Saruman was once a noble Wizard and Master of the White Council. He was tasked with preventing Sauron from regaining the One Ring. However, unknown to the other members, he was in league with Sauron and coveted the Ring for his own use.

There are few things more tragic than a noble being who has fallen from the path of light. Some stray from the righteous path because they have no choice—their actions provoked by desperation or by higher responsibility. Others fall because of their greed for wealth or knowledge. Most tragic, however, are those whose descent into darkness is fueled by hubris. Fortunately, these few are the rarest of all betrayers, but they are capable of causing ruin on an unimaginable scale. In the First Age of the world, when Morgoth cast his shadow upon all lands, many fell prey to the dictates of pride. However, it is of more recent events that I write this day, of the tale of Curunir, also known as Saruman the White. His deeds in the later years are well documented, and thus, I shall restrict myself to recounting events long past.

It was in the middle years of the Third Age, when Sauron’s influence was growing once more, that the Wizards first appeared in Middle-earth. I can only put names to three of them, though it is commonly understood among the Wise that they were at least five in number. All had been sent from over the sundered sea to combat the growing power of the Dark Lord. Each was a vessel of great power in his own right, but that strength manifested in different ways. For instance, the most junior of the order, Radagast, was a friend to all the birds and beasts of Middle-earth, was well versed in their tongues, and had mastered their hues and forms. In contrast, Olorin, who in the western lands became known as Gandalf, was a traveler whose attention was drawn to the people of Middle-earth, and he had become a scholar of their histories and tongues. Our concern here, however, is with the head of the Order, Saruman the White.

Even in those early years, Saruman was ever intrigued by the mechanisms that drove the world. He had a mind for metal and gearwork, and was an astute observer who saw things only in terms of potential use. Rock, tree, man, bird, and beast were all fulcrums and levers in his eyes. These things required only the proper manipulation to effect change. Always, he looked for larger patterns in the tide of history, how a change in the destiny of one individual could come to affect the fates of many. With such skill and knowledge at his command, he was responsible for many noble deeds, for his insights gave him a prescience that rivaled that of the Elves of old. It should come as no surprise, therefore, that Saruman swiftly rose to become Master of the White Council, the great assembly of the Wise. The Council set itself the task of preventing Sauron from regaining the One Ring, the whereabouts of which were, at that time, unknown.

Alas, Saruman’s pride was a terrible thing even then, for he believed he could turn the One Ring to his own will. Though he was master of the Council, he grew envious of Gandalf. Saruman knew in his heart that the Grey Pilgrim’s wisdom was the greater and that his voice carried much weight with the other members of the Council as well as the common folk of Middle-earth. The simple truth was that, had Gandalf longed for leadership of the Council, he almost certainly could have taken it for his own, but such things were not in his ambitions. Saruman began to fear Gandalf and worried that the Grey Wizard suspected Saruman’s growing fixation with Sauron’s Ring.

However, in light of subsequent events, it seems doubtful that Gandalf was aware of Saruman’s ambitions, but the White Wizard was dogged by his own fears and began to spy on Gandalf. In due time, Saruman discovered his peer’s interest in the Shire and resolved to learn the reason for Gandalf’s interest through all manner of spying and investigation. Of course, at this time, Gandalf had little reason for visiting the Shire other than a longing to pass the time in good company. However, Curunir was not convinced of Gandalf’s ingenuousness. In all honesty, at this time, there was nothing to suggest evil intent in Saruman’s actions, which can perhaps be perceived as the result of folly brought about by his great conceit. Nevertheless, Saruman began to see opposition where none truly existed, and the Council became split more often than it was united.

Saruman now saw himself in a race not only against Sauron, but also against the members of the White Council. He did not credit the Council with the courage to seize the opportunity before them, a chance to seize Sauron’s Ring of Power and to use it against the Dark Lord. Saruman’s opposition swiftly turned to disdain of his fellows. From that
THE WHITE COUNCIL

Though the Wise who made up the White Council undoubtedly had a huge influence on the events of the Third Age, the membership of this group is never detailed in The Lord of The Rings. We know that Gandalf, Saruman, Elrond, and Galadriel were all members of the Council, and that Celeborn, Glorfindel, Radagast, Cirdan, Gildor, and Erestor (and maybe even Aragorn) possibly were also. Enthusiasts of The Lord of The Rings game can use this list of members (and potential members) to create alternate Fellowships for games. If you wish to have other members of the White Council take part in your scenarios, Cirdan can be represented with Celeborn’s profile, Gildor with Haldin’s, and Erestor with that of an Elven Captain.

moment on, Saruman’s will hardened against the Council members, whom he saw as weak and unworthy of the power they commanded. So it was that Saruman began to block the Council’s attempts to confront Sauron. Saruman now saw the Ring as the vessel through which he could assert his will, not only on the Council, but across all Middle-earth as well. In his mind, there was no longer any difference between ally and enemy. All would deny him the Ring, and therefore, everyone must be thwarted.

Saruman used all of his skill to manipulate events for more than 100 years. He exercised his influence over the Council, and thus the wider world, to create a situation in which neither his unwitting allies nor his enemy could be assured of victory and, more importantly, possession of the Ring.

On at least one occasion, Gandalf counseled the Wise to assault Dol Guldur, then a chief stronghold of the Dark Lord, only to be blocked by Saruman’s decree. It was only when Sauron’s forces began to search the area where Isildur had been slain that Saruman, fearing that the Lord of Mordor would find the ruling Ring, finally relented. By this time, the idea of possessing the Ring must have begun to weigh heavily on Saruman’s mind, for he redoubled his efforts and was desperate to maintain his advantage. He began using the Palantir of Orthanc, which he had found locked away when he took up residence within the Tower of Isengard, to spy on Sauron. The White Wizard gave little regard for the dangers of this enterprise, and from this time onward, it is unclear as to how many of his actions were truly his own and how many were the whims of a manipulator greater than he.

When the White Council met for the final time, discussion turned once more to the Rings of Power. It was then that Saruman purported to know the fate of the One Ring—that it had passed down the Anduin after Isildur’s death and was now lost in the great sea. Of course, by now, it had come into the possession of one Bilbo Baggins of the Shire, but none were to know that—even Gandalf had yet to guess it. Saruman, for his part, did not truly believe that the Ring was lost, but perhaps saw this lie as the simplest way to divert the attentions of the Council. If so, he failed, for even as Saruman withdrew to Isengard and began to fortify in preparation of the next stage of events and to assemble his own army, Gandalf redoubled his search for the Ring. The White Council never met again.

Much of what happened in the following years is now a matter of common knowledge, and thus, I shall not dwell upon it here. Much is written elsewhere of how Saruman sought to acquire the Ring and, in so doing, hinder both Sauron and Gandalf; of the invasion of Rohan, and of his eventual death at the hand of one of his vassals. What is often forgotten is that, but for the folly of his pride, Carunir could have been — and indeed was for a time — a great force for good in the world. That he chose to leave the path in pursuit of forbidden goals is how he will be remembered, as he will for his arrogance, weakness, and pride. Not all evil deeds begin with evil thoughts, but the choice between light and dark was his and his alone.
GOOD HERO

SARUMAN THE WHITE (WIZARD)

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<th>Saruman the White</th>
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<th>Might: 3</th>
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These rules are provided to allow you to play games with Saruman as he was before he left the path of the White Council. Obviously, as a profile already exists for Saruman as an Evil Hero, you’ll have to agree with your opponent to ensure that you don’t end up with two Sarumans in a game.

Wargear

Saruman carries his staff (two-handed weapon). At additional cost, he may have the following item.

| Horse | 10 pts |

Special Rules

**Staff of Power.** Saruman’s staff is not only a symbol of his authority but a potent talisman. To represent his staff’s power, he can expend 1 point of Will each turn without reducing his own store of Will.

Magical Powers

**Sorcerous Blast.** Range 12"/28 cm. Dice score to use: 5+. This power can be used against a single enemy model. There must be no other models from either side obscuring Saruman’s view of the target, but partially obscuring cover is ignored. If the power is employed successfully, the target is blasted directly away from Saruman and knocked to the ground. Roll a die and move the target that number of inches or double that number of centimeters (i.e., 1-6" or 2-12 cm). Any models that lie within the path of the blasted model are automatically moved aside and knocked to the ground. If the target is fighting, then all the models in the same conflict are knocked to the ground whether they are friend or foe. If models are blasted into obstacles, they are also knocked to the ground. The target model counts as having been struck one blow at a Strength value of 5, and every model that is knocked to the ground is struck one blow at a Strength of 3.

**Effortlessly Immobilize.** Range 12"/28 cm. Dice score to use: 2+. The victim can do nothing further that turn. In combat, his Fight value counts as 1, and he rolls 1 die regardless of how many Attacks he normally has. If he wins a combat, he will not strike. If he loses, he must back away as normal. The victim can still use Might, Will, and Fate but cannot make heroic actions. The effect lasts for the remainder of that turn.

**Terrifying Aura.** Dice score to use: 2+. This power enables the Wizard to assume a terrifying aura. Once the power has been successfully cast, the Wizard counts as terrifying to all Evil creatures as long as he has at least 1 point of Will left. If the Wizard’s Will drops to 0, the terrifying aura is extinguished. See the Courage section in the rulebook for details on terror.

**Instantly Command.** Range 12"/28 cm. Dice score to use 3+. The victim can do nothing further that turn as described for Effortlessly Immobilize; however, the Good player can move the victim up to half a move as soon as the power takes effect, even if in base contact with an enemy (there is no need for a Courage test in order to charge a terrifying enemy). The player can do so even if the model has already moved that turn. The model cannot be moved out of a combat if it is already engaged. The model cannot be forced to perform any actions that would cause direct harm to the model (such as jumping off a cliff).
SCENARIO – NAN CURUNIR

The year is 2759 of the Third Age. The first siege of Helm’s Deep is ended and the Dunlendings are fleeing Rohan for the safety of their mountain homes. After many months of a desperate war for survival, the sons of Eorl are once more free to rule their land in peace. However, all is not well on the northern marches of Rohan, for the Goblins of the Misty Mountains have begun to spread south across the wolds, and raid and burn as they come. The worn and weary Rohirrim have little choice to ride north and confront these new invaders. The confrontation comes at the northernmost point of the Gap of Rohan, in the vale of Isengard, at the center of which stands the forbidding Tower of Orthanc. The Rohirrim are greatly outnumbered by their foes, and several lurking Cave Trolls can be seen among the horde. Help comes to the sons of Rohan from an unexpected source – Saruman, master of the White Council. The White Wizard has been given leave to take up residence in Orthanc and has traveled north with an honor guard bestowed upon him in recognition of his station. With the assistance of Saruman and his escort, the Rohirrim may yet prevail.

PARTICIPANTS:
GOOD
Saruman the White
12 Riders of Rohan
6 Riders of Rohan with throwing spears
6 Citadel Guard with spears

EVIL
12 Moria Goblins with spears
12 Moria Goblins with Orc bows
12 Moria Goblins with shields
2 Cave Trolls with spears
1 Cave Troll with Troll chain

LAYOUT
This scenario is played on a board 48”/112 cm x 48”/112 cm. The game takes place at the entrance to what will later be known as the Wizard’s Vale. Thus, the table should be mostly flat with many rocky outcroppings and trees.

STARTING POSITIONS
The Good player deploys his force (excluding Saruman and the Citadel Guard) in the Good Deployment Zone. The Evil player then places his force within the Evil Deployment Zone. Finally, the Good player deploys Saruman in the Good Deployment Zone and the Citadel Guard within 6”/14 cm of him.

OBJECTIVES
The Good player wins if he reduces the Evil side to 25% or less of its starting numbers. The Evil player wins if the Good side is reduced to 50% of its starting numbers and Saruman is slain. If both conditions are met in the same turn, the game is a draw.

SPECIAL RULES
The Citadel Guard. For the purposes of this scenario, the Citadel Guard’s Bodyguard special rule must be used on Saruman (he effectively counts as being a Hero of Gondor for this scenario).

POINTS MATCH
To play this scenario with different forces, simply choose two forces of roughly equal points value. Neither side may arm more than 50% of its warriors with bows. The most expensive model on the Good side takes the role of Saruman.