narrators and players alike in integrating them into the chronicle.

CHAPTER ONE: MAGICAL MIDDLE-EARTH provides an overview of how lore and magic fit into the cavalcade of races and cultures of Middle-earth. You will also find a discussion of how to get the most out of playing magician, wizard, and loremaster player characters. Players will find this information useful during character creation and over the course of the chronicle.

CHAPTER TWO: EXPANDING THE ORDERS provides a broad range of rules enhancements that give players many additional options for developing

learned PCs. You will find new order abilities and new elite orders here, as well as 20 new traits designed with magicians and loremasters foremost in mind. Wizards in particular receive new order abilities to complement the Wizard's Staff ability in the core rulebook and the Staff of Power ability in *Fell Beasts and Wondrous Magic*. This chapter also presents important enhancements of the rules governing Language and Lore skills. They supersede the rules laid out in the core rulebook and have a substantial effect on the design and use of knowledge-based characters.

CHAPTER THREE: AN INCREASE OF DWIMMER-CRAFT presents 50 new spells to add to the Middle-earth Grimoire contained in the core rulebook. Narrators will also find two optional rules that allow them to adjust the difficulty and peril with which PCs can use magic in their chronicle.

CHAPTER FOUR: TOOLS OF THE TRADE describes more rules centred around learned characters. You will find here rules for creating enchanted items more detailed than those in the core rulebook. You will also find rules by which spellcasters can gain and keep familiars, as well as detailed rules for incorporating libraries, archives, scroll hoards, and other such aggregations of written knowledge in your chronicle. They include optional rules by which PCs may gain ranks in certain skill groups without having to allocate advancement picks. Finally, you will find new information on herb-craft and a selection of herbs found across the breadth of Middle-earth.

CHAPTER FIVE: STORYCRAFT discusses how Narrators can build chronicles full of interest and excitement for learned heroes. It addresses the roles of the various learned orders, provides tips for creating magic-wielding villains, and imparts advice about how to avoid the pitfalls that can arise in chronicles whose protagonists include learned PCs.

