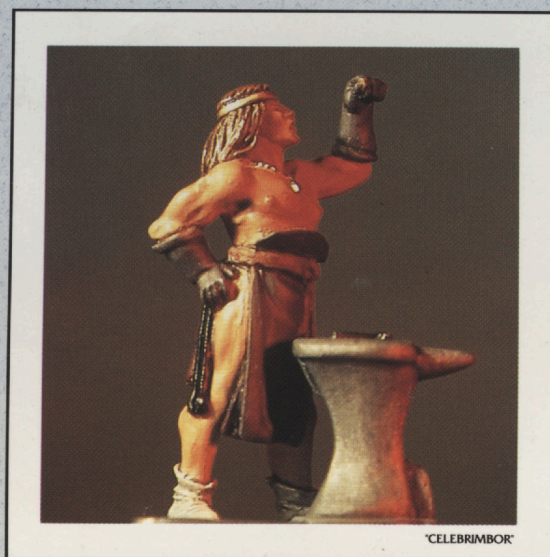


# mithril



"A COLLECTOR'S GUIDE TO  
MINIATURES FROM J.R.R. TOLKIEN'S  
"THE HOBBIT"  
AND  
"THE LORD OF THE RINGS"

# HANDBOOK

Number One



# Mithril miniatures - complete listing

## January 1988 - July 1991

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Grateful thanks also to Iron Crown Enterprises for their permission to use characters and information from several Middle-earth role-playing modules, especially to Pete Fenlon & Jessica Ney for their useful comments and criticism.

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# The Mithril Collection



A collector's guide to miniatures  
from J.R.R. Tolkien's  
**"The Hobbit"**  
and  
**"The Lord of the Rings"**

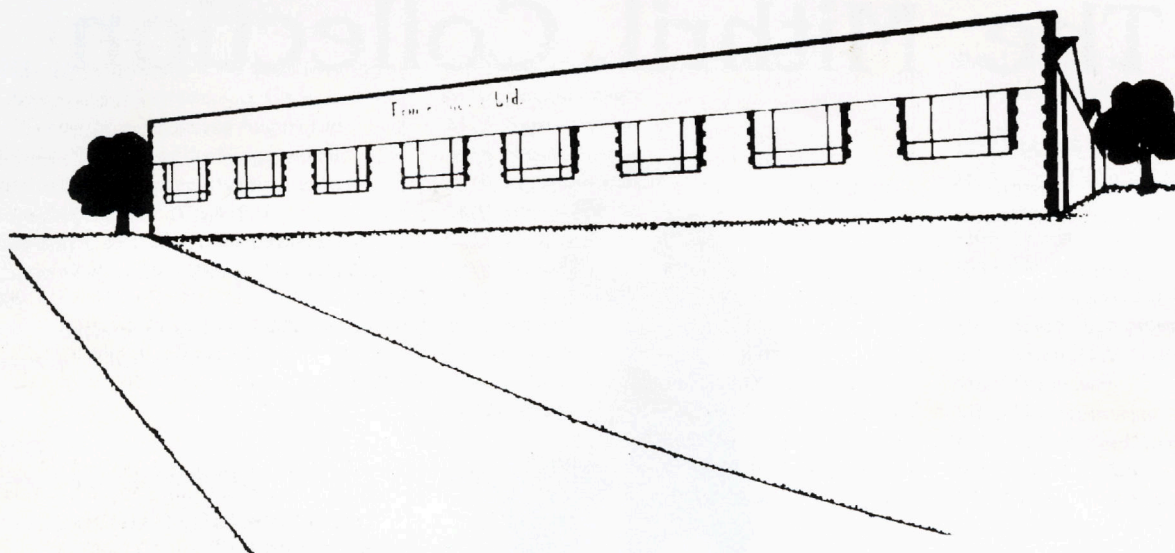
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*Mithril Miniatures Factory*

## Mithril Miniatures - a brief history

Mithril miniatures has its origins in the well known hobby company, **Prince August**, which has been producing moulds and kits to cast-your-own metal figures since the 1950's, originally in Sweden and latterly in the Irish republic. During the 1980's Prince August, took a step in a new direction from its familiar historical subjects, and produced a series of moulds to cast fantasy figures. These in turn led to another new departure for the company, namely the production of ready casted figures for the Fantasy market, called "Fantasy Armies". The range was "mainstream" fantasy and proved sufficiently popular to expand it over the next few years. A tie-up with a little known French role-playing game called "Bitume", with a series of miniatures, caused us to think about licensing in a bigger

way, and we considered Middle-earth to be the obvious one to aim for, having probably more subject matter for miniatures, more fans and greater longevity than any other fantasy world. Also, and probably most important, I have been a lifelong reader and admirer of Tolkien's work, and was excited at the prospect of producing these figures. Additionally we knew that Middle-earth was currently supported by an excellent game system produced by **I.C.E.** with much painstakingly produced support material in their Middle-earth modules. Discussions followed with the Tolkien company and finally the worldwide licence to produce Middle-earth miniatures was obtained. Subsequent meetings with **Pete Fenlon**, president of I.C.E. ensued and happily, our views of what Middle-earth should actually "look like", its cultures, peoples etc, were sufficiently similar for us to work closely with them. In this regard, we gratefully accepted much advice on the appearance of various figures in the range. The name change to "Mithril", seemed appropriate as Prince August was so closely associated with the production of moulds rather than cast figures. Its association with metal in Elvish made the name doubly appropriate.



**Lars Edman**

**Chris Tubb**

*Middle-earth roleplaying games from I.C.E*



Mithril attempts to create a range of miniatures that will please both role-players and collectors. Our releases are of 10 packs at a time, and each release usually covers one particular subject or specific locality of Middle-earth. Some releases are direct tie-ups with I.C.E. game-modules and depict both the characters and generic types contained therein. Others have no gaming connection as such, but feature various personalities and vignettes from Tolkien's work.

There are many Ages in the history of Middle-earth and many periods to choose from when designing a miniatures range. As a rule (though with some exceptions), Mithril figures fall into the period of the War of the Ring (T.A. 3019), or the mid Third Age (circa 1640) which is also the period chosen by I.C.E. for many of its role-playing scenarios. Most figures in the range are suitable in gaming terms for use at any time during the Third age. This present policy will change to some extent in the coming year, when sets of First and Second age subjects are envisaged, for inclusion in the range.

It is Mithril policy to keep the Middle-earth range to a certain size, which means that older figures in the range cease to be available as new ones are added. This is an ongoing process. It is also our policy never to re-release old figures once they have gone out of production in this way. We do, however, continue to make new versions of famous characters, like Gandalf, Galadriel, Elrond etc, so that these are nearly always in the current range in some form or other. We also attempt to keep a balance of certain generic types continuously in the range so that there are almost always Orcs, Elves etc available.

In addition to this, there are also plans for a series of boxed releases, depicting larger Middle-earth subjects such as the Balrog of Moria, some new dragons and other monsters.

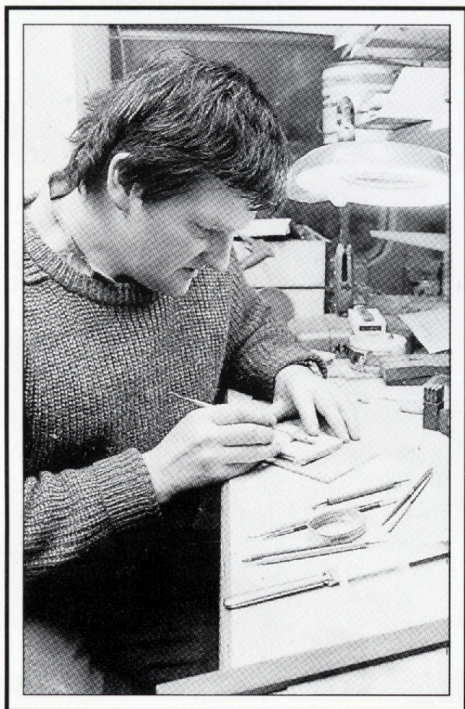
Tolkien is a "realistic" fantasy, and any miniature range which attempts to depict Middle-earth should, in our opinion, do so in a realistic way. We do not believe that the miniatures should be too "cartoon" like or stylised in anatomical detail or in animation, but should be correctly proportioned and as realistic in pose as the constraints of the mould-making process permit. With this in mind we attempted to approach the production problem from the opposite direction from that generally followed by manufacturers, namely that the figure has to be made to fit the restrictions of the production process. We produced the miniatures that we were happy with and invented a production process around them which could manufacture the figures in quantity, to a sufficiently high standard, which would enable us to retain detail and a high degree of animation and delicacy in the castings.

Much credit for this development during this early period must go to our mould maker of that time, **Tom Wilkinson**, who produced our first high quality miniatures. Our present Mould-maker, **Dan Kelleher**, has worked for many years in the development of production methods in various manufacturing companies, and is responsible for many new techniques which are used in our mould-making and casting process. Much of Mithril's reputation as a quality product is due to him.

The designer of Mithril miniatures is **Chris Tubb**. Chris has been making master figures for 15 years and has been with Prince August since 1979.

The miniatures are primed with a tough primer paint before leaving the factory, a process which enhances the appearance of the figure if it is to be left in unpainted form, and also serves as an undercoat for those who wish to paint them.

## MINIATURES PRODUCTION



*Left: A miniature is prepared, prior to going into production.*

*Right: Circular spin-moulds are produced, each containing several cavities in which the castings will form. The moulds are dusted with powder, prior to casting.*







*Left: The mould is spun in a centrifugal casting machine and the alloy poured into the central hole, at the correct temperature.*

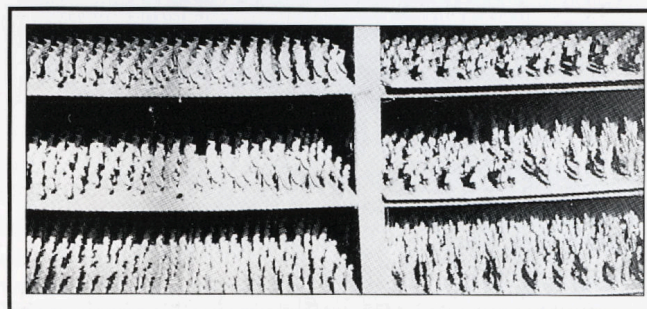


*Right: Once the mould has been spun and the metal has set, the miniatures are extracted and put into boxes prior to inspection.*

*Below: Each figure is inspected against a sample master figure to ensure that the casting is of high quality. Quality control is an extremely important part of the process. Any figure which is not properly casted or has flash or a heavy parting line is rejected.*

*Right: After inspection, the miniatures are sprayed with 2 coats of primer and left on drying shelves.*

*Below Right: The miniatures are blister packed in a sealing machine and then boxed for despatch.*







# THE MITHRIL FELLOWSHIP



Continued and growing interest in the Mithril Middle-earth collection and the increasing amount of mail that we receive from collectors of this range, with questions about Middle-earth or suggestions for future releases, has prompted us to form a collectors association, which is to be called the **Mithril Fellowship**. To operate the Fellowship, we have recruited **John Treadaway**, a well-known writer of fantasy articles and reviews. As a member you can write to him with your queries and suggestions concerning Middle-earth miniatures. Membership offers other valuable benefits also, as listed below.

## CELEBRIMBOR

### The great Elven Craftsman of the Second Age

New members will receive a free figure of Celebrimbor (as pictured on the front-cover of this handbook). This figure is only available to Fellowship members.

## HANDBOOK SUPPLEMENT UPDATES

You will receive a fully illustrated supplement on every new release of **MITHRIL** miniatures, which will contain information on each miniature (similar to those contained in this handbook) approximately eight to ten sheets per year.

## ILLUSTRATED QUARTERLY NEWSLETTER

Edited by **John Treadaway**, it will contain a letters forum, an exchange and mart section and book/game reviews. There will be regular features on painting and conversion of miniatures, and information on retailers.

## MEMBERS' REQUESTS

Members are encouraged to contribute their own suggestions for miniatures that they would like to see in the range. We will attempt to accommodate as many members' requests as possible. Those whose ideas are accepted will receive the first production casting of their figure free.



## MITHRIL FELLOWSHIP BADGE

A well-crafted enamelled badge in grey and silver, depicting the One Ring surmounted by the word **MITHRIL**.

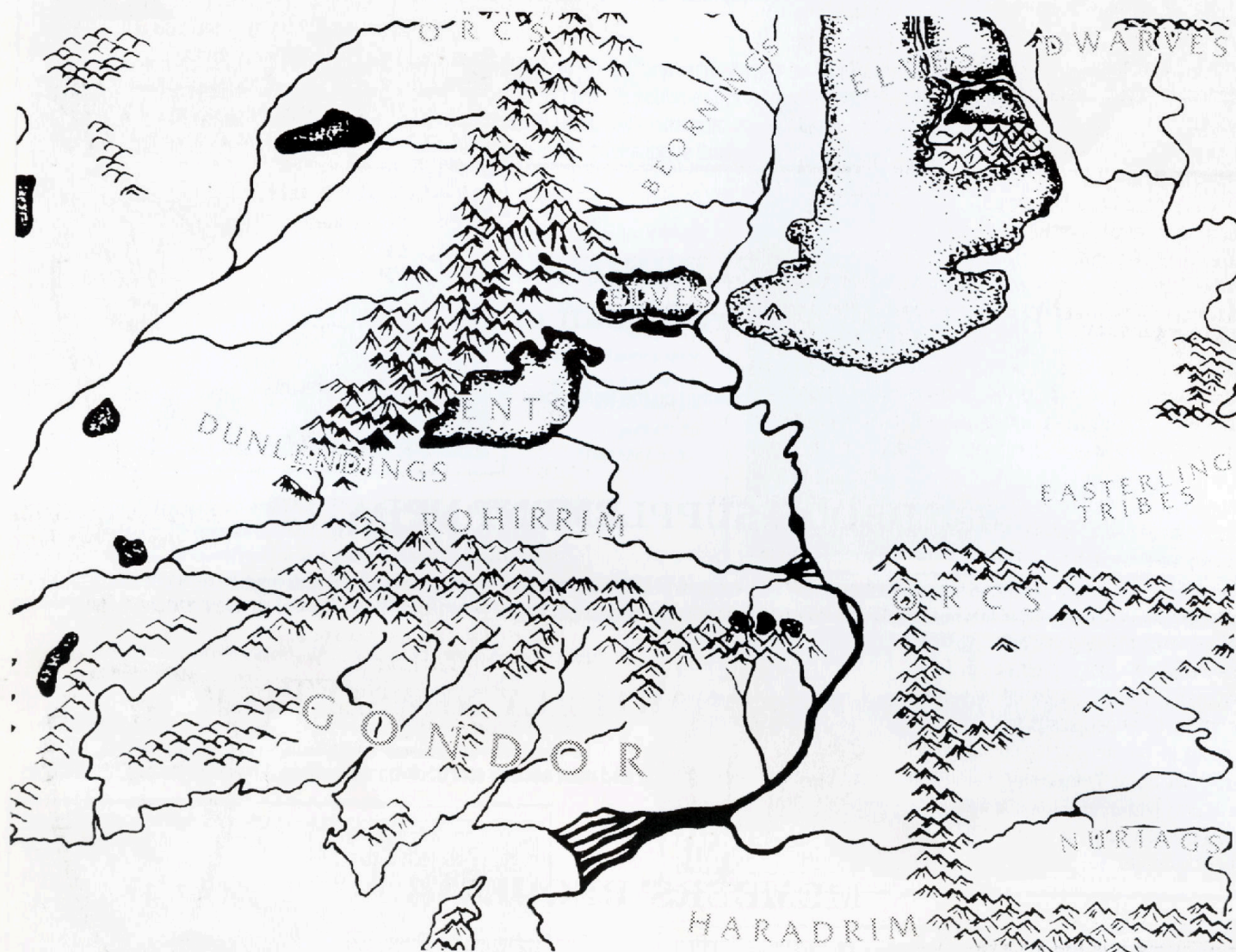
## SPECIAL FIGURES

At regular intervals, you will have the option of buying specially produced Middle-earth miniatures and vignettes, which will be available only to Fellowship members.

The cost of joining the Fellowship for 1 year is £20 Sterling or \$38 US. There is an application-form enclosed with this handbook. If at any time you are not happy with your membership, we will refund you for the time unused, but the Celebrimbor figure and badge are still yours to keep. Members will be presented with a unique, free Middle-earth figure, upon each renewal of their annual membership.



# THE RACES OF MIDDLE-EARTH



## HOBBITS

Hobbits are a shy and peace loving folk. Of small stature and relatively few in number, they avoid whenever possible, contact with the wider world outside their small communities, and prefer instead to follow their own pursuits, which include a largely pastoral way of life, and a great love of good food. In matters of warfare, Hobbits have no love or expertise, preferring evasion to confrontation. They are, in this regard quite adept, and can move in perfect silence when wishing to evade "Big folk".

Originally migrating from east of the Misty mountains, the Hobbits trekked slowly westward, surviving the wars between the men of Arthedain and the Witch-king, and eventually reached Bree, where many settled. Their leaders, Marcho and Blanco (figures M58a & M58b) were granted land beyond the Branduin by King Argeleb II of Arthedain, in 1601 T.A., which they gratefully settled, and which became known by them as the Shire.

The Hobbits of the Shire have little military organisation as such, employing "Shirriifs" to police their citizens supplemented by a system of volunteer border patrols known as "Bounders", to keep watch on their frontiers. When war has struck the Shire, as in the battle of the Green fields in Northfarthing in 2747 T.A., or during the war against Sharkey at the end of the Third Age, Hobbit forces consisted almost entirely of a hastily gathered militia, some bearing spears and bows, but most armed with farm implements for weapons.

*noisy*

*Hobbit figures from the Mithril range include:*

*M123 Frodo & Sam*

*M129 Merry & Pippin*

*M83 Smeagol & Deagol in boat*

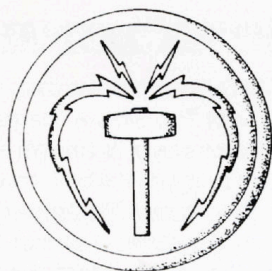
*M61 Two Hobbit Fighters with bow & spear*

*M60 Hobbit on Pony*



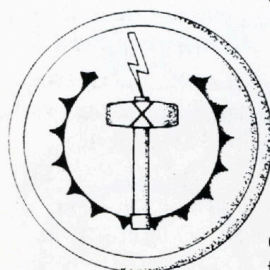
## Moria

Moria Dwarves, like those of Belegost and Nogrod in the First Age, favour larger shields, often 'kite' or 'tear drop' shaped which protects the unarmoured lower leg. The Moria Dwarves, along with all who fight in the restricted underground environment, also favour lower, rounded helmets and make more use of visors, often worked into monstrous designs, sometimes reflected in heraldic shield designs. The most favoured battle formation of the Dwarves is the Khazad-dhrumakhar - the Anvil of the Dwarves and this of particular value underground. This formation is essentially a solid shield wall with the front rank standing so close that the shields overlap, forming an 'anvil' upon which their enemies are beaten. Seven Stars in a triangular formation, with a larger central star representing Durin the Deathless, is a Royal icon and symbolises the seven Longfathers of the Naugrim. In Moria, Durin's successors used this device with a



**Shield Design of the Moria Dwarves showing the 'Mithril' device**

Mountain behind the central star, although his folk in exile use the device without the Mountain.



**Shield Design of the Dwarves of the Iron Hills**

## The Iron Hills

Dain's folk and his ancestors of the Iron Hills have more experience of fighting above ground than many other Dwarves. They have pioneered the development of fine chain mail hose and shorter chain hauberts as this gives more scope for speedy manoeuvre on the battle field. They favour the longer mattock and short spear more than the axe and this in turn has encouraged the use of a slightly smaller round shield where appropriate.

A hammer surrounded by a broken Iron Collar is used by Dain's people in the Iron Hills and recalls their victory over the Orcs at Azinulbizar, at the culmination of the Dwarf-Goblin Wars, when Dain Ironfoot slew the Goblin-king Azog in single combat.

## Erebor

A Curled Dragon - representing the Dragon Smaug is used by Thrór's folk who were driven from Erebor by the worm and vowed vengeance. Like their kin in Moria the Erebor Dwarves wear their beards forked and braided.



**Erebor Dwarves: shield design used by Thrór's Folk**

## ELVES

The Elves are the eldar children of Iluvatar, and fairest of all the folk of Middle-earth. Like the Valar and Maiar they are immortal, and do not age like Men. They can however die by violence or great grief. Elves are graceful, slender and generally taller than Mortals. Their skins are fair and without blemish.



**Mirkwood Elves: Elvenking Captain's Helmet**

By the third age, the Elven realms of Middle-earth, were but pale shadows of their former glory. The Elves were diminishing before the increasing Kingdoms of Men. Lindon, Fair Lorien and the Realm of Thranduil in Mirkwood were the last Elvish strongholds of any substance, in North-west Endor.

## Fighting methods

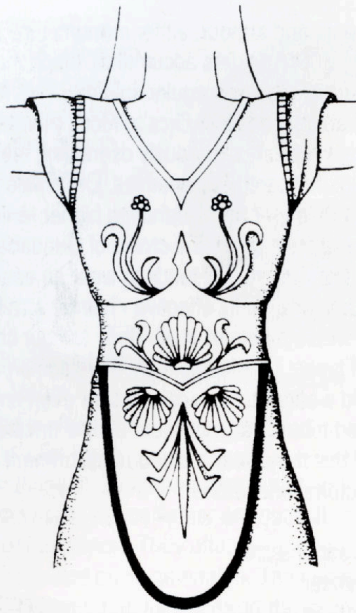
Most of the Elves of the Third age are Silvan (avari), those who have not made the great journey to the undying lands, in the dim past. They live chiefly in wooded areas, and whilst accomplished in woodcraft, and the arts of the forest, are less skilled in lore and deep magic than the Sindar and the Noldor, who are their overlords. Their main weapon is the longbow which they use with great facility. The diminishment of the Elven race in Middle-earth is reflected in their fighting methods and tactics. The Noldor, whose great armoured hosts had ridden, glittering, into battle against Morgoth in the First Age, were depleted to a mere handful. For the most part, the Elves can only muster archers and the like, light armed and lightly clad. As the Age progressed it became increasingly unusual for Elves to fight beyond their own borders, where, upon their own ground, they use the arts of Magic and spellcraft to supplement physical force, as a defence against an enemy.

## The Kingdom of Thranduil

One of the few recorded occasions of an Elvish army marching to war, is the Battle of the Five Armies T.A. 2941. Whilst the Elvenking himself and his Sindarin bodyguard rode to battle on horseback, the main body of his host, his Silvan troops, marched on foot. The Elvish host on this occasion characteristically comprised mostly archers, accompanied by numbers of spearmen, who, having thrown their primary weapon would then draw their swords and fight with these at close quarters. It is also recorded that long and slender two-handed axes were also used by Thranduil's folk, but armour would have been rare even amongst the Sindarin nobles, and non-existent among the Silvan soldiers. (see. "The Hobbit", Ch. XIV, Ch. XVII)

(For a complete description of the Elvenking's Silvan forces which took part in the War of the Last Alliance 3434 - 3441 S.A. see I.C.E's HALLS OF THE ELVEN-KING role playing module p.6)





*Corselet of the Mirkwood Elves, showing Silvan and Sindar motifs*

### Costume

The Silvan Elves favour short tunics and cowls cut in the ragged edge fashion which is probably a much stylised form of an overlapping beech-leaf pattern. It is common to find trackers and guards on the borders of the Elven-king's realm attired thus. Those Elves closer in their day to day dealings with the court would tend to wear the longer and simpler tunic of the Sindar.

The Elven subjects of Thranduil, in Mirkwood are for the most part Silvan, while the nobility are taller Sindar Elves. The costumes worn by his people are therefore an amalgam of preferences and motifs of both peoples. Unlike the Mannish Kingdoms, the looser government of the Sindar, does not foster any uniformity in costume or military garb, or even shield design. Personal taste however, among Thranduil's folk, favours a mixture of the naturalistic motifs of the Silvan Elves, like flowers, fern fronds, plant designs and the like with the sea themes so beloved of the Sindar, such as the scallop shell, Elven longships and seabirds.

### Lorien

The folk of Lorien, being a similar mixture of these two Elven kindreds, are not very different, although Sindarin taste is more widespread here even amongst the more rustic wood-Elves. The Nobility wear some Noldo motifs in deference to their Lady Galadriel, who is of this folk. Stylised crystalline patterns, geometrical and complex are popular, as Noldo motifs, and of course the Mallorn flower is a popular device amongst all the peoples of this realm. The device of Amlath, an early ruler of Lorien, (a Mallorn tree - Cerin Amroth, flanked by two smaller ones) is favoured by the nobility of the Golden Wood.

Like the Elves of Mirkwood the folk of Lorien would fight as light infantry, and place greater reliance on enchantments and magic to ward off attack.

See also I.C.E.'s *LORIEN* and *RIVENDELL* roleplaying modules.

*Elven figures from the Mithril range include:*  
**M1 & M205 Galadriel & Galadriel enthroned**  
**M63 King Thranduil enthroned**  
**M264 Queen Arhendhiril & two maids**  
**M137 & M211 Celeborn & Celeborn Mounted**  
**M65 & M126 Legolas**  
**M142 Glorfindel**  
**M208 Amroth, Prince of Lorien**  
**M207 Nimrodel, Silvan Princess**

## TROLLS

Trolls are by far the largest of the bi-pedal common races used by the dark powers of Middle-earth. They are of massive build - surpassed in stature only by Ents - and their origins are shrouded in mystery. They appear to have been created from stone by Morgoth early in the First Age and were made in mockery of the Ents whom he despised. They are greedy and unsocial by nature, although they can hunt in small groups if benefit can be gleaned from weight of numbers. In general, however, Troll's chaotic and brutish natures mean that organised societies larger than very small, family groups are impossible to maintain.

Trolls are invariably larger than man sized and the largest, the Cave Trolls, can be as much as fifteen feet tall. All Trolls, being made from stone, suffer when exposed to direct sunlight and being caught by the direct rays of the sun means certain death for most as they revert permanently to the hard rock from which they are made. Against all other forces, though, Troll's thick, scaly hides are proof against all but the sharpest blades and, in consequence, these fearsome creatures have little need for either clothing or armour.

### Cave Trolls

As the name suggests, these live in caves, although they prefer to inhabit natural caves or those excavated by other creatures rather than digging a home for themselves. They occasionally wear clothing or carry useful items in pouches or bags but they manufacture little or nothing themselves preferring to take items from other creatures - usually their victims. They are cannibals although they prefer almost any other living creature - sentient or otherwise - for food. Although they may amass stolen weapons as trinkets, they employ almost none in combat preferring simple - though massive - clubs. Their skins are a dark green or black and they are slow, lumpish creatures.

### Mountain or Hill Trolls

These are slightly smaller, rather lighter and slightly more nimble than Cave Trolls. They are better suited to the higher, rougher ground where they make their homes, often caves or shelters constructed simply of stone slabs. They sometimes enhance clubs by fitting stone heads to them, although these are not knapped or shaped in any way. Their feeding habits are similar to Cave Trolls and their skins are a mostly of a dark green or greeny black hue. Although naturally congregating in no more than family groups, they have been trained for use in the Armies of Darkness, although they are usually reserved for wild charges as they are difficult to control.



## Snow Trolls

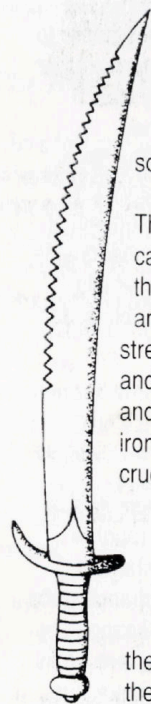
These inhabit the Hithaeglin's higher peaks and northern areas around the Ice Bay of Foroshel. They are similar to short Mountain Trolls, being some nine or ten feet in height, but are broader than their cousins. They often wear uncured, white bear furs (the creatures from which they are taken form a major part of the Snow Troll's staple diet) and are almost totally solitary so that both cannibalism and breeding are rarities. They have especially broad feet to assist their passage through snow and have greater cunning than most Trolls when stalking their prey; they often hunt during blizzards and, unaffected by the cold and with their passage masked by the wind, they secretively approach their victims, preferring to throttle them from behind or to beat them to death with their bare hands although they will, if pressed, use weapons that fall to hand including the tusks of sea mammals that they have killed or spikes of ice. Snow Trolls are a pale, frosty jade green.

**Troll figures from the Mithril range include:**  
**M23 Large Stone Troll**  
**M48 Angmar Troll with morning-star**  
**M49 Angmar Troll with cleaver**  
**M148 Olog-hai Troll**  
**M174 Cave Troll of the Underdeeps**

## ORCS

The words Goblin and Orc are both variously applied to the most numerous and energetic of all of the evil races of Middle-earth. The Orcs were made, as were Trolls, by the Dark Lord during the First Age in mockery of Elves or may even be corrupted Elves. They are, however, as unlike Elves as Trolls are unlike Ents: they have thick hides and muscular, fanged faces and are grey or grey/black in colour. In stature, they are smaller than men although they have great strength and powers of endurance: they may run many leagues in pursuit of a foe - particularly a victim over whom they believe they have a numerical or some other advantage.

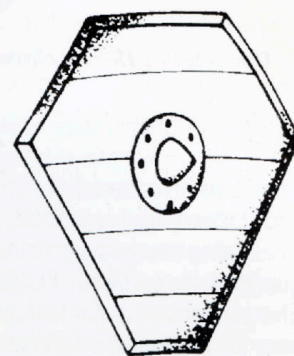
They are, however, intelligent creatures who are capable of living in complex social structures although these are invariably autocratic societies where respect and authority are usually gained by dint of superior strength or greater cunning. They are skilled fighters and productive smiths and manufacturers - their armour and weapons are never fair or beautiful but the black iron from which they are formed is strong and holds a cruel, ragged edge well. As a race they live to fight and be warriors and every facet of their lives - all of their traditions and everything they produce - centres around their desire for combat; to kill. For example, they are skilled in the techniques of healing although their methods are painful and barbaric, typified by the healing balm given to Merry during the race across the Wold. Orcs fight best under a strong leader so that they have a figure on which to "focus" their will. A leader will have, via a combination of respect and fear,



**Teethed scimitar of the Hithaeglin Orcs**

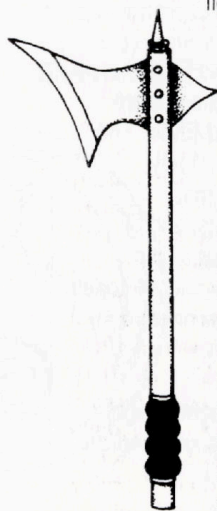
the pick of weaponry and armour, either manufactured or captured and, by this method, Orc leaders accumulate much more elaborate armour and weaponry than the regular soldiery. This has three advantages: it enables the lesser Orcs to focus their attention on their leader figure whilst simultaneously overawing their underlings and, finally, it helps to scare their enemies. Orc chiefs tend to favour horned helmets with longer horns denoting higher rank. Stylised Bat-wings are sometimes used (the crown of Gundabad itself has these). The common Orc soldier tends to wear an easily manufactured - though brutally effective - helmet with little decoration, if he wears a helmet at all. Body armour comprises of an assortment of types: Chieftains might have some plate mail, other ranks would wear chain or scale mail or even ring mail. The less well equipped tribal Orcs may wear simple uncured hides or furs. Under all of this they wear a hideous assortment of filthy rags and scraps of material and leather.

Their favoured weapons are the black iron scimitar (sometimes a teethed variant), a short hunting bow with which they are adept, the spear - a stout hafted weapon suited more to combat and being thrown at short range rather than being used as a javelin - and the dagger. With the one handed weapons with which they mostly fight, the Orcs invariably carry shields, usually small and round or triangular. Orcish forces sometimes contain berserkers: Orcs of an even less stable, even more ruthless personality than their compatriots who, inflamed with hatred and bloodlust fight, with larger axes or other two handed weapons and often discard both shields and armour in their rage. Orcish officers usually carry whips as well as scimitars: both are used to 'encourage' their troops. Some Orcs fight allied to the wild wargs who they ride. This terrible combination of Orc and huge wolf makes an effective fighting unit: with the speed of the warg hardly diminished and it still



**Shield Design of the Hithaeglin Orcs**

able to use its powerful jaws to full effect, but with the fighting skills of the Orc on its back they are particularly devastating against cavalry, riding under the bellies of the horses, between their legs and causing grievous damage, as they did at the Battle of the Fords of Isen.



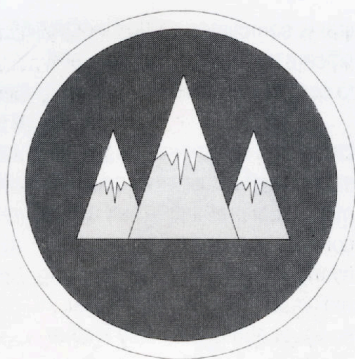
## Hithaeglin

The Great Goblin's stronghold is in the Hithaeglin and his army is large and fearsome. It is well equipped with mail and scale armour and, although dress is in typical Orc fashion they wear fur cloaks and their clothing has more fur trim to beat off the cold. The wolf is treated as a totem animal among the Hithaeglin Orcs who will often wear the heads and pelts of Wargs and wolves, as a war dress.

**Axe of the Hithaeglin Orcs**



Their shields often carry a painted wolf's head, although these vary greatly in design - some are painted in profile, some head on, and all with greatly varying degrees of skill.



*Shield Design of the Orcs of Gundabad*

## Gundabad

The greatest Orc stronghold in Middle-earth is Mount Gundabad to the north of the Misty Mountains. Like the Hithaeglir Orcs, those of Gundabad often wear fur to stave off the cold, however they tend to use lighter armour with ringmail and leather being quite common. They often wear hooded cloaks, again fur lined where rank and privilege enable. Their shields often carry the three peaks of Gundabad as a stylised device.

Orcish standards often feature bodily remains of victims or totems - ie wolf's heads - as decoration. Other elements of the standard usually carry symbols of allegiance: The Lidless Eye of Mordor; The Skull-Moon of Morgul; the White Hand of Saruman etc. These are invariably placed on a black or sometimes red background.

*Uruk-hai*

## URUKS

Dark powers have, throughout the Third Age, tried to cross breed a 'better' Orc: some attempts have been made to crossbreed them with Men, using captured human females obtained in raids of Mannish settlements. However the Uruk-hai are simply an 'improved' breed of Orc, contrived in the same way that men breed horses. Almost all Uruks are under six feet with grey or black skin. They are less bow legged than regular Orcs and, indeed, of more human build generally, although there is no mistaking their Orcish background. They are strong, powerful and cunning, taking military training fairly well. They fear no sunlight.

**Orc & Uruk figures from the Mithril range include:**

**M164a Azog, the Goblin King**

**M141 The Great Goblin**

**M102 Bralg the Insane**

**M101 Gundabad Orc Serfs**

**M99 Karagat, High Priest of Gundabad & victim**

**M98 Gundabad Orcish soldiers (2 figures)**

**M97 Gundabad Uruk-hai Imps**

**M96 Akargin, Warlock of Gundabad**

**M93 Zalg, the Goblin King**

**M95 Saviga, Zalg's consort**

**M94 Gundabad Uruk-hai Royal Guards (2 figures)**

**M22 Goblin scout**

**M21 Hithaeglir Orc Warrior**

**M20 Hithaeglir Orc Chieftain**

**M25 Large Warg**

# THE DARK ARMIES

## THE ARMY OF MORDOR

### Men

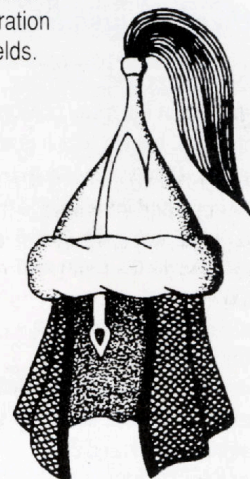
Throughout the three ages of Middle-earth, the Forces of Evil have employed men to do their bidding. Some were willing; some less so. Many were tricked into service with false promises of land regained or kingdoms returned. The most numerous of all the men employed by Sauron are the Variags and the Haradrim.

### Variags

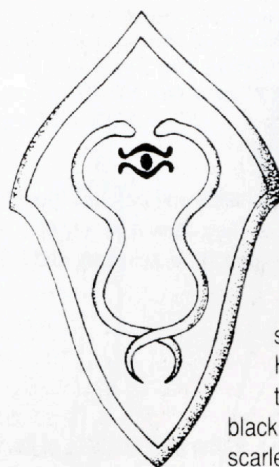
The Variags of Khand are horsemen: small in stature and swarthy, they wear leather, sometimes fur-trimmed, and fight with bows and short javelins. Their horses are revered and chiefs wear long horsehair plumes upon their conical helmets. Their Gods are those of fire and darkness and the chieftains carry necklaces of Obsidian blades as the ancient implement for ritual scalping. They carry these scalps - gleaned from their unfortunate victims - as decoration sewn onto their costumes and their shields.

### The Haradrim

The Haradrim wear loose fitting clothes as do many inhabitants of warmer areas, but those of Haradrim in the service of Mordor often make some concession to the more Northerly clime by the wearing of fur lined/trimmed leather cuirasses. The armies in the service of the Dark lord sometimes wear their own armour and carry their own weapons and the Haradrim are no



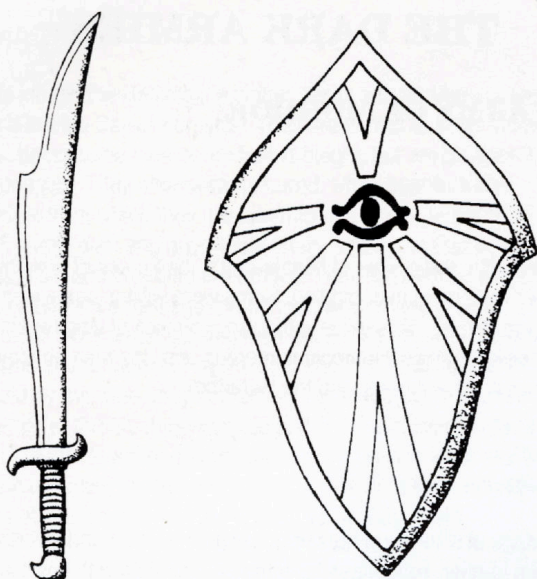
*Nobleman's Helmet from Near Harad*



*A Haradan shield design used by troops fighting for Mordor*

exception: the personal body guards of Kings and Princes wear much traditional red, scarlet and maroon, with brass, gold and gilded items and jewelry. Some even have gilded armour. The armour itself is a mixture of decorated, sometimes fluted, plate over scale and mail and they carry spears and long, sharp scimitars. Haradrim shields and standards bear their own motifs (snakes, usually in black or black and gold, intertwining on a scarlet background, the unmerciful eye of the Sun, and also the red Eye of Mordor) They often bear their own shield motifs combined with the red eye of Mordor.





*Above left: A scimitar of an Uruk of Mordor*

*Above right: A Haradan shield design featuring the "merciless sun" used by troops fighting for Mordor*

### Other Mannish Races

Those poorer units, or those, like men from Umbar who have long been held in the sway of Mordor, are issued with the standard issue Mordor pot helmet which is worn by Orcs and Men alike. Similarly, they are issued with Orc manufactured scimitars and Mordor shields although some retain heirlooms of an era when they were a part of Gondor in the shape of long, Mannish swords. Even with this amount of standardisation, however, many of these Mannish troops carry standards incorporating their own designs. For example, troops from Umbar often add the Tengwar letter 'Umbar' on their shields in addition to the other devices noted above.



*Shield of the men of Umbar featuring the Tengwar letter "Unbar" and the Skull-moon of Minas Morgul*

Other races, like the Sagath, Nuriags, Balchoth and Wainriders fight with their own distinctive costumes but with the red eye on their shields and banners though often with their own, traditional devices. They carry a variety of weapons from axes, favoured by the Balchoth, to scimitars and spears.

### Orcs

Mordor utilises Orcs and, latterly, Uruks as the bulk soldiery of its Army. They are almost totally expendable in battle and are often driven forward in waves towards an enemy. Like other Orcs, those of Mordor tend to favour weapons such as scimitars, short spears, daggers short bows and axes, although the whip and the morning

star is sometimes carried by Orc officers as a status symbol - and to control their minions.

Uruks and common Orcs wear the same ragged costumes as their more tribal brethren. Their armour consists of serviceable, but crude overlapping metal plates and ring mail fastened to a leather coat, however sometimes only leather armour is worn. Orcs wear the horned Mordor Pot helmet as do Uruks, although the Uruk's helmets generally have taller horns on their helmets than lesser Orcs. Orcs of Mordor have the Red Eye or the Skull Moon on their shields.



*Uruk Helmet used by the forces of Mordor*



*Shield Design, used by both Men and Orcs of Mordor*

### Trolls

Although Mountain or Hill Trolls are used by Sauron, the elite troops of Mordor are the Olog-hai, or Black Trolls. These are a specially bred type of Troll created by Sauron in the last years of the Third Age. They are as much as ten feet tall and fight with forged metal warhammers and shields, although it is highly unlikely that they actually manufactured these implements themselves. They can be regimented and formed into very effective fighting units that will obey simple orders, are fierce opponents and are immune to the effects of the sun. However, for all their 'improvement' they are still Trolls and they have a major disadvantage in battle: like all Trolls, the lure of a fresh kill fills their minds and they may halt an attack for a short period to feed on their victims. Olog-hai are jet black and some wear a rather large version of the Mordor helmet but with three horns along the front-back meridian of the helmet.

A more recent Troll breed used by the armies of Mordor are the Pertereg, or Half-troll. These are small for Trolls - averaging around seven feet tall - and are agile fighters in appearance rather like large Uruks, with black skins and red tongues. They are said to be a mixture on mannish stock being a cross breed of Variags and some kind of Troll. They wear leather armour, often with ring and plate mail added, and carry shields and large axes or hammers.



**Mordor figures from the Mithril range include:**  
**M145 The Mouth of Sauron**  
**M146 & M147 Nazgul mounted and on foot**  
**M149 Mordor Half Troll Commander**  
**M150 Mordor Uruk**  
**M151 Orcs of Mordor (2 figures)**  
**M152 Mordor Variag Horseman**  
**M153 Mordor Haradan Captain**  
**M154 Mordor Haradan Infantry (2 figures)**



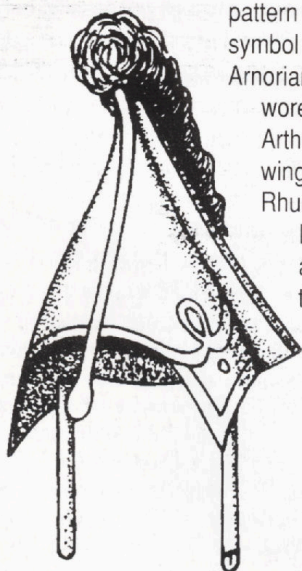
## THE ARMY OF ANGMAR

During the Third Age an evil force grew in northern Eriador which was led by the Witch-king of Angmar. The Witch-king and his armies engineered the undermining of Rhudaur, Cardolan and Arthedain and he was eventually revealed to be the leader of the Ringwraiths and a part of the designs of Sauron.

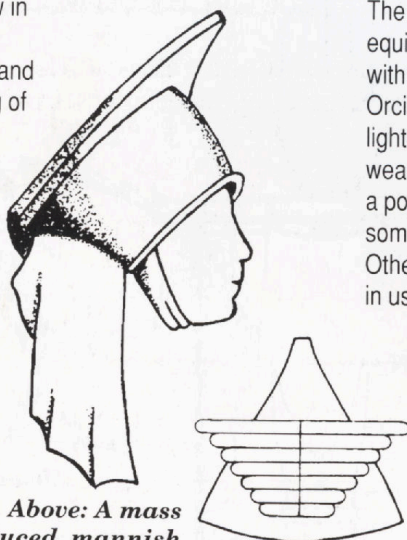
### Men

The army of the Witch-king of Angmar has within its ranks men of many races: Hillmen, Easterlings and even some Northmen. They are all well equipped from the armouries of Angmar: the troops are mostly scimitar armed and the infantry carry short spears. Armour is generally leather with a fur trim in the Northern clime, but officers and nobles wear platemail or chain mail. The helmet is the ubiquitous Angmar helm, mass produced from three pieces of metal to form a three sided pyramid shape. It has a chinstrap and mannish races often wear a cloth around the head or a coif of some kind to ameliorate the discomfort of this helmet although the Orcs who wear it seem not to afford themselves this luxury. The armies from Rhudaur, who are enlisted in the army of the Witch-king wear

the Angmar helmet but with a metal wing pattern on the back face. This is a symbol of Rhudaur from its time as an Arnorian Successor, when the army wore a helmet similar to that of Arthedain, but with a back slanting wing rather than a fin. The men of Rhudaur are somewhat like their Dunlending cousins in appearance but with generally thicker, furrer clothes and with very long platted hair. Chain and plate mail is more prevalent amongst the Rhudaur Northmen than amongst the Hillmen or Easterlings.



*Mannish Captain's helmet from Angmar*



*Above: A mass produced, mannish helmet from Angmar and (right) the rear view showing the Wing of Rhudaur*

### Orcs

The Orcs of Angmar are equipped much like the Men with the angular helmet and Orcish scimitar. Some of the lighter troops, like archers, wear a leather cap but with a point in the centre, somewhat like the helmet. Other than this, they dress in usual Orc fashion - filthy rags etc. The shields, like the mannish shields, are kite shaped with the design of a red fortress on a black background.

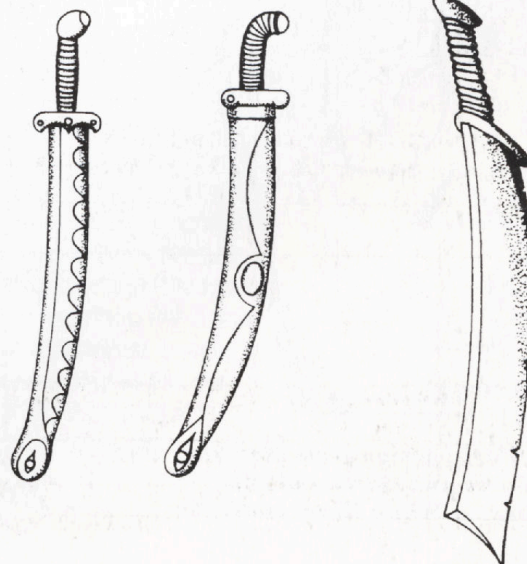


*An Uruk helmet from Angmar*

### Trolls

Only a few ordinary trolls fight in Angmar's army. There are however, Black-Trolls or Olog-hai from Dol Guldur, which have been sent to fight for the Forces of Angmar. The Black Trolls of Angmar are few in number and are better equipped than those found in other armies. They often wear ragged leather and mail armour common to the Orcs and, like the Orcs and Men of Angmar, wear iron helmets with a forward facing iron crest. They fight with two-handed cleavers and giant morning-stars. The Trolls will often carry the heads of defeated important enemies tied by the hair to their belts as a trophy and as a mark of rank. See the description of Olog-hai in the Mordor Army.

*Angmar figures from the Mithril range include:*  
**M3 The Witch-king of Angmar (mounted)**  
**M51 Angmar Orc wolf-rider (horn & scimitar)**  
**M50 Angmar Orc with scimitar**  
**M49 Angmar Troll with cleaver**  
**M48 Angmar Troll with morning-star**  
**M47 Angmar Orc with spear**  
**M42 Angmar Mannish Captain (mounted)**  
**M43 Angmar Mannish warrior with scimitar**



*Left to Right: An Orcish scimitar; a Mannish scimitar; and a Troll cleaver, all from Angmar*



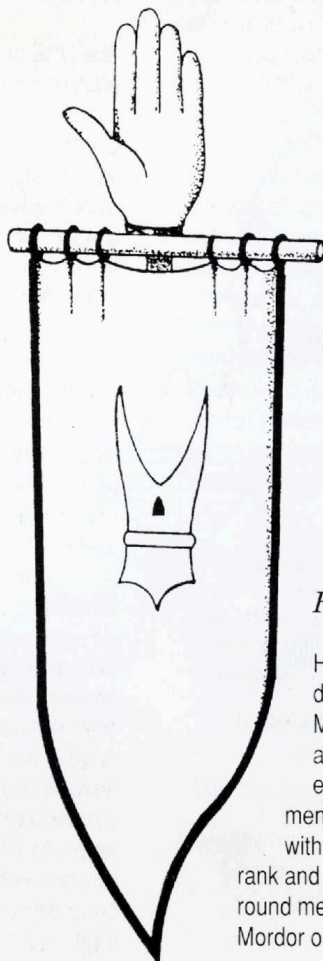
## THE ARMY OF ISENGARD

### Men

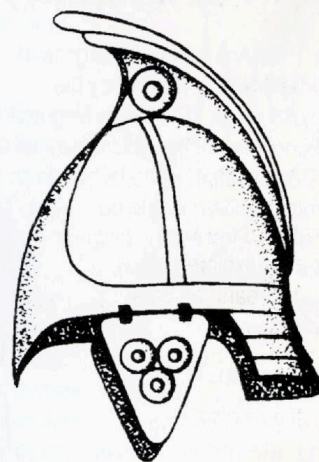
The men who fight for Isengard are almost all Dunlendings. The armouries of Isengard produce high quality weapons, and her armies, though smaller than those of Mordor and Angmar, are generally well equipped. The Dunlendings fight in their own native costume: hardened and studded leather armour is popular and mail is usually found only amongst nobles. Some fight with the long and inferior blades of their homeland but most are armed with the fine quality Northman type swords of Isengard. They carry their own ovoid or hexagonal shields but with the white hand of Isengard upon them.

### Orcs

Uruks and Orcs of the Hithaeglir fight for Isengard; like all Orcs they tend to wear a ragged assortment of armour and mail, but being Hithaeglir Orcs, wear more fur items and wolf related motifs than their Mordor cousins. They carry shields with the White hand symbol, usually on a black background.



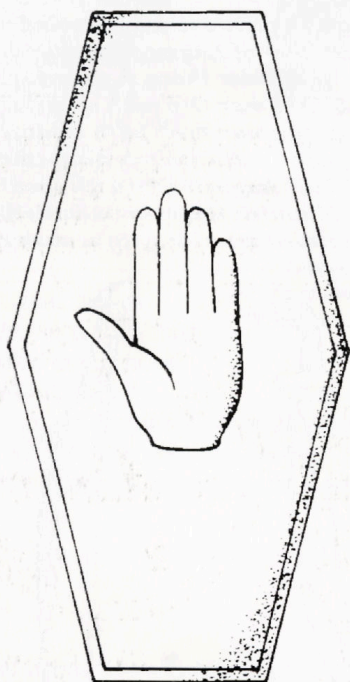
*Above: Half-orc standard from Isengard featuring the Orthanc motif*



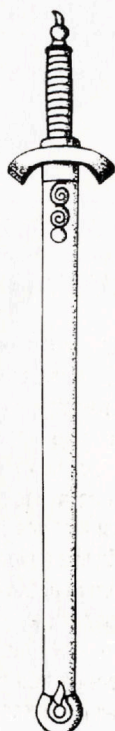
*Above: Half-orc helmet from Isengard*

### Half-orcs

Half-orcs and Man-orcs, or Peryrch, are terms used to describe varying mixtures of the races of Orcs and Men and are Saruman's most prized weapon. They are a cross-breed of Dunlendings and Orcs: tough and enduring like the Orcs, but almost as intelligent as men. Those in the army of Isengard are well equipped with mail coats, and straight Northman type swords. The rank and file tend to wear leather coifs, while the officers have round metal helmets, of far superior quality than those of Mordor or Angmar. They carry an elongated hexagonal shield which bears the symbol of the white hand. Some Half-orcs, perhaps possessing only one quarter or one eighth 'blood', can pass amongst humans as spies or other infiltrators.



*Above: Shield design from Isengard used by Half-orcs and Dunnish levies featuring the White Hand motif.*



*Left: Sword design from Isengard used by Half-orcs and Dunnish levies.*

*Isengard*

*Isengard figures from the Mithril range include:*

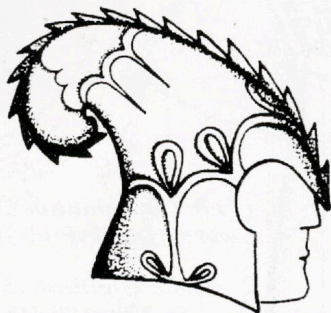
- M138 Saruman & the Palantir*
- M175 Saruman at Orthanc*
- M181 Wormtongue*
- M8 Dunlending Chieftain*
- M118 Bill Ferny & Southron Spy*
- M184 White Hand Orc with Pippin*
- M183 White Hand Orc with Merry*
- M180 Half-orc Captain of the White Hand*
- M179 Half-orcs of Saruman (2 figures)*
- M178 Orc of the White Hand*
- M170 Menoib, Dunlending Chieftain*
- M171 Solophen, Dunlending shaman*
- M177 Dunlendings of Isengard (2 figures)*



## THE REALMS IN EXILE

### NUMENOR

The second age saw the rise and fall of the great Kingdom of Numenor. During this period the Men of Westernessee explored much of Middle-earth and a great deal of their culture survived into later ages. For example, it was during this period that the Karma helmet came into favour, especially amongst the Uinendili - the fighting mariners - and its influence on the helmets worn by the forces of Arnor and Gondor can be traced. The remnants of Numenor, led by Elendil and his sons Isildur and Anarion, fled to Middle-earth following their homeland's destruction and in there they created the realms of Arnor and Gondor.



*Numenorean "Karma" helmet, from around the time of the War of the Last Alliance*

In the period after the Battle of the Last Alliance, Gondor and Arnor's fortunes waxed and waned: Gondor's borders grew and then shrunk; Arnor became split into three smaller kingdoms - Arthedain, Cardolan and Rhudaur - and, by the end of the Third Age had disappeared all together.

Arnor

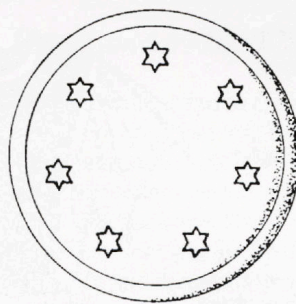
### ARNOR

During the War of the Last Alliance, Arnorian cavalry wore predominantly plate mail with finned or horned helmets with plumes. The infantry wore similar helms to the cavalry but with smaller fins, and a mixture of chain and scale mail armour, which was

elaborately decorated in Numenorean fashion.



*Cavalry Helmet from Arnor, early Third Age*



*Left: Arthedain shield design*

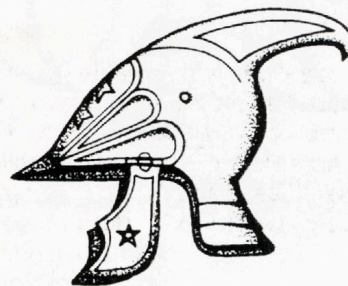


*Right: Shield of Arnor featuring the Royal Insignia*

### ARTHEDAIN

By the time of the split of the kingdom of Arnor, the availability of armour and equipment had lessened and the common soldiery - and even the mounted knights - tended to move from the plate mail popular during the Last Alliance to chain or scale mail during this period.

They wore helmets decorated with a back flowing fin, reminiscent of the older Karma. Decoration became also less elaborate: the helmet plumes, common in Arnor, where only to be found on officers, with higher officers having double plumes. High leather boots were worn by Cavalry with shorter versions for the infantry. The Cavalry had horns or larger fins on their helmets.



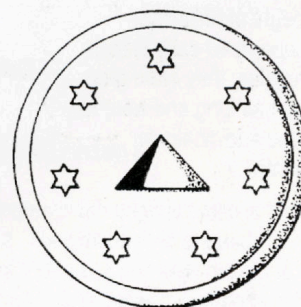
*Cavalry helmet from Arthedain*

*Arthedain figures from the Mithril range include:*

*M112 Northman Bard  
M56 Gate-warden at Bree  
M15 Northman scout  
M14 Arthedain Captain*

### CARDOLAN

Cardolan made an even more rapid move towards mail than Arthedain. The Cardolani helmet was a derivative of the horned cavalry helm of Arnor although the horn was smaller. Cardolani infantry wore a tunic with a mail shirt like a sleeveless surcoat worn over the top so that the fabric showed beneath at the hem and sleeves, although officers were garbed normally and had wing shaped plumes on the sides of

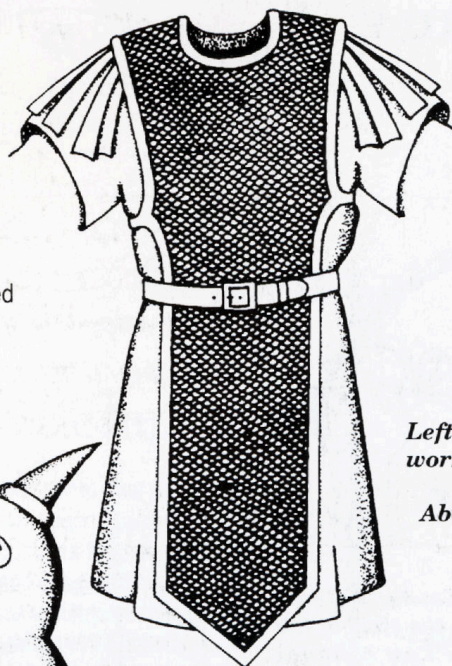


*Shield design of Cardolan*

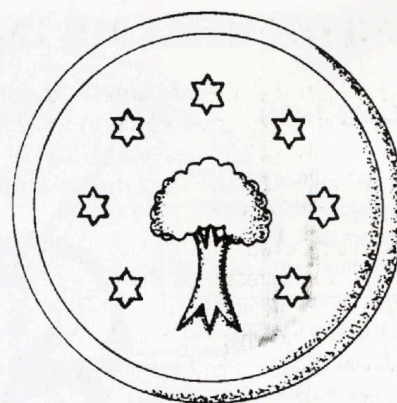


helmets. The Cardolanian sword tended to be shorter than the average Northman sword.

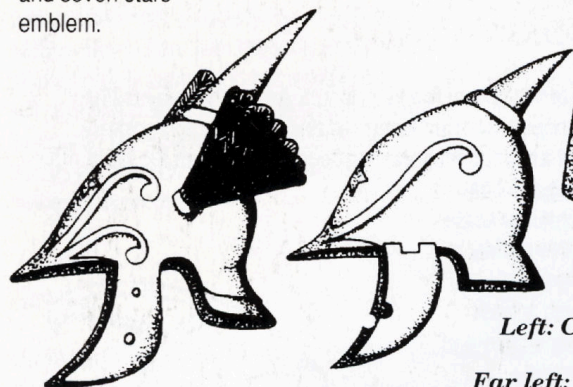
Cardolan's Cavalry wore full mail coats with little or no plate armour. Their helmets, again tracing their lineage to the Numenorean Karma, had longer horns than infantry, but with small wing plumes instead of side tufts, as in Arnor and Arthedain. They tended to wear their chain shirts brightly polished or silver plated and carried purple shields with the hill and seven stars emblem.



Left: Cardolanian Chain mail coat, as worn by an Infantryman

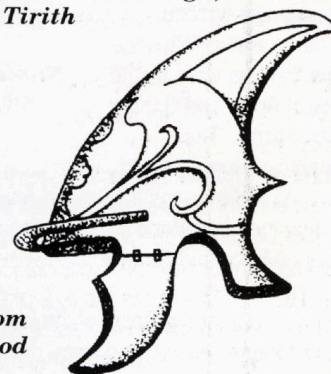


Above: Osgiliath shield design, later used in Minas Tirith



Left: Cardolanian Infantryhelmet

Far left: Cardolanian Cavalry helmet



Right: Infantry helmet from Gondor, Early Ithilien period

Cardolan figures from the Mithril range include:

- M41 Nimhir the Regent
- M40 Tardegil, Captain of the army
- M39 Cardolanian Hir (nobleman)
- M36 Cardolanian mercenary
- M35 Tharbad City-guard & Officer
- M32 Princess Nirnadel

## RHUDAUR

Rhudaur was largely held during its period of freedom (861 - 1340's TA.) by Dunedain Knights. They were small in number and wore plate and chain mail. They wore wings on their helmets rather than plumes and these were larger than those of Cardolan. The Knights of Rhudaur were grim men and thought of uniformity disappeared early in their struggles: they often grew their hair long and wore fur capes and cloaks for warmth.

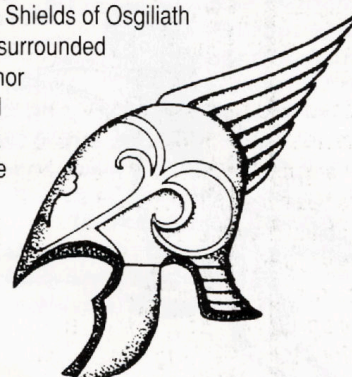


Rhudaur cavalry helmet

## GONDOR

### Early (Ithilien) 1 - 541 TA

The Numenorean population of Gondor which formed quite a large section of its army at this stage lived in Ithilien - Gondor proper was a backwoods area. The Dunedain formed the nobility and the cavalry section of the army and they were armoured with plate and mail armour. The early Numenorean settlers of Gondor (Ithilien) wore the Karma helmet with its sweeping graceful fin. However this eventually became attenuated into a smaller swooping wing design which became the symbol of the knights and nobility of Ithilien and signified their fealty and close connection to the Kings. The infantry of the period, (mixed Dunadain and common) wore chain mail and a helmet like that of the Cavalry, but with a back facing fin rather than a wing. Shields of Osgiliath troops featured a white tree surrounded by the seven stars. Minas Anor had a white tree surmounted by the Sun. Minas Ithil had a white tree surmounted by the Moon. They would all have a black background.

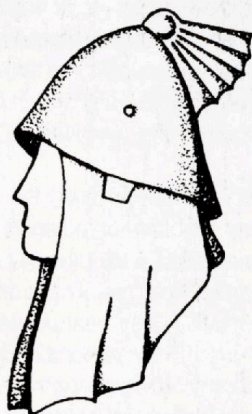


Cavalry helmet from Gondor, Early Ithilien period



## Middle period (empire) 541 - 2050

During this period of Gondor's expansion into a great empire many common men were recruited into its service and styles of military costume differed from area to area. While the core of the army (Ithilien) would still retain the appearance of the Army of the Early period, although with smaller helmet crests and with a switch from plate mail to chain mail for the Cavalry, other areas would take on some of the native costume. The mass produced infantry helmet introduced at this period gradually replaced the older, more ornate ones of the early period and introduced a measure of standardisation.

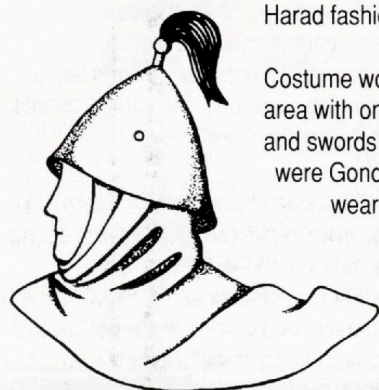


**Gondor Infantry Helmet, Middle Period, as worn in Harondor**

Harondor is a good example of the introduction of more native elements into Gondorian

uniform design. The infantry wore a short mail coat with a long surcoat over the top and the helmet wing was fashioned as a sun with its rays projecting outwards. A loose cloth (Harad fashion) would be worn under the helmet which could be drawn over the face in sandstorms or draped over the metal helmet to shade it from the direct rays of the sun and so keep it - and its wearer - cool.

Trousers were of looser fitting, again Harad fashion.



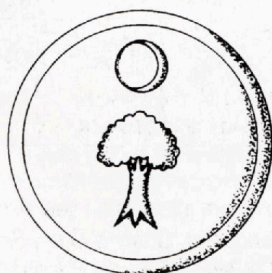
**Helmet worn by both Infantry and Cavalry of Gondor on the Rhunic frontier**

Costume would often differ from area to area with only the distinctive helmet and swords to show that the troops were Gondorian. Rhunic troops would wear the helmet plumes of the

area and the scale mail common among the heavy Cavalry of the Easterlings. Sagathic belts (an indicator of rank amongst that people) were also worn by these troops along with heavier hooded cloaks decorated

in the angular repetitive patterns of the Sagath. These were sometimes worn when operating in a colder climate. Shields would feature the white tree surmounted by an eagle.

Troops in Rhovanion were closely in contact with the Eothraim and tended to wear more fur trimmed items and the cross tied puttees of that people. Gondorian cavalry of the period closely followed the mailed horsemen of the Eotheod and Eothraim cavalry, along with levies obtained from Eästerling tribes, were used to supplement this branch of Gondor's armed forces. Despite these efforts, however, Gondor's cavalry force was always the weaker arm of the military.

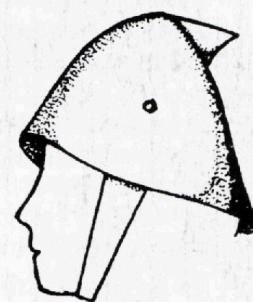


**Shield design from Minas Ithil**

## Late (Gondor) 2050 - 3018

As the Empire contracted and Ithilien was lost, so the Kingdom relied more on its own relatively poor hinterland of Gondor proper. This is reflected in, amongst other things, the costume and equipment of her soldiers: Infantry started to wear leather cuirasses, some - like those from Minas Tirith - were studded. The helmets remain the same as the Empire style but are more economically made with less decoration and with shorter fins. Cavalry wore chain mail instead of plate. Only the old nobility retained elements of plate on arms and legs and the Ithilien single-winged helm is worn only by them and the City Cavalry. Other Cavalry wear no crests but some have single central plumes, ultimately derived from the Rhunic Cavalry of the Imperial period.

Some of the smaller contingents of troops from outlying areas had distinctive helmet fins (e.g. the fish tail for Linhir), but were generally poorly equipped compared to those of Lossarnach or the city. Those garrisoned in the Gondorian homeland wore ordinary tunics and with only the Gondorian helmet, sword and shield. Levies for service elsewhere would be issued with short leather hauberks.



**Gondor Infantry helmet, late Third Age**

### Gondor figures from the Mithril range include:

- M200 Faramir at Osgiliath**
- M128 Boromir**
- M195 Denethor, Steward of Gondor**
- M196 Pippin and Bergil**
- M202 Ioreth the healer**
- M204 Gondorian Nobleman**
- M203 Townsfolk (2 figures)**
- M201 Gondorian Mounted Officer**
- M199 Gondorian Royal Guards (2 figures)**
- M198 Gondorian infantrymen (2 figures)**
- M197 Gondorian Officer**
- M81 Adventurer in desert garb**
- M7 Gondorian footsoldier**
- M6 Gondorian Captain**



## THE ROHIRIM (The Eothraim)

The Eothraim were a Northman people whose original home is the East byte of Mirkwood in Rhovanion. They made their original friendship with Gondor in the time of Vidugavia and later moved to the Northern Anduin, where, under Eorl, they came to Gondor's aid in battle and were given Calanardhon (Rohan) as a reward.

The Rohirrim fought as cavalry and were usually equipped with long mail shirts and round helmets. They only fought as infantry in extremes: when forced to defend a fixed position - such as Helm's Deep. They carried lances and longwords even longer than those





**Rohir  
cavalry  
standard**

of the Northmen. Their standards carried green pennants and were surmounted by a horse's head. In the time when they were the Eothraim they tended to wear more scale armour which was common among their Easterling enemies. Helmet plumes were probably also derived from their Sagathic foes at this early period.

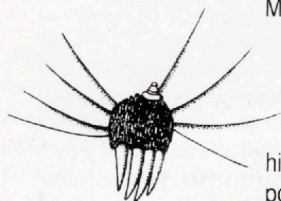
The Rohirrim cannot be said to have worn any uniform as such at any period. Helmets varied: The small pot helm was worn by light troops, like archers and these sometimes had nasal guards and sometimes cheek pieces. Heavier helmets with eye and nasal guards, cheek pieces and sometimes neck guards, which are similar to the heavy cavalry of the Easterlings, were worn by heavier armoured Eoreds, and exclusively by the King's and Marshals' Eoreds. Metal and feather crests are also popular amongst this people and were worn on the helmets of all officers. The Rohirrim never adopted the Easterling proclivity for the riding boot, preferring to retain their Northman cross tied puttees.



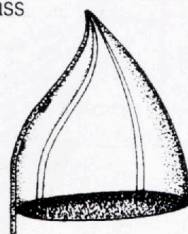
**A heavy cavalry  
helmet worn by a  
Marshal of  
Rohan or one of  
his Eored**

Among the early Eothraim, popular motifs were symbols connected with animals such as the bear. The bear claw was used as a cloak clasp amongst the Royal house. Hair was worn medium length and beards are universal. Nobility tended to wear their hair and beards longer than their subjects, often in a forked fashion.

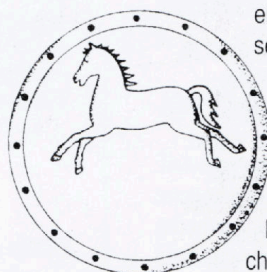
The standard of the Rohirrim was a white horse galloping across a green background and this was repeated on many shields including all of those of the Marshals' Eoreds. The King's Eored had an embossed shield design featuring a sun motif made of brass and gilt which was highly polished and possibly derived from its ancient ties with Gondor.



**Left: A Rohir Noble's clasp, fashioned  
in the design of a bear's paw**



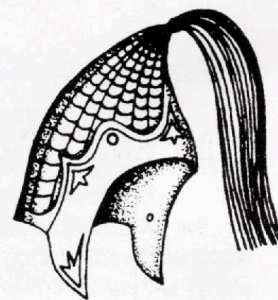
**Right: Rohir helmet worn by both infantry and  
cavalry**



**Rohir shield design**

## THE EASTERLINGS

The Easterlings are divided into several sub-groups, the western-most of which is the Sagath. They are a nomadic people and their armies are principally composed of highly mobile bands of horse warriors split into two main troop types: Light Cavalry, which form the bulk of their armies, and Heavy Cavalry.



**Sagathic Chieftain's  
helmet**

The Light Cavalry carry the composite bow and at least one javelin. They are unarmoured apart from their tough leather jerkins and trousers and wear their hair long, favouring moustaches and beards. Small metal caps often fur-lined are worn or, as an alternative, they wear pointed leather caps, with ear flaps, also fur-lined. They are fond of bright clothing and often wear ornately embroidered borders on their clothes. They favour intricately embroidered and decorated belts (sometimes five or six in the case of a great noble), which are a sign of wealth and status, often containing gold and silver threads and incorporating a great complexity in design. The abstract patterns are said to be archaic pictograms which recount the deeds of the Gods and culture-heroes of the Sagath. To strip a defeated Easterling of this belt (or belts in the case of nobles) is a source of great shame to him, and to be presented with one is the sign of highest honour and respect.

The heavy Cavalry are armoured in long coats of scale mail and wear tall conical helmets, often with reinforced strips, sometimes of contrasting metals, overlaid on them. Their shields are elliptical in design with a central spike, but with a semicircular hole in one side as a rest for the long lance that they use. They also carry long thin curved swords of their own distinctive design, and bows.

The Sagath use infantry only when provided by allies or subject people, this particular branch of the military being regarded as inferior to the horsemen. Their chieftains (Lyhud Sa.) also wear highly decorated coats and wear skillfully worked metal versions of the leather cap of their subjects. Sagathic standards feature intertwined lines forming complex geometric shapes. The flags of earlier periods were formed from intricately woven strips of material, often the belts of dead warriors, to form a lattice of leather and cloth, but later standards tend to be versions of this painted or applied to cloth, although those of the chieftains tend to be of the older, more elaborate type.



**Sagathic figures from the Mithril range include:  
M18 Sagathic Animist  
M17 Sagathic Warrior**

**Rohan figures from the Mithril range include:  
M27 Theoden, King of the Mark  
M26 Eothraim prince  
M31 Mounted Rohir Officer  
M30 Mounted Rohir Standard Bearer  
M29 Mounted Rohir archer  
M28 Mounted Rohir warrior with lance**

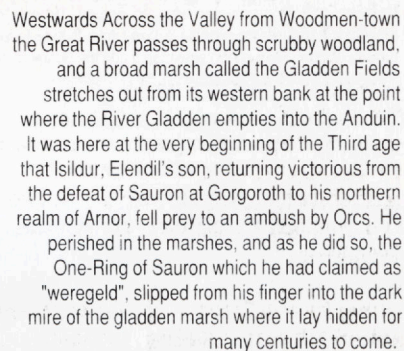
For more information see also I.C.E.'s *Gorgoroth*, *Mount Gundabad*, *Goblin's Gate*, *Sealords of Gondor*, *Minas Tirith*, *Mirkwood*, *Riders of Rohan*, *Lost Realm of Cardolan*, *Weatertop*, *Rangers of the North*, *Isengard*, *Dunland*, *Angmar*, *Empire of the Witch-king*, *Lorien*, *Rivendell* and *Moria* modules.



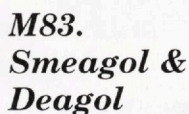
**R**unning from north to south through the Misty mountains and the Great forest of Mirkwood, and spreading out on either side from the banks of the mighty river that is its namesake, are the broad expanses of the Anduin valley. At its northern extremity, the Grey mountains sweep across its path and almost meet the Northern tip of the Misty Mountains, at Mount Gundabad. Two streams, the Langwell and the Greylin, springing respectively from the Misty Mountains and the Grey, converge some hundred miles or so to the south, along the valley floor, to form the Great river Anduin, whence the Valley takes its name. Fed by three more rivers as it journeys south with increasing strength, the river passes through the homeland of the Bejabar, or Beornings, a Northmen people whose strange affinity with the animals and other living things imbues them with "shape" changing" abilities, and whose holy place, the Carrock, sacred to their totem animal, the Bear, forms an island in the swift flowing current of the river. Suspicious of strangers, the Beornings hate Orcs above all others and there has been much conflict with them over the years, with sorties and raiding parties from the Orc lairs of the Misty mountains. The Northmen dialect of the Beornings is quite distinct but bears closest resemblance to that of the Dalemén and Lake-town.

Some miles to the south of the Land of the Beijabar, the valley is bisected by the only large road throughout its entire length. Descending from the High-pass in the Misty Mountains it sweeps east over the valley floor, traversing the river by a great ford. Thence it passes on into the forest of Mirkwood and eventually to the River Running beyond. The Old Forest Road

This people live principally by hunting and by the bounty of the forest, but with some barter and trade with the outside world. They are superb hunters and trackers and probably the best guides through the immense tracts of forest. The largest of all the scattered settlements of this folk is Woodmen-town which consists of a number of timber houses built high in the boughs of huge trees and connected by an amazing series of aerial walkways.



South from its confluence with the Gladden, the Great river flows on, touching the enchanted eaves of Elvish Lorien, before passing out into the open plains of Rohan and the Wold.

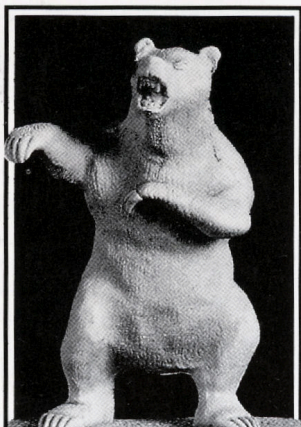


fields in the year 2463 T. A. hooked up, quite by chance, from the riverbed, not the expected fish, but the One-Ring of Sauron, which had lain forgotten there for many ages.

### *M84. Radagast the Wizard*

Of the five Istari or Wizards, who came from the West to Middle-earth, Radagast took least interest in the affairs of Men and Elves, devoting his life instead to the beasts and birds of Endor. Possessing neither the pride or brilliance of Saruman, nor the vision of Gandalf the Grey, the Magic of Radagast was of a slower and subtler nature, but none the less effective for all that.





### M85/M86. Beorn

A chieftain of the Beijabar in the late third age, Beorn was a mighty warrior of Great strength and reputation throughout the Anduin Valley. Suspicious of strangers and easy to enrage, he was difficult to approach, and cared more for his beloved animals than for people. Yet despite this he was a good host to Bilbo and the Dwarves during their great journey from Hobbiton to the Lonely Mountain.

A fearsome fighter in human form, Beorn was also among a very small number of his clan who possessed the magical ability to "shape-change". At times of need he could transform himself into a great bear, as he did at the Battle of the five armies, where he slew the Orc-Lord Bolg.



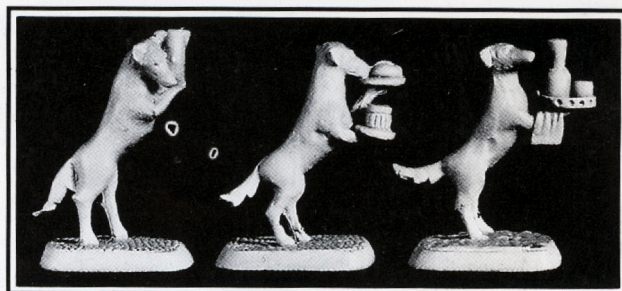
### *M89. Beorning Chieftain*

The hereditary leader of the Beorning clans is known as the "Ruling Bear" or Waildanbair. He wears a full bear's pelt, with the paws knotted at his breast, and his headgear for ceremonial occasions is itself made from a bear's head. The chief tain is thought to embody the spirit of the clan's totem. Like all the Beornings his hair is long and like all adult males he wears an untrimmed beard. He carries a ceremonial knife used in the shamanistic rituals of his clan, and holds a handaxe.



### *M90. Woodmen*

The bow and axe are the favoured weapons of the Woodmen, who are equally skilled with either, being proficient at both woodcraft and hunting. Their tunics and caps are fur-trimmed and decorated with fine embroidered edging or beadwork. A favourite motif as seen on these figures is a repeated, stylized tree pattern. Their style of head-wear also reveals something of the Woodmens' interaction with neighbouring peoples, the fur trim largely deriving from Beijabar influence, while the pointed cap itself is common to many Northmen from Eriador to Esgaroth. The Woodmen invariably wear beards and often favour a forked style.



### *M87. Beorn's Animals*

Like all the Beijabar, Beorn had a great affinity with animals and shared his home with many Dogs, Horses and other creatures. The animals of Beorn were marvelously intelligent, and performed tasks in and around the homestead as well as any Human. His dogs could walk upon their hind-legs and carry objects in their forepaws. When, Bilbo, Thorin and the Dwarves stayed with Beorn, his dogs even waited at table!



### M88. Beorning Fighter

Though never numerous, the Beornings perform valuable service in keeping the trade routes across the Anduin valley open, and free of Orcish infestation. Most often clad in fur, especially the pelts of fallen bears, and with fur covered leather caps, the Beornings are hardy warriors and skillful trackers. This warrior also wears a necklace of bear's teeth, an amulet believed to bestow the strength and protection of the totem animal. On long journeys his pouch would contain the honey-cakes for which the Bejiabar are famous.

### M91. Woodmen Elder

The family Heads of all the communities in the Woodmen clan elect an Elder to preside over their people for the period of a year from one clan gathering to the next. The clan Elder carries a finely carved stave as the symbol of office, which bestows on its holder the right to speak first at any gathering. His forked beard is long, a sign of distinction and wisdom among the Woodmen.



**M92. Woodmen**  
**Animist**

The Wuitan or "knowing ones" are shamanistic priestesses or more rarely priests, who possess the clans' store of healing lore, ritual and religious knowledge, and also have powers of divination. This figure carries various charms about her, to ward off evils and to channel essential energies. The various strings of beads about her neck are protective amulets, and her pouch will contain healing herbs, some very rare, and found only in the dangerous and secret places of Mirkwood, to which none but the Wuitan of the Forest have access.

We gratefully acknowledge the use of I. C. E.'s Middle-earth role playing supplement "Mirkwood", as a source for some of the above information.



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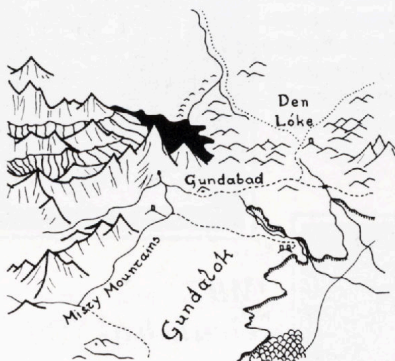
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# Mount Gundabad

In the cold and mist-covered lands in the north-west of Eriador, at the point where the Misty Mountains meet the Ered Mithrin, a great mountain arises, larger than all its peers, and itself possessed of three great peaks. This is Gundabad, greatest of all the Orc strongholds in the northern world. It is ruled by an Ashdurbuk, or goblin-king, and is the chief city of that race. Its underground caverns, and chambers teem with foul Orcs, and countless slaves toil in its deep mines and galleries. Its system of chambers and caves is vast beyond belief, and it has been constantly delved and expanded since the end of the First Age, when the Orcish remnants of Morgoth's host fled thither, to escape the wrath of the Valar.



Mountains), including the stronghold of the Great Goblin who recognises him as overlord. Orcish nature being what it is though, his practical sway extends only as far as his threats are capable of being turned into actual punishments. His more distant vassals pay him lip service and no more, and even in Gundabad itself, intrigue and plots against the Ashdurbuk, are always seething below the surface. Only the rivalry of the various factions which desire to overthrow the tyrant and replace him with a new one prevent his demise, and thus keep themselves in check.

කව්‍යාත්මක

The Goblin-king rules his Mountain Realm with a rod of Iron, and also claims suzerainty over the other Orcish settlements throughout the Hithaeglir (Misty

Many of the Orcs of Gundabad fight in the armies of Angmar, some as allies and some directly in the service of the Witch-king. Gundabad provides a seemingly endless supply of troops to the Dark-Lord and his servants.



**M93. Zalg - The Goblin-king**

Ashdurbuk, or King of Mount Gundabad, Zalg is the most powerful of all the Orcs living in north-west Middle-earth in 1640 T.A. Maintaining his position as Overlord of Gundabad depends on enough cunning and brute strength to outwit potential usurpers. Zalg possesses both of these qualities in abundance, the latter being obvious from his almost Troll-like dimensions. His Ice-Helm is the "crown" of Gundabad, and has horns shaped like Bat wings and is studded with gems. His sword is "Thrakurghash" the flame-bringer.

**M98. Orcish Soldiers**

These figures represent the mass of the Goblin-king's troops. They are smaller than the man-sized Uruks and not so intelligent; neither can they operate in sunlight. Their armour is cruder, consisting mostly of leather jerkins with metal plates stitched on as reinforcement. Some have occasional pieces of plate armour, which have been looted from an enemy. The spear holding Orc carries a shield with a stylized emblem of Mount Gundabad depicted on it, namely, the three peaks of the Goblin realm.



**M94. Uruk-hai Royal Guards**

These figures represent Zalg's bodyguard, or Royal Hoerk, and are the best equipped warriors in Mount Gundabad. All guards wear mail or plate armour. One of the Uruks brandishes a whip, signifying his officer status, and wears a finely crafted scimitar at his side, whilst the other, a guardsman, is armed with halberd and short sword. The helmet has a forward pointing tip, which is characteristic of Orc design, and from which the simpler, mass produced helms for both men and Orcs, manufactured for the armies of Angmar, are derivatives (see M43, M44 Army of the Witch-king series as examples).



**M95. Saviga The King's Consort.**

Although by birth a Half-orc, Saviga leans heavily to the human side of her nature both in looks and intelligence, a feature which has enabled her to rise from the ranks of slave, to that of consort to the Goblin-king. Although her slanted, small eyes and fangs, betray an Orcish origin, she is, apart from this, very human in appearance, and favours the rich embroidered costumes, and ornamentation of womankind, rather than the rags and squalor of the Orcs. Her coiffure is always carefully made up, and she has a fondness for jewelry.











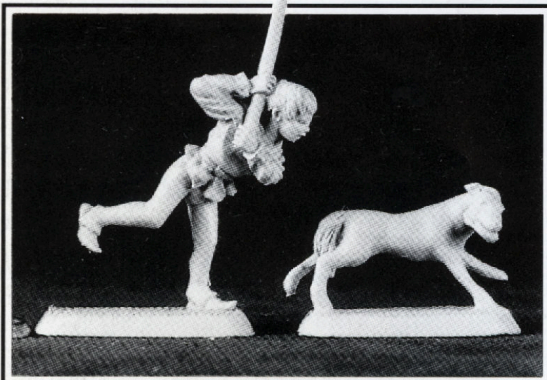






### M116. Drinking Companions

This group is another example of the mixed company to be found at the Inn. The figure on the left is one of the Gate-wardens of Bree, who having finished his "watch" is refreshing himself with a mug of ale. He carries a helmet of Arthedain design, the town being under the protection of the King at Fornost, who also has some troops in the town. (All the helmets of Arthedain have a central curved horn emerging from the crown). At his side are the keys of the town gate. His companions are a wealthy merchant from Bree itself, and a Dwarfish traveller who is possibly journeying from Erebor to those of Durin's folk in the Blue mountains.



### M119. Boy and Dog

Employed for a variety of menial tasks, like washing ware and fetching bottles from the cellar, this boy also has to expel uninvited four-legged dinner guests.



### M120. Seated Lute-player & Girl

The lute player is a travelling musician and singer who will perform at the Inn in return for a meal and a warm bed. He travels regularly to Bree and Fornost, and performs at all the villages and towns of Arthedain. He has travelled widely even east of the great Forest to Laketown and Strayhold. His companion is a young admirer, probably the innkeeper's daughter who hangs on his every song and rushes to refill his empty wine-cup.

### M117. Seated Men Drinking

The bearded figure is a typical Northman and could hail from anywhere North of Enedwaith between the Misty Mountains and the sea. He wears quilted armour and carries a short sword. He is probably in the employ of Arthedain as a mercenary. His companion is an old man from Bree itself, a sure source of local knowledge and folk wisdom.



### M118. Bill Ferny and Southron Spy

Bill Ferny is a native of Bree and like Many of Bree's folk has a surname connected with a plant. As an informer and spy in the pay of Saruman, the "prancing Pony" is his natural haunt, full, as it is, of news and rumour. Many strange folk can be seen at Ferny's house and he will probably sell information to anybody willing to pay for it. The incident of Frodo "disappearing" at the inn will certainly interest his paymasters. His companion is a shifty looking Southerner who does not take part in the general merriment of the place but talks furtively with Ferny, either gleaning information or passing on instructions from his master Saruman.

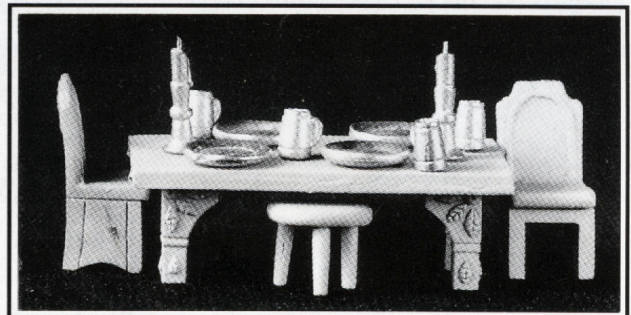
### M121. Drunken Men

One of this pair is a soldier, again in the service of Arthedain. He wears a mail coif and shirt, and a surcoat, and is armed with an Arthedain sword. He is probably enjoying a period of leave from a remote posting somewhere on the long border and no-mans-land between the weather hills of Arthedain and the cold Ettenmoors which are the borders of Angmar. Patrolling this bleak and empty land is a sorry and dispiriting business, and a brief respite in the friendly surroundings of the Inn at Bree is a welcome change. His drunken friend is a Northman trader plying his goods along the Greenway from Dunland to Fornost and westwards to the border villages of the Shire.



### M122. Accessories

Table, two chairs, stool, four mugs, four plates and two candlesticks. Bree furniture like that of the shire is homespun and simple. Not elegant like the craftsmanship of Fornost Erain, it is nonetheless serviceable and charming in a rustic way. Often it is decorated with plant motifs.



**Mithril**  
MINIATURES

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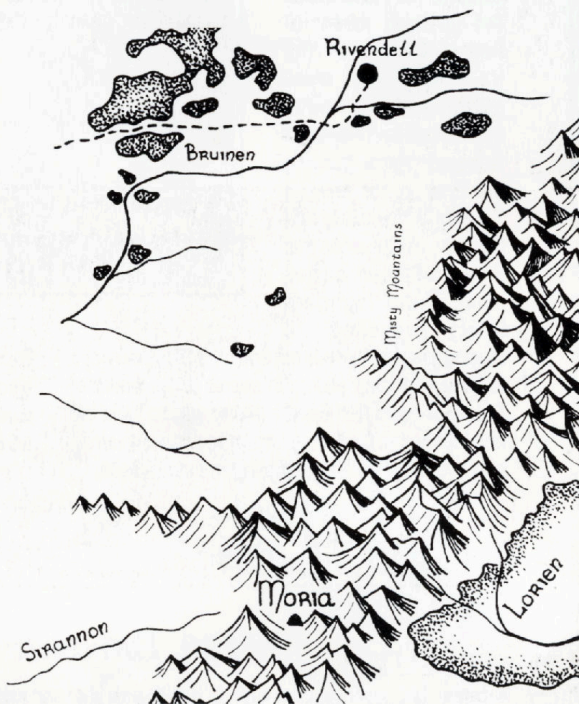
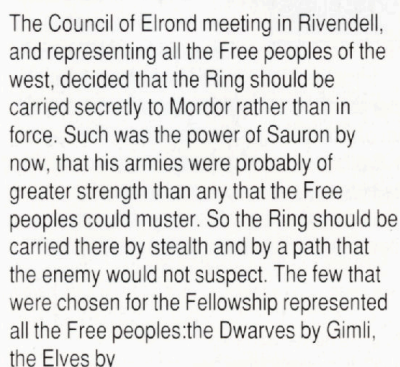
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**M**ost famous of all the tales of Middle-earth is that of Nine-fingered Frodo and the One Ring. His formidable task was to journey to Mordor with the awful talisman, to the very land of Sauron himself, for only in Mordor could the One Ring be destroyed, in the volcanic fires of Mount Doom whence it had been created.

mal'ye



The Fellowship journeyed South along the line of the Misty Mountains, through the gloomy and Orc ridden caverns of Moria where Gandalf fell, and led thence by Aragorn, to the Golden wood of Lothlorien. From here they travelled by river, following the swift course of the Anduin ever Southwards, past the Brown lands and the Wold of Rohan. At Parth Galen they halted. Here the Fellowship was broken, Frodo and Sam journeying on Southwards by the river, and the remainder, after an Orcish ambush, moving Eastwards to Isengard and Rohan, either as captives, or pursuers of the Orcs.



The guide and mentor of the Hobbits from Bree to the house of Elrond, Strider the Ranger belied his appearance. Grim faced and weatherbeaten, his clothes and boots mud-spattered and worn, he was in truth the heir of the lost realm of Arnor, and a Numenorean by descent. His real name was Aragorn, and he was known to the Elves as Estel, or "Hope". At his side he carried the sword Anduril, which was forged from the broken shards of Narsil, the blade with which Elendil himself, of old, had struck the One ring from Sauron's finger. Strider became the leader of the Fellowship after the loss of Gandalf in Moria, until its breaking at Parth Galen.

Heir to the famous Bilbo Baggins, from whom he inherited the One Ring, Frodo shouldered his grim fate with resolve and determination, undertaking the Great journey from Hobbiton to Mordor in order to destroy the Ring. Evading the terrible Nazgul who dogged his every step, He journeyed with his companions to Rivendell, whence the Fellowship set forth. Despite a magical wound received from the Nazgul and serious injury from the great spider Shelob, Frodo's endurance and fortitude brought him and Sam eventually into the awful land of Mordor itself, where he finally fulfilled his great quest.



Servant and companion to Frodo, Sam Gamgee, the gardener at Bag-End, accompanied his master throughout his terrible ordeals to Mount Doom itself. Practical and earthy, Sam's resilience and common sense proved a key factor in fulfilling the quest. For a brief time Sam himself became the Ring-bearer, whilst Frodo lay captive in the Orc tower in Mordor. Of all those who ever wore the One Ring only Sam Gamgee surrendered it up to another of his own accord. His own humble nature made his great part in the Fellowship seem less than it actually was.



One of the order of wizards or "Istari" Gandalf the Grey first appeared in Middle-earth about 1000 T.A. He cared greatly for all the free peoples, and travelled widely amongst them. The Elves called him Mithrandir and the Dwarves, Tharkun. Alone among his peers, he recognised the fine qualities of the Halflings and perhaps forsook their great part in the history of Endor. He led the Fellowship from Rivendell, Southwards to Moria and thence through the Orc infested mountain tunnels to the East gate. He did battle with the Terrible Balrog at the bridge at Kazad-Dum, defeating the creature but enduring a kind of death himself. He returned as Gandalf the White at the battle of Helm's deep, and later, successfully drove back the Witch-king himself from the gates of Minas Tirith.





### *M126. Legolas*

A Sindarin, or Grey Elf, Legolas was the son of Thranduil, the Elvenking in Northern Mirkwood. He represented his father's people at the Council of Elrond and was chosen by the latter to represent the Elder Race in the Fellowship. A keen bowman and excellent tracker, Legolas served the Fellowship well. A remarkable feature of Legolas was the great friendship which developed between him and Gimli, the Dwarf. Since the murder of King Thingol in Beleriand by the Dwarves of Nogrod at the end of the First age, the Elves and Dwarves have felt nought but animosity for each other, a feeling which all the long years have done nothing to lessen. But the comradeship of Legolas and Gimli became legend, fighting side by side at Helm's Deep and journeying together through the terrible Paths of the Dead.



### *M127: Gimli*

Gimli and his father Gloin, from the Kingdom of Dain in the Lonely Mountain, represented the Dwarves of Durin's house at the Council of Elrond. Gimli was chosen for the Fellowship and travelled south with his companions. Of all the fellowship, only Gimli showed enthusiasm to enter the mines of Moria, which had of old been the great dwarvish city of Kazarad-Dum, and the source of the wonderful metal that the Dwarves call Truesilver. He became greatly enamoured of Galadriel, the Lady of the Golden Wood, and regarded himself, ever after as the Champion of this Elven queen, wearing in a locket around his neck one strand of her hair. He fought beside his friend Legolas at Helm's Deep, Pelennor fields and the Morannon Gate.

***M129a. Merry***

Meriadoc Brandybuck or Merry was one of the four Hobbits included in the Fellowship. He played no great part until the fellowship was attacked by Orcs at Parth Galen. He and Pippin were captured but escaped into the strange forest of Fangorn where the tree-like Ents were persuaded to rouse themselves and march on Isengard. Accompanying the Ents to the ensuing Siege of Orthanc they met there the companions that they had been parted from. From Isengard Merry travelled to Meduseld with the Rohirrim and offered his services to King Theoden. Riding in secret to the battle of Pelennor fields with Eowyn, Merry was to have his hour when the Battle itself when he played no small part in the destruction of the Witch-king himself.



*M129b. Pippin*

The fourth and youngest of the Hobbits of the Fellowship, Pippin's youthful folly led him into some dangerous situations. He almost gave away unwittingly, Frodo's name at the Inn at Bree, and later, stirred something in the depths of Moria when he idly dropped a pebble into a dark shaft. After the Siege of Isengard his curiosity got the better of him and he foolishly stole a look into the Palantir of Orthanc, coming eye to eye with the Dark Lord himself. He travelled to Minas Tirith with Gandalf, and offered his services to Denethor the Steward, who accepted his fealty as a soldier of Gondor. Later he marched with Aragorn to the Battle of the Morannon Gate where he acquitted himself well.

### *M128. Boromir*

A brave and honourable man, Boromir was the son of Denethor the Ruling Steward of Gondor. By nature, a man of action, Boromir was a born warrior and delighted in battle and the practice of arms. He came to Rivendell following a strange and prophetic dream and was enrolled in the Fellowship. His military prowess and great strength served them well throughout their journeys. He could not understand though, why the One ring should be destroyed and not itself be used against Sauron. Boromir was the only member of the Fellowship to die in the War of the Ring, and perished under a shower of Orcish arrows, his great long sword in one hand and his hunting-horn, the heirloom of his House, in the other.



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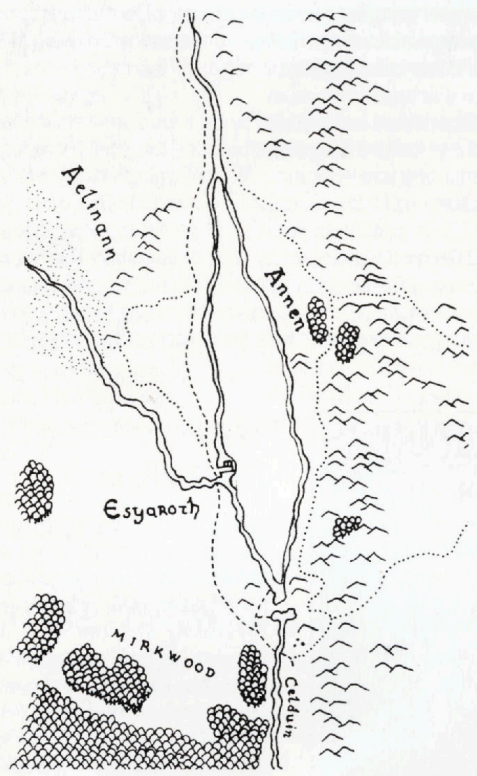
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# Lake-town

To the north-east of Mirkwood, and almost within sight of the forest leaves, lies the Long Lake, formed by the confluence of the Celduin or River Running and the Taurduin which flows out of the Great Forest. Eighty miles long, and almost twenty at its widest, the Lake is home to a largely Northmen community, who dwell at its western edge near the mouth of the Taurduin. Lake-town or Esgaroth, as their town is called, is built not on the lake shore but in the lake itself upon a series of wooden piles driven deep into the lake-bed. A wooden causeway links the town to the shore, and a rocky promontory protects it from the swirling waters of the fast flowing Taurduin, just to the South. The town has existed for many hundreds of years, and its lifeblood is the water borne trade which plies to and from it in every direction. North of the town, at the source of the Celduin was, of old, the Great Dwarvish Kingdom Under the Mountain, where fine weapons were wrought and jewelry of unsurpassed magnificence was crafted by the secretive Naugrim.

and brokers, carrying the wares to all points of the compass. It was in the days of Dale and the Dwarvish Kingdom that Lake-town had its Greatest prosperity, and grew to its largest extent. Afterwards when the Great worm Smaug had destroyed both Dale and the Dwarves' Mountain Kingdom, Lake-town, despite an initial increase in its population due to the fleeing remnants of Dale, suffered a decline, and within a generation had shrunk to about half its former size.



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West of Esgaroth, following the course of the Taurduin through the Great Forest lie the halls of the Elven-king, with whom the Men of the Lake have much trade, through the medium of the Raft-elves. South of the Lake the Great Celduin makes its long journey, south then eastwards to the land of Dorwinion, whose wines are famous and much sought after by Elves and Men alike. The Celduin empties into the sea of Rhun, and here the riverboats of the lakemen trade with vessels from the East, bringing exotic goods from lands beyond the knowledge of the West. The Dwarven settlements north-east of the Long Lake in the Iron Hills also trade their wares with Esgaroth, as do some of the Easterlings, whose nomadic tribes wander the immense grassy steppelands that stretch eastwards from the shores of the Lake.

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In the Spur of the Lonely mountain was the great Mannish town of Dale renowned throughout Middle-earth for its products of high craftsmanship, and especially for its wonderful toys. That these fine goods became known and sought throughout the West was due largely to the Men of Esgaroth, who acted as Traders



**M130. Lake-town longboat and crew**

This vessel is typical of the smaller craft that ply the Long-Lake carrying people and goods to and from the shore. The currents in the lake are strong and a crew of at least three is needed to man the craft. Similar craft, but with only two or three crew are used to carry goods on the Celduin and the Taurduin. The Crewmen wear the distinctive high hats of Lake-town, which are said to have originated in Dale. They show some similarity to the pointed caps favoured by the Woodmen (see. Mithril figs: M90 & M91) but are much taller and have no fur-trim.

**M131. The Master of Lake-town**

Elected by a council of wealthy citizens(Umanathrain), the Master of Lake-town is a " Merchant Prince" and holds the highest office in the Community. His regalia include a very long pointed hat with a gold tassel, and a staff of office whose tip is fashioned in the manner of a ships prow. He also wears several decorative belts, each of which is embroidered in bright colours. The belts are of no practical use, but serve to show the wearer's status (The more belts and the higher the quality, the greater the standing of the wearer). In origin the belts are Sagathic (Easterling), and are the kind worn by the chieftains of those peoples. Gifts of such belts to traders from Esgaroth in the past, brought them into vogue, and genuine Royal Sagathic items are highly prized. The Master's robes are usually of a light blue hue with a dark blue border which is patterned in stylised waves.



# Fangorn Forest

**L**ying east of the valley of Nan Curunir, at the southern tip of the Misty Mountains, and west of the Wold of Rohan is the mysterious Forest of Fangorn, a place of rumour and fear to most men, where few dare to set foot save at its verges. This is the home of the most ancient race in Middle-earth, the Onodrim or Ents as the men of Rohan call them. In appearance and nature, somewhat akin to the trees of the Forest, the Ents are nonetheless of the speaking peoples of Endor, having been "awoken" in some mysterious fashion and taught language by the Elves, far back in the First Age.

vast tracts to build their huge armaments and navies and cultivate the land for food, and wars accounted for yet more destruction.

Yet of greater sorrow than the contraction of their home, was the estrangement and eventual disappearance of the Entwives. At the end of the First age the Entwives had crossed the Anduin, and east of the Great River had cultivated a vast and beautiful garden. Here they settled and taught Men much skill in plant-lore and agriculture. They saw their wandering partners, the Ents, less and less frequently as the years progressed. Then sometime during the Second Age, their beautiful gardens were ravaged by the wars of Men and Elves, and destroyed. All that remained afterwards were the empty Brown lands. The Entwives disappeared with their gardens, and wither they went remained a mystery. The Ents hold to the hope that they were not destroyed and continually search for, and seek news of them. Without the Entwives, the Ents can only diminish.

Ents have only rarely participated in the affairs of the outside world, notably in their destruction of the Dwarves of Nogrod in the woods of Ered Lindon in the First Age. They were roused to action again during the War of the Ring, when, angered by the continuing destruction of their trees by the forces of

In those ancient days, when primeval forest covered Eriador and southern Beleriand, the Ents thrived and were numerous. They were tree-herds and tended the trees of the vast Forest that were under their care with great devotion. Their mates were the Entwives who had care for and tended the smaller growing things. Thus in the First age, in the morning of the world, the Ents, like the Elves reached their zenith. Their story since those days has been one of increasing sadness. For the great forest of the Elder days was gradually cut back as men increased in numbers. The armies of Numenor cut



The decision to make war on Isengard was taken at the Entmoot in western Fangorn, to which Treebeard carried the amazed Hobbits in his branch-like arms.

### *M186. Quickbeam*

Quickbeam, whose Sindarin name is Bregalad, is one of the "hastier" Ents, having earned his name for his quick-thinking and fast decision making. Most Ents ruminate for long periods on any matter before making a decision, and speak their minds with almost interminable slowness, having finally done so. Quickbeam is most exceptional in this regard, being fast in thought and

Saruman, the Ents marched en masse to Isengard and invested the great tower of Orthanc after destroying the Wizard's stronghold.

### M185. *Treebeard and Hobbits*

Treebeard is the oldest of the Ents and the oldest living creature in Middle-earth, and the Forest of Fangorn itself means "Treebeard" in Sindarin. His skin is like the bark of an ancient tree and his beard and hair like clumps of tiny interwoven leaves. He is wide beamed and amongst the strongest of his kind. The Ents are a slow folk to anger, and although Saruman had been felling the trees of the Forest edge for more than sixty years and incurring the growing resentment of the Onodrim, it took the fateful and accidental intervention of the Hobbits, Merry and Pippin, to finally stir the Ents to action.

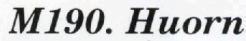


action. Having an affinity with, and resemblance to the Rowan trees that are under his care, he is taller and suppler than many Ents. He is given to singing and is of cheerful disposition. Quickbeam made up his mind faster than any of his fellows at the Entmoot, to make war on Saruman.

**M187. Skinbark**

One of the three oldest Ents in Fangorn, along with Treebeard and Leaflock, Skinbark and his folk originally lived in the forests that grew on the western side of the Misty Mountains. In the Second Age he led his people over the mountains and settled, at Treebeard's invitation, on the high ground in the west of Fangorn forest. During Saruman's rise to power in the Third Age Skinbark's folk bore the brunt of many Orcish





**M188. Fimbrethil**  
**- Entwife**

*M189. Enting*

**M191. Tolwen**  
**Elven-healer\***

A black and white photograph of a detailed figurine of a knight in full plate armor, standing on a circular base and holding a sword. The knight is depicted in a three-quarter view, facing left. The armor is highly detailed, showing various plates, rivets, and a surcoat. The knight's right arm is extended forward, holding a sword hilt. The left arm is bent, holding a shield. The figurine is set against a dark background, and the base is a simple, light-colored circular disc.

***M194. Female  
Bandit***

***M192. Hundin, The  
Bandit chief\****

\*These characters have been originated by I.C.E.  
Full details can be found in the Middle-earth module  
Ents of Fangorn.



### *M193. Bandits of Tir Limlight*

We gratefully acknowledge the use of I. C. E.'s Middle-earth role playing supplement "Ents of Fangorn", as a source for some of the above information.



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MINIATURES

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- M104 Bilbo & 2 dwarf victims
- M105 Huinen the Seer
- M106 Arien, Elven Mage
- M107 Lachglin, the animist of Mirkwood
- M108 The silent Shadow
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- M115 Prancing Pony, serving girl & Hobbit
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- M144 Riddles in the dark (Gollum & Bilbo)

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- M146 Mounted Nazgul
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- M149 Mordor Half-troll commander
- M150 Mordor Uruk

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- M152 Mordor, Variag horseman
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- M161 Dis, Dwarf Maiden
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- M163 Dwarven adventurer
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- M212 Elvish female adventurer
- M213 Lorien Elvish spearman
- M214 Lorien Elvish swordsman (Sindar).

Fit Mithril  
Supplement  
Pocket in this  
position as instructions  
below

Create a  
pleat by folding  
(A) on top of (B)

Fold back glue flap along dotted lines.  
The shape you now have should match the  
outline printed here .

Remove tape and secure pocket in this position.  
(make sure you retain the pleat when fixing, so that pocket  
can expand to accommodate further supplement sheets)



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# Elves of Lorien

Lying East of the Southernmost peaks of the misty mountains, the forest realm of Lorien stands on either bank of the Celebrant, which flows eastwards into the great Anduin. To the outside world it is a place of mystery and rumour, where its deep magic is sensed but not understood. The forest boasts many wonders, not least among which are the great Mallorns, trees than grow higher and greater than any other living thing on Earth. The Trunks and boughs of the Mallorns are of shining silver hue and their leaves of gold. A subtle, but potent spells hangs about the forest realm, for within its bounds, time does not move with the speed of the outer world. While Middle-earth ages and grows weary, Lorien itself retains the vigour of the Eldar days, when the world was young and not beset with sorrows. The source and centre of this spell of timelessness is Galadriel, the Lady of the wood, whose own great power, focused through the Elven Ring Nenya, enables her to hold Lorien apart from the ageing world.

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The Forest of Lorien which, appropriately, means "Dream-flower", has been a home to Elven folk throughout the three ages of Middle-earth. Believed by the Elves of Mirkwood to have been their original home in the distant past, the Galadhrim, or folk of Lorien, have continuously dwelt in the forest since the First Age. Galadhrim means "Tree-people", and was a name bestowed upon the inhabitants of Lorien by their Elven brethren. For uniquely among their race the Galadhrim make their homes in the boughs and branches of the mighty Mallorn trees. Their chief dwelling place in Lorien is the great Tree-city of Caras Galadon, a wonder rarely glimpsed by mortal eyes.

## M205. Galadriel (enthroned)

Galadriel is the most powerful of the Eldar remaining in Middle-earth in the Third age. She wields Nenya, one of the three great Elven Rings forged by Celebrimbor in the Second Age. Taken to wife by Celeborn in the First Age, she and her husband rule over the woodland realm of Lorien. Her hair is long and of a golden yellow colour. Her clothes and skin are white, the latter showing no sign of age or care. The Adamantine ring, Nenya, that she

wears, is a pure pale diamond.



She gave council and aid to the Fellowship during the War of the Ring, and her great power kept at bay the Dark forces of Dol Guldur, during that dangerous time.

## M206. Elf-maidens (2 figs)

Silvan Elves, these children are the maid-servants of the Lady of Lorien. Being of Galadhrim blood, rather than Sindarin, their hair would be light brown and their skin somewhat darker than Galadriel's. In their hair they wear the flowers of yellow Elanor, and one of them holds a posy of the small white Niphredil, the flowers of Luthien. They have been dressed in white, in deference to their Mistress.

Celeborn and Galadriel, came and Dwelt in Middle-earth in the Second age after Beleriand was drowned, first in the Noldo city of Eregion, and thence to Lorien, where they were treated as Kings by the rustic Galadhrim, who eventually even adopted the Sindarin tongue of their Lord and Lady, in place of their own native Silvan.

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As the Dark forces re-asserted themselves during the Third Age, the power of Galadriel drew an ever thickening veil of mystery about the Forest realm. Lorien was increasingly hidden from the eyes of the world, and even from the knowledge of their Elven brethren elsewhere in Middle-earth. Galadriel, like Mithrandir, was reluctant to reveal her true power, before the strategies of the Dark-lord were fully understood.

Lorien was beset with enemies on both sides. The Balrog of Moria was an evil shadow that hung upon the Hithaegilr to the west, while east of Lorien across the wide Anduin, the tower of Dol Guldur, cast the shadow of Sauron and the Witch-king in a widening circle about it.

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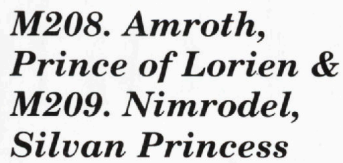
During the darkest days of the Third age, when the War of the Ring had begun, and Mithrandir had fallen in Moria, Lorien proved a safe Haven to Frodo and the fellowship, on their journey to the Black land.



## M211. Celeborn (Mounted) War of the Ring

When the Orcish assault on Lorien, during the War of the Ring, was beaten back, Celeborn abandoned his defensive tactics and led the Galadhrim out of Lorien and across the Anduin to Dol Guldur. The Host of Lorien routed what remained of the Sauron's forces, and gradually cleansed Southern Mirkwood of Orcs and other foul things. Celeborn rides an Elvish horse, of either pure white or white-grey, with a fuller mane and tail than common steeds. He also wears a cuirass of linen and fine Elvish chain-mail, and carries a longsword. Celeborn wears cloak clasps in the form of stylised Mallorn leaves.





The figure of Amroth wears a circlet, of both gold and silver (a mixture favoured by the Galadhrim nobility, denoting the two colours of the Mallorn). His tunic is long and patterned with the nature motifs so favoured by the Galadhrim. His sword is typically slender, but longer than normal, again denoting his noble status, as it is designed to be used on horseback. Nimrodel also wears a circlet about her head, and a long gown of white, decorated with silver, in deference to the colours worn by the Lady of the wood. Both Amroth and Nimrodel would have dark-blond or brown hair and be almost as dark as Men in complexion.

This figure is one of the many Elves who keep watch on the boundaries of the hidden realm. Like most of the Galadhrim, he wears the hooded cloak of Lorien. These cloaks are cool or warm, at will, and of indeterminate hue, for they blend in with whatever background colours pertain at the time, and so make a perfect camouflage. Another distinguishing feature of the Lorien hood is its upward slanting point. The figure is armed with spear and a sword, the hilt of which displays a stylised, three petaled design of a Mallorn flower. The Forest guardians of Lorien can move silently and with such skill as to be invisible to all but the most perceptive.

**M214. Lorien Elvish Swordsman (Sindar)**

**M213. Lorien**  
**Elvish**  
**Spearman**

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# Turin Turambar

(part 1)

**T**he tale of Turin is perhaps the most poignant of all the tragic tales of the First age of Middle-earth. It partakes strongly of a theme which runs throughout the history of the First age, namely an unavoidable Fate, which is impervious to all attempts to alter its course, and which blindly fulfils its purpose, heedless of all the efforts of Men or Elves both of whom are equally at its mercy.

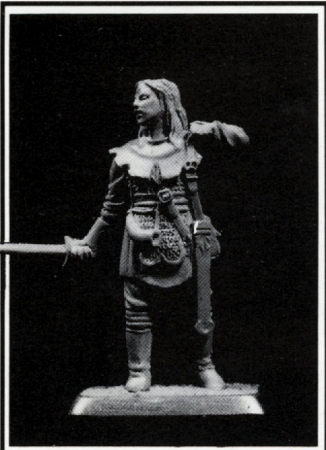


The age of Turin was the immediate aftermath of the battle of the Unnumbered Tears to which so many warriors, both Mannish and Elven had marched against Morgoth and not returned. In spite toward Hurin, the father of Turin, Morgoth laid a curse against his house and his malice pursued Turin through Beleriand, even to the point of sending the great worm Glaurung in his pursuit.

The life of Turin was one of many wanderings and many guises, from his original home in Dor-lomin, he was brought, as a child to Doriath, the kingdom of Thingol. From thence to Teiglin and the plains of Talath Dirnen.

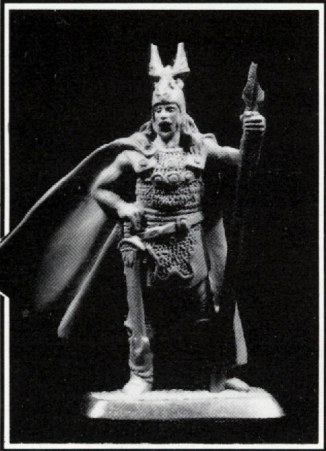
As Morgoth's captive he journeyed to the Taur-nu-Fuin, to the very edge of the dunes of Anfauglith, and after his escape, to the Elven City of Nargothrond on the Narog.

The pursuit of Turin by the creatures and machinations of Morgoth, was mirrored by that of his own evil fate, which dogged his every step, and hung like a shadow about him. Even in the guarded realm of Doriath, where the power of Morgoth could not reach, Turin's own destiny stalked him relentlessly and by its contrivance he was driven forth on the unalterable path of his eventual doom.



**M215 Turin  
'Neithan', the  
outlaw**

Neithan means "wronged" and was the name that Turin took after his flight from Thingol's court in Doriath, following his accidental slaying of the Elf Saeros, after an argument. Refusing to submit himself to the King's judgement, Turin joined a band of outlaws in the forests south of the Teiglin where he quickly became their leader. The outlaws preyed upon all who came their way, and made no distinction between Elves, Men or Orcs. Turin wears an Elvish sword at his side and carries a hunting horn.



**M220 Turin  
Gorthol  
'Dreadhelm'**

The Dragonhelm was an heirloom of the House of Hador in Dor-lomin. It was given by Morwen to the Elves of Doriath for safekeeping, who in turn gave it to Turin, its rightful heir, when he was of age. When Turin and his outlaw band abode at the hill of Amon Rudh, Beleg came to him from Doriath bearing the Dragonhelm, and Turin wearing it once more named himself Gorthol or "Dreadhelm". Under this name

he performed many great deeds and his prowess in arms from Talath Dirnen to Dimbar and the fences of Doriath became known throughout Beleriand. Word of his prowess even reached the ears of Morgoth and Angband. In addition to the helm, Turin wears a coat of Elvish mail, which is serrated at the edge, in a style peculiar to the Grey-Elves of Doriath. He wears a shortsword and carries a spear.

**M216 Morwen  
and Nienor**

Morwen was the mother of Turin and Nienor his younger sister. After the loss of her husband Hurin, in the Fifth Battle, Morwen chose to remain in Dor-lomin, despite the depredations of the Easterlings in neighbouring Hithlum, which now swore fealty to Morgoth. Nienor was born in the same year as the battle, and her name, appropriately means "mourning". Despite her difficulties with the encroachment of the Easterlings and the entreaties of the Sindar of Doriath to take refuge with them, she was loathe to leave the house of Hurin, and with Nienor remained there for twenty years, until finally she sought her son in Doriath, whence she had sent him as a child to the protection of Thingol. Both Morwen and her daughter wear the modest dress of the early Northmen nobility. Further marks of rank are the tasselled cords about her waist, and the trains which flow from the waists at the back of the costume.



**M217 Thingol of  
Doriath**

Greatest of all the Kings of the Eldar in Middle-earth, Thingol reigned over his people, the Sindar, or Grey-elves, in the forest realm of Doriath. He took Turin into his care as a child and came to regard him as a son. He later gave refuge to his mother and sister. He wears the crown of Doriath, known also as the "Gift of Melian\*", because of the great power that it possesses. It is decorated with the stylised wing motif, an Elvish Royal insignia, later adopted by the successors of the Edain. He holds in his hand the great broadsword Aranruth\*, forged in Dwarvish Nogrod, which was later to become the sword of the Numenorean Kings. His robes are long and loose flowing, in the style of all Elvish nobility throughout the ages.







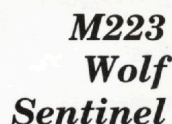
One of Turin's companions in the forest of Teiglin, this man is of Northmen origin. His beard is long and untrimmed in any way, a style favoured by the early Northmen. It is in sharp contrast to that of the Easterlings who generally wear their beards pointed and oiled. He is armed with a sword and holds a quarterstaff, and invaluable weapon for unseating an unsuspecting traveller on horseback.

## M222 Morgoth Orcs

These evil creatures were bred in their thousands by Morgoth in the fastnesses of Angband, and were always the most numerous servants of the great Enemy. The Orcs of the First Age were somewhat smaller and bent than their later counterparts, and their ears of greater length. Orcs of the First age were less intelligent than their successors, and their weapons and clothing accordingly were more primitive. Stone implements were not uncommon among the Orcish horde though metal was also used.



Gwindor was an Elven Noble, of the race of the Noldor. Originally from Nargothrond, he took part in, and was captured during the battle of the Unnumbered Tears. For many years thereafter he languished as a slave in Angband, and was subjected to such cruelty and torment that his appearance changed, from the fair form of the Eldar, to that of an ancient man. He nonetheless contrived to escape his torments and after long wanderings in the deserts of the Anfauglith came at last to Dorthonion where he met with Beleg Cuthalion, who was tracking the captive Turin. After the death of Beleg, Gwindor, helped Turin in his escape through the northern mountains, and took him, at length to his home city of Nargothrond. Gwindor wears the rags of his slavery, and carries only a stout branch as a weapon. His foot still retains the shackle that bound him in Angband.



Bred from an original stock of

true wolves, Morgoth produced the terrifying breed of Cursed Wolf or Warg. These were much larger than true wolves and having no fear of Men or Elves, formed part of the war host of Angband. They were used for the most part in conjunction with parties of Orcs, and their fleetness of foot and sharpness of hearing made them particularly suitable as scouts and sentinels, for larger Hosts. Thus was the host of Orcs that had taken Turin captive protected as it encamped on the edge of the Anfauglith, when Beleg came upon it.

\*We gratefully supplement for

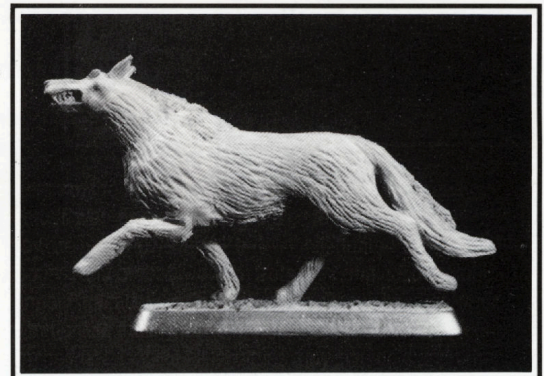


Min and Ibun are of the race of Noegyth Nibin, or Petty-Dwarves, related to, but distinct from the rest of the Khazad race. They entered Beleriand far earlier than the Khazad and at one time were apparently numerous (The Petty-Dwarves delved the great cave complex at Nargothrond). They are now, however, all but extinct, hunted and persecuted by their many enemies, and probably driven from their original dwelling places by the stronger Khazad. Like all dwarves the Petty-Dwarves wear their beards long, but unlike their Khazad brethren, wear their hair in curious tufts on the tops of their heads. Like all Dwarves they love gold and other treasure and, quite justifiably, shun all but their own kind.



Beleg was a Grey-Elf and chief of the Marchwardens of Doriath. He was an archer and as such had no peer among the Sindar. He was sent by Thingol to persuade Turin to return in peace to Doriath, but having found him, Beleg chose instead to stay with the outlaws, and fight beside Turin in Teiglin and Talath Dirnen. Their reputation grew great and the land about Amon Rudh became known as Dor Cuarthol "the Land of the Helm and the Bow". Beleg "Strongbow" was the truest and most steadfast friend

that Turin would ever possess. Beleg wears the distinctive decorated Elven tunic. His coif of fine mail is, like Turin's mail, serrated about the edge. He carries the great bow of yew, Belthroning, in his hand, and at his back the black sword Anglachel, whose curse was later to play a part in the fate of Turin.



\*We gratefully acknowledge the use of ICE's Lords of Middle-earth, game supplement for some of the above information.



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# The Hobbit

## Personalities

The story of Bilbo the Hobbit is one of the most memorable and important in the Third Age of Middle-earth. Enlisted by Gandalf the Wizard as an extremely reluctant burglar, in a plot to break into a dragon's lair in a far off land, in order to slay the beast and reclaim its treasure, did not seem to poor Bilbo, like a scheme with any great likelihood of success.

The ensuing journey, however, in company with Thorin Oakenshield and his party of exiled Dwarves, revealed many qualities of enterprise, adventure and even bravery in the Hobbit.

### မာ့ဂန်နိုက်

The party of Hobbit, Wizard and Dwarves set out on a dangerous journey across Eriador and Rhovanion, to Erebor, the ancestral mountain home of the Dwarven folk of King Thror the grandsire of the exiled Thorin, who with his people, many years ago had been driven out of his kingdom under the mountain by the dragon Smaug. The great worm took the realm and all its treasure for himself, and dwelt thereafter in its innermost hall.

On their way from the Shire to the Lonely mountain they met with many dangers, including the hideous giant spiders of Mirkwood. Their journey took them over mountains and through almost impenetrable forest. They suffered captivity from Trolls, Orcs and even the Elves of Mirkwood, but eventually found their way to the Dragon's lair. After some terrifying encounters with the Great Worm himself, and his final emergence from the mountain, the Hobbit and his companions were involved in a great battle involving Dwarves, Elves, Orcs, Men and the Wargs or fell wolves.

But in addition to the Dwarves desire to regain their ancient Kingdom, there was a greater destiny at work in their adventure. For when lost in the roots of the Misty mountains, the Hobbit stumbled upon a gold ring, which conferred invisibility upon its wearer. This feature proved most useful to an amateur burglar, but the Ring was to have a far greater significance than even the Wizard Gandalf realised. It was a talisman of immense power whose discovery after countless years, was to affect the entire subsequent history of Middle-earth.

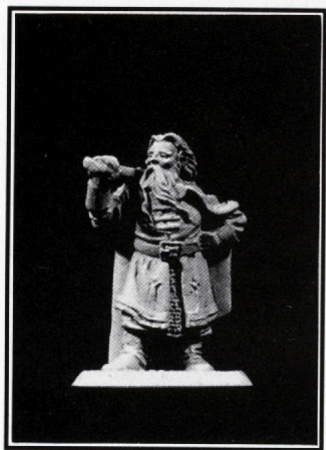
### M227 Bilbo the Hobbit

Bilbo Baggins was of the smaller kind of Hobbits, the Harfoots. He was unadventurous and homeloving, and it greatly puzzled him that the Wizard Gandalf should choose him, of all people, as part of a highly dangerous quest to break into a Dragon's lair. Gandalf however, perceived qualities in the Hobbit, that no-one else, including Bilbo himself had ever noticed. When put to the test, however, the Wizard's choice was more that justified. The little Hobbit showed courage and resourcefulness, and saved his Dwarven companions from disaster on several occasions. Bilbo wears a dark green cloak and hood, given to him by Dwalin the Dwarf, and carried the short sword "Sting" which he found in the Troll lair.



### M229 Thorin Oakenshield

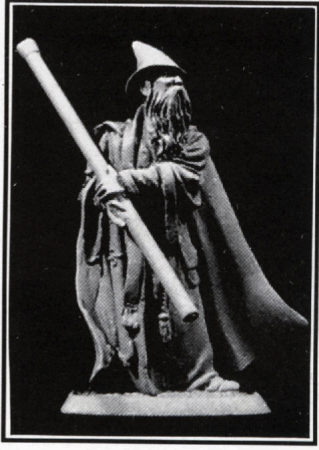
The son of Thrain, and Grandson of Thror, King under the Mountain, Thorin was the leader of the band of exiled Dwarves who sought Bilbo's help in reclaiming their ancient home from the clutches of the Dragon. His haughty temperament reflected his awareness of his own Royal ancestry (Thorin was a direct descendent of Durin the First). He was a brave and honourable Dwarf, although his haughtiness and stubborn reluctance to make a compromise with the men of Laketown over the Dragon's



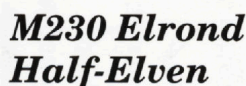
treasure were later to cause him much trouble. Like all Dwarves he hated Orcs and felt animosity towards the Elves. The latter however was tempered somewhat by the help he received on his quest from Elrond, at Rivendell. Thorin wears his beard forked and long. His clothes are rich and his sky-blue hood is decorated with a silver tassell. He carries the Elven sword Orcrist, that he found in the Troll's lair.

### M228 Gandalf the Wizard

Although one of the Istari or order of Wizards that came from the west to Middle-earth, Gandalf wields his great powers with care and has much concern for the well being of all the peoples of Middle- earth, even for the Hobbits who most of the wise discount as of no significance. Gandalf is friend to both Dwarves and Elves, and is known and respected even by the Great Eagles of the Misty Mountains. He is a wanderer and has travelled far and wide in Middle-earth. His robes and pointed hat are blue and his long cloak, grey. His beard is white and the scarf that he wears is silver in colour.







### *M233 Beorn*

## A black and white photograph of a small, dark, abstract sculpture of a crouching figure, possibly a child, set against a dark background. The figure is positioned in the center of the frame, with its head tilted back and arms resting on its knees. The sculpture has a textured, almost metallic appearance. The background is a solid, dark color, creating a high contrast with the figure. The lighting is dramatic, highlighting the contours of the figure. The overall mood is somber and contemplative.



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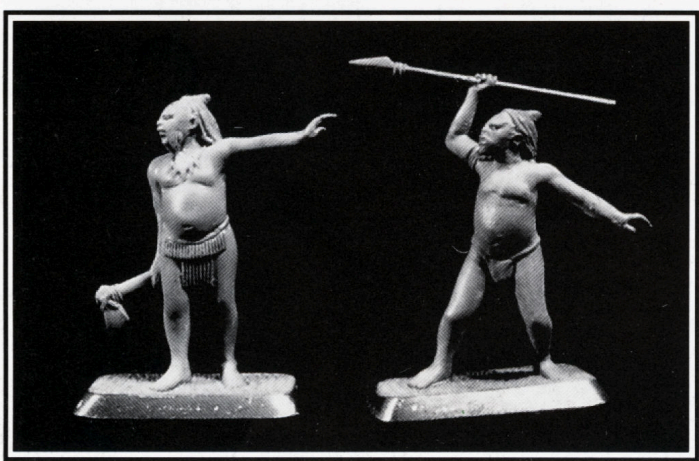
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# The Ancient Folk

**D**uring the Second Age the men of Numenor sailed from the Island of the Star to the coasts of Middle-earth and made many settlements. They cleared the great forests that then occupied the north west of the land, and prized its timber for their shipbuilding, paying little heed to the small indigenous people of the area, whom they drove from their forest dwellings to more secluded areas inland. The Woses, as these small secretive folk were later known, originally occupied a great tract from the point where the White Mountains curve down into the peninsula of Andrast, north and east to the gap of Rohan and east again through all the wooded uplands of the Ered Nimrais. Their woodcraft, unexcelled by any other race of man and by few of the Elves, together with their shyness of other peoples, soon made them a folk of legend in the minds of the newcomers, and eventually their existence as a real race was doubted by many. In the late Third age their numbers were very few and their settlements small and isolated: that in the Druadan Forest at the eastern end of the White Mountains, probably being the largest.

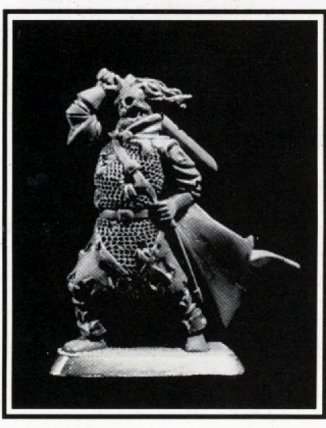
The Numenoreans settled in the Second Age, in north west Middle-earth, and buried their noble dead in round barrows on the North Downs, which later formed the northern boundary of the successor state of Cardolan. An Edain burial place in the First Age, the Barrow Downs were used extensively in the Second and Third Ages by the Numenoreans and their successors, as a resting place for their departed Lords. Then in the year after the great plague, (1637 T.A.), a great evil entered the place from Angmar. A supernatural foulness and pestilence, worse than the plague itself, seeped into the land, and transformed the sleeping dead into the terrible Barrow-wights. The awful forms of the dead nobility of Cardolan, Arthedain and Numenor, animated by the foul magics of the Witch-king, turned the downs into a place of dread, especially at night, when the wights held dominion above ground as well as beneath.



**M248 Ghan-Buri-Ghan and Wose spearman**

Ghan was the old chieftain of the Woses during the War of the Ring. He gave safe passage and escort to the Men of Rohan, through the Druadan forest on their ride to the relief of Minas Tirith. Like all his folk, he is small and squat in stature, with little in the way of clothing and ornamentation. His necklace of animal teeth is probably connected in some way with the animistic religion of the Woses. His weapon is a primitive stone axe, though what his people lack in technology, is easily compensated by their incredible skill in tracking and subterfuge, making them formidable opponents on their own ground. His companion is a hunter carrying a flint headed spear, a light weapon designed for speed and distance, to slow its prey in the chase, rather than to kill outright.

Although not represented on the figures, the Woses, whilst wearing little in the way of clothing, often decorate their bodies with dyes and tattoos, the patterns of which are stylised animal and plant shapes.



**M251 Undead warrior**

Countless warriors have fallen on the battle plain of Dagorlad, or in the western marshes, throughout the long and numerous wars of the Second and Third Age. Similarly, the dead warriors of the noble houses of Arthedain and Cardolan, have been laid to rest for many years in the barrow graves in Eriador. This figure represents either the animated wight of such a warrior in the Barrow Downs, a lesser noble, still attired in mail and war gear, or a long dead warrior from the Battle plain, possessed and hideously re-invigorated by the pestilential spirits of the Dark-lord in Mordor.

**M250 Corpse candle**

In the same manner as the foulness of Angmar has seeped into the barrow-downs, so the evil and baneful spirits of Mordor have leached into the neighbouring regions, from Dagorlad and "The Dead marshes" to the area of swamps where the Mouths of the Entwash meet the Great River. Lurking in the putrid and stagnant pools the Corpse Candles appear to travellers both above and below the water. Their hair is entwined with weed and their faces are baleful and horrifying. They exude a pale light with which to draw their living victims toward them. Once entranced, their victims meet a watery death.



**M249 Wose warrior and Wose priestess**

The blowpipe, along with the light spear and the bow, is one of the favoured weapons of the Woses. For a people whose plant knowledge is as great as theirs, poisons and toxins of many kinds are known and used in this weapon. It is silent and if required, deadly. The "Gorgun" - or Orcs - and the Men of Rohan, who of old were wont to hunt them for sport, are their traditional enemies and memories of maltreatment at the hands of both races, have made the Woses cunning and effective opponents. Succession among the Woses is through the females who probably hold an important place in the religious organisation of this people. The priestess is depicted carrying a totem wand which has a carved head similar to that of the stone carved "Pukel-men". Their religion is closely associated with the seasons of the animals. Her body would probably be decorated with pictograms of such animals on ceremonial occasions.

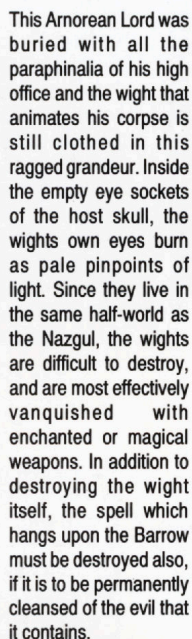






The mysterious statues which guard the road over the mountains to Dunharrow are known as Pukel-men to the Rohirrim, who view them with some trepidation. They stand guard over many roads and byways, many now lost, in the Ered Nimrais. Their builders are the Woses who of old, held sway over all the area, before the coming of the Men from the North and West. They resemble the Woses - squat and broad bodied - though of a fairly crude design. Pippin, the Halfling noticed the similarity when he encountered Ghan-Buri-Ghan in Druidan wood. Many believe that the Pukel-men or Guardian stones are enchanted in some way, and that the Woses have invested them with a strong magic. It is even said that whilst most of the stones are no more than statues, some are imbued with the power of movement, and can become animated by some mysterious power which the Woses possess.

## *M256 Barrow-wight Lord*



## *M257 Barrow-wight King*

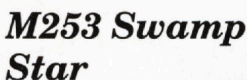
The most potent of the Evil spirits emanating from Angmar, took for themselves the barrows and the bodies of the kings of Arnor and their successors. These spirits, bejeweled and crowned and arrayed in all the finery of their royal hosts, are extremely dangerous. They engender a terrible fear in their victims, even at a great distance and induce a paralyzing sleep upon touch. Their weapons are enchanted and evil. They have such power that they can roam abroad on the downs at night, and are not restricted to their barrows. Once having caught a victim and induced the terrible death-sleep, they will clothe him in the fine jewels and raiments of the place before a ritual sacrifice.



Described as the "Marsh of Tode" in the famous hobbit poem, the Mouths of the Entwash and the Wetwang marshes are home to the hideous monsters called Mewlips. They are rarely encountered and inhabit the deepest and foulest swamps in the area, living for the most part beneath the putrid waters. They are ferocious meat eaters and will devour almost anything that lives, even preying upon their own kind. They are the largest of the marsh dwellers and are a greenish black in colour, similar to the slime in which they live. They can easily be mistaken for a misshapen clump of bog-oak or a slimy log lying on the water's surface, until they strike. When they attack, the Mewlips are silent and swift. They possess sinewy hands with long clawed fingers, which they strangle the life out of their victims before consuming the corpse.



The Numenoreans laid their dead nobility in the burial-mounds on the North Downs, dressed in fine clothes and with great amounts of grave-goods and the weapons that they had used in life. The appearance of the Wights is made even more hideous by the rich costumes in which they are often bedecked. They will also wield the weapons with which the "host" bodies have been buried. The lesser or Minor wights whilst inflicting fear and paralyzing terror on their victims inside the barrow, rarely have the power to venture outside.



Apparently, the Swamp-stars are indigenous spirits who inhabit the marshy lands of the Wetwang and the mouths of the Entwash. They are of ancient origin and are not the creation of the Dark-lord. Their intentions are to trap travellers and drain them of their life-energies by attempting to distract any living souls from the known safe-paths across the marshes by a display of lights and lanterns, which, in the distance, look like a welcoming village. The lights move further away as they are approached until eventually the victim has strayed so far from the path that he is hopelessly lost in the quicksands and the deep bog. When he finally despairs of finding his path again, the Swamp-stars enjoy their ghoulish feast.



We gratefully acknowledge the use of I.C.E.'s Middle-earth role-playing modules "Bree and the barrow downs" and "Mouths of the Entwash" in compiling some of the information in this supplement. Full and detailed descriptions of many of the above subjects can be found in these modules



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# The Horselords

**R**ohan is amongst the most strategically important areas in Middle-earth. Broad and flat with good grazing, it offers the only accessible route from Eriador to Rhovanion and the south. As Gondor's borders contracted in the Third-age, it's tenure of Rohan became increasingly important, both as a defence of the heartland across the Ered Nimrais and as the link with Arthedain in the north-west. But with the kingdom's waning strength, this task proved more difficult year by year. Events came to a head in 2510 when the province was attacked and overrun by Easterlings and Orcs. Fortunately for Gondor her ruling Steward, Cirion, was a wise and far-sighted man who saw clearly that his own power was no longer sufficient to hold the province.

Accordingly he sent an urgent appeal to the people of the Eotheod, fierce Northmen with ancient ties of friendship to the southern Kingdom. Eorl, their king answered the plea and led his army of horsemen southwards to Cirion's aid. The Eorlings won a great victory over Gondor's enemies driving them from the land. Cirion as a token of gratitude for Gondor's deliverance, and with an adroit eye for its future security, offered the province to Eorl and his successors in return for an oath from the horselords, of perpetual friendship to the Southern Kingdom.

Gondor was thus secure and the horselords who renamed it the Riddermark prospered in their new land.

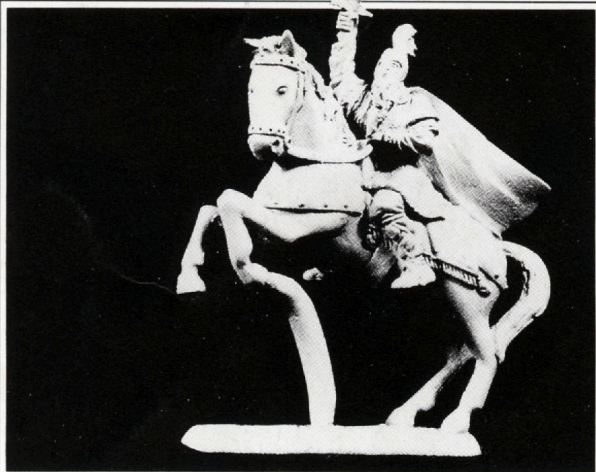
Two centuries later in 2758, the alliance proved its worth when Rohan was invaded by a Dunlending/Easterling coalition. The Rohirrim (for such were the Eotheod now called) suffered much and were besieged in the fastness of the mountains. Meduseld was even taken by their foes. After the Long Winter of 58-59, Frealaf the new Rohir leader sallied out of his mountain refuge and attacked the enemy. Simultaneously, Gondor's army marched north to their aid. Their enemies defeated, the horselords were restored to Rohan.

The greatest test of Rohan's friendship with Gondor came during the War of the Ring (3019 T.A.). The Wizard Saruman who was himself becoming a military power, attempted to subvert the Royal house of Rohan away from Gondor to his own cause. His agent Grima, who had insinuated himself into the councils of the old King Theoden, poisoned the Kings mind with his masters lies and induced in him such torpor as to turn away from his old ally Gondor, during the hour of her greatest need. The coming of Gandalf to Meduseld, however, broke Grima's spell, and cast away the doubts and fears that had clouded the King's mind. Theoden remembered the ancient oath of his people to Gondor; he led his host, first to Isengard, where Saruman had declared himself, and won a victory over the Wizard's forces. Thence they rode east to Minas Tirith to fight by Gondor's side at the battle of the Pelennor field.



**M263 Rohir foot-warrior (longsword)**

The mail coats of the foot warriors are generally shorter than those of the cavalry, and this one is made of cheaper ring-mail. His helmet is a quite elaborate variation, with eye guards and a decorated reinforcement spine probably an heirloom from a somewhat more illustrious ancestor. The practice of handing down military items from father to son, was a common custom among the Rohirrim, and dates from the far off days of their Eothraim forbears, whose kings would wear the helmets of enemy chiefs that they slew in single combat, as a badge of victory and would pass them down to their sons. The nobles in turn were emulated by their subjects.



**M260 King Theoden on rearing horse**

Theoden, king of the Mark, is shown mounted on his horse Snowmane at the battle of Pelennor fields. He wears a coat of long mail with a patterned edge. His helmet is topped by a plume, a distinction which showed either the wearer was a nobleman, or a royal guard. The wearing of plumes is an ancient practice dating back to the days of their Eothraim ancestors, who probably adopted the custom from their Sagathic enemies.



**M259 Rohir Warrior with axe**

This foot-warrior wears a mail shirt, the most common type of Rohir body defense, and a simple metal cap, a variant of which could be of leather. His weapon is the hand axe, which together with the bow and spear would have been the most popular infantry weapons. His shield depicts the ubiquitous running white horse of Rohan and would be surrounded by a field of green.

**M261 Rohir foot warrior and Dunlending**

The Dunlending has moustaches rather than a beard which is considered the mark of the low-born. He fights bare-chested and wears a heavy cloak fastened at the neck with a tripart-pattern clasp. Dunlendings are inordinately fond of jewelry and wear much of it in the way of torcs, arm rings and clasps. His weapon is a short sword, of southern design, probably imported from Umbar by Saruman. Dunnish made swords are inferior. His shield is of native design showing the moon and two of it's phases, a popular motif of this peoples' matriarchal religion.

His rohir opponent, mail clad and cross gartered in usual northmen fashion, carries a Northman sword and wears a variant of the infantry pot-helm with a nasal reinforcement.





