

mythical Classics



HANDBOOK

Mithril Classics HANDBOOK

A Guide to collecting Miniatures from
J.R.R. Tolkien's
"The Hobbit" and "The Lord of the Rings"

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INTRODUCTION

Mithril was founded in 1987 and has been dedicated since then to the creation of miniature figures inspired by J.R.R. Tolkien's world of Middle-earth as portrayed in his famous works "The Hobbit" and "The Lord of the Rings". It has been our intention to re-create faithfully the characters from these works and imbue the miniatures as much as possible with the atmosphere and feel of Middle-earth. To this end much painstaking research has gone into this range, both in costume and character appearance, so as to make and retain an authentic and consistent feel to the figures and above all to remain true to Tolkien's original vision of his strange and magical world.

The MITHRIL classics series represent key personalities and generic types selected from Mithril's huge range of over 500 Middle-earth subjects. While most releases are available for a limited time only and then withdrawn from production, the classics series is the core range which is continuously produced, and means that the most important figures like Gandalf, Bilbo and Aragorn are always available to the collector.

The classics series itself will be added to as appropriate figures are produced.

Mithril Miniatures are designed and sculpted by Chris Tubb



CREATING MITHRIL MASTER FIGURES

Designing the master-figures for the Mithril series is meticulous and painstaking work. Much attention is paid to anatomical correctness and correct animation. Mithril figures are normally made in PLASTECENE modelling clay - one of the properties of which is that it does not harden. This enables changes to be made to the pose and animation of the figure at any time during the design process - although extreme care has to be taken at all times as the figure remains soft and malleable and small details can easily be destroyed by a careless touch.

[step 1]

The first step is to create an armature which, for a standard human-sized figure is made from about 250mm of telephone wire. This is easily bent into a wire column for the head and torso plus 2 legs with bends put in at the knee and neck. The wire is twisted around to form a base. Arms are never put in at this stage.



[step 2]

The next phase comprises the addition of Plastecene to the armature and the creation of the basic body shape. The torso and head are shaped at this stage, as are the legs feet and upper arms - all with a close regard to the animation and pose of the figure.



[step 3]

Once the basic rough figure has been created, the next step is the addition of clothing. Particular attention is paid to larger masses - such as cloaks - ensuring that the folds move sympathetically with the movement of the figure. The face is also completed and the arms added at this stage.



[step 4]

Finally such details as belts buckles bags and chainmail are added. Weapons - such as swords and quivers - are usually made separately from Milliput and added to the figure. When complete the figure is carefully moulded: this mouldmaking has to be successful first time as the master-figure is destroyed in the process.



mithril

THE RACES OF MIDDLE-EARTH

AN INTRODUCTION



Middle-earth is inhabited by a variety of races and sub-races, all of whom have distinctive physical and cultural characteristics. They can be roughly divided into three loose categories: The immortal races such as the Valar, the Maiar and the Elves, the earthbound races such as the Dwarves the Ents and the Trolls, and those possessing something of both the first two categories - and therefore elements of both heroism and tragedy - namely Men and Hobbits. The Orcs and Half-orcs are important races but do not fit the above scheme as they are not, strictly speaking, "natural" races. The orcs sprang, according to legend, from the race of the Elves, a group of whom in the far distant past were fearfully corrupted and distorted by Morgoth as an act of profanity and vengeance against the Elves. The Half-orcs were created by the wizard Saruman.

Races

Elves



Noldor: These are the tallest of the Elves who came to Middle-earth. They are usually dark-eyed and dark-haired. They are the most gifted of all the Eldar in the uses of magic and craft.

Sindar: Also called the Grey-elves, the Sindar are fair of face and light-skinned. They are famous linguists and shipwrights. They have an undying love for the sea and sea-emblems appear upon their heraldry and decorative motifs.

Sylvan elves: These are the most populous of the Elven groups of Middle-earth and inhabit forests and woods. They are as tall or smaller than men and have brown hair and tanned complexions. Their communities are usually ruled by a Sindarin aristocracy.

Men



Numenorean: Those inhabitants of the island of Numenor and their descendants in the realms in exile in Middle-earth (Arnor and Gondor). Having sided with the Eldar and the Valar in the war against Morgoth, they afterwards occupied a privileged position in being friends and allies of the elves. Because of occasional marriage unions, some Elvish blood ran in their veins, which resulted in their having a taller, more noble stature than other men. Like the Noldor they were usually dark-eyed and black-haired.

Western men: By far the most numerous people in Middle-earth, they constituted most of the subject peoples of the Numenorean realms in exile. Usually brown-haired but varying from blonde to black, they made up most of the important human sub-groups such as the Rohirrim, the Dunlendings and the Grumuz or Woodmen of Mirkwood and the Rhovanion folk of Laketown.

Easterlings: Inhabitants of the vast steppes to the east of Rhovanion, the word Easterling is a generic term for all those nomadic peoples inhabiting the lands between and beyond the Iron hills and the sea of Rhun. Recruited in large numbers by Sauron for his two wars in Middle-earth, they are generally small and swarthy but are matchless riders and horse-archers. The most important groupings are the Sagath and the Logath.

The Haradrim: These are a desert people, inhabiting the great southern wastes. Though their populations are small in the northern reaches of their realms, in the far south they have great and populous cities from which the Dark-lord recruits many of his mighty armies. They are a dark-skinned and noble people who fight with scimitars and are fond of brightly-coloured, loose-fitting garments.

Dwarves



Like the stone from which they are said to have sprung, the Dwarves are tough and resilient. Their powers of endurance are legendary, suffering both battle and deprivation with fortitude and equanimity. They prefer to live below rather than above ground and possess great skills in the mining and fashioning of rock, in the cutting of jewels and the working of precious metals. Dwarves are invariably bearded and wear heavily cowed cloaks. They are shorter in stature than men but compensate for this by their stocky build. Their preferred weapon is the battleaxe and Dwarven armies are invariably clothed in fine mail and helms of great craftsmanship.

Hobbits



Peace-loving and unwarlike, the Hobbits of Middle-earth live generally quiet, unadventurous lives. Since their great migration into Eriador they have settled in the Shire, which was bestowed upon them by the crown of Arnor, and in which most of them are quite content to live out their simple, rustic lives. They are among the smallest of Middle-earth's peoples, both in population and in physical size (standing anything between 2 and 4 feet in height) and isolate themselves as much as possible from the world outside. Their reluctance to mix amongst the larger races has led them to develop remarkable skills in moving silently and in the techniques of evasion. Hobbits usually have brown, curly hair and prefer greens and browns to brighter colours.

Orcs



The orcs are probably the most numerous of all the races of Middle-earth. Dark grey in colour with eyes like red coals, the true orcs are a terrifying parody of the Elves to whose graceful countenance they are a distorting mirror-image. With long arms and clawlike hands they lope rather than walk, with a distinctly simian gait. Chaotic by nature, these creatures can only be welded into a community or an army by the brute force and cruelty which is their common currency. Almost invariably, the largest orcs become their tribal leaders and kings. They show mercy neither to their enemies or to their own weaker brethren who they will bully and brutalise, just as stronger orcs will in turn bully and brutalise them. Like the haradrim they fight with scimitars as their principle weapon, but are also skilled with the bow and other missile weapons. Their great weakness as fighting troops is their inability to function in sunlight, which has serious debilitating effects upon them.

In addition to the true orcs, there are in the Third-age, two sub-groups, the Uruks and the Half-orcs. The former are the result of Sauron's selective breeding of those true orcs possessing the greatest size and intelligence and less aversion to sunlight; The result is a man-sized creature who can function in daylight as easily as a Human. The Peryrch or Half-orcs are the product of Saruman's diabolical experimentation in cross-breeding Uruks with unfortunate Dunlending captives. The Half-orcs display a virtually human intelligence, while retaining the hardness of the orcs. They make superb soldiers and are used extensively by the wizard of Orthanc.

Trolls



Just as the orcs may be thought of as a grotesque caricature of the elves, so the Trolls may be considered a similar counterpart to the Dwarves. Created by Morgoth in the mists of prehistory, the Trolls' true nature is closely connected to the stones whence they come. Like the Balrogs, they are a leftover from Morgoth's preparations for his war with the Valar, and survive as an evil remnant in the Third-age. No longer numerous they can, nevertheless, still be encountered in the wild lands of Rhudaur, Angmar and amid the mountain fastnesses of the north. They are generally stupid but are dangerous by virtue of their great strength and fondness for cruelty. Their low intelligence quotient means that they lack any real social cohesiveness; most live in solitude or at most in small family groups. Their weaponry consists in cudgels made from large animal bones, wood or flint.

An average sized human male measures 32mm in the Mithril scale, so that a scale foot measures approx. 5.5mm. Sizes of all Mithril figures can be gauged by this scale.



32mm



Troll

Hobbit

Sindar Elf

Human

Dwarf

Noldo Elf

Orc

8
7
6
5
4
3
2
1

Feet



MC1a Bilbo Baggins

Probably the most famous hobbit in history Bilbo played an important, if largely unwitting, part in the great events at the end of the Third age. He accompanied Thorin & co on their quest to slay the dragon Smaug and regain the ancient kingdom under the mountain. En route he chanced to find the One Ring of Sauron, which had been lost to the world for centuries. Bilbo was blessed with a good deal of common sense which never deserted him.



MC1b Gollum

Originally a Hobbit himself, Gollum had discovered the One Ring long ago and had fallen under its spell. The Ring possessed him, and although tormented by it, he could not bear to be parted from his "precious".

He went to live amongst the roots of the mountains where the Ring's magic prolonged his life well beyond its normal span. Gradually his appearance changed and he turned into a wretched, slimy creature animated only by his obsession with the Ring.



MC2 Gandalf the wizard

Gandalf was the chief organiser of Thorin Oakenshield's expedition to the Lonely Mountain. Seeing in Bilbo, qualities of character it was he who first proposed that the Hobbit should be taken on as the "burglar". Although sometimes absent from their adventure, he nonetheless accompanied Thorin's expedition during most of the critical stages of the journey. He outwitted hungry Trolls, slew the Great Goblin, and by calling upon his ancient friendship with the Great Eagles, rescued the Dwarves from a desperate Warg attack. Finally he proved a good and just councilor during the dispute over the inheritance of Smaug's treasure.



MC3 Thorin Oakenshield

After long years of exile Thorin the dwarf made plans to recover his lost kingdom, which had been wrested from his grandfather, king Thrór, long ago, by Smaug the worm. He gathered about him a party of Dwarvish adventurers, and together with Bilbo the Hobbit (hired as a burglar), set off upon the dangerous journey across the Wilderland to slay the dragon and reclaim his realm. He was successful, though the victory was an expensive one: it cost Thorin his life.

For all his pride and stubbornness, Thorin possessed, nonetheless, a noble character and acquitted himself bravely, as befitted a direct descendent of Durin the deathless.



MC7/McD4 Beorn

Possessing the mysterious power to transform himself into the form of a great black bear at will, Beorn, even in his Mannish shape was immensely tall and strong. He lived on the banks of the Anduin river, and shunned the company of others, preferring instead the companionship of animals.

When Thorin & Co. encountered, and eventually befriended, Beorn they were amazed at the cleverness of his dogs, who could walk upright and even serve at table. His sheep and horses were also exceedingly intelligent and were treated by Beorn more as friends than as livestock. He possessed an unswerving hatred of the orcs and was mightily impressed by the slaying of the Great Goblin by Thorin's party. Beorn gave rest and shelter to the dwarves and even loaned them ponies for their journey. At the battle of the Five Armies he fought on the side of the men, Dwarves and Elves in his bear shape.



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Desolation

Mc4 Master Elrond



One of the mightiest lords in Middle-earth, Elrond was master of the Last homely house at Rivendell. Half-elven, he is the direct descendent through Elwing, his mother, of Beren and Luthien, and through them, of Elwe and Melian. His father was Earendil the Mariner of the house of Hador. He was the bearer of one of the three great Elven rings: Vilya, the ring of air.

Mc5 The Great Goblin



Chief of the orcish clans that infested the Misty mountains during the late Third-age, the Great goblin was an abnormally large and hideous creature, standing far taller than most men. Although originally vassals of the orcs of mount Gundabad, the inherently chaotic rule of the orcish kings, and their great distance from the seat of royal power meant that the orcs of the Misty mountains were effectively independent. Becoming a lord in his own right he held sway over the the largest orc tribal grouping in north-west Middle-earth. He met his end at the hands of Gandalf who struck him dead with an elvish sword during a battle between the orcs and Thorin's dwarves.

Mc9 Bard of Esgaroth



Though a descendent of Girion, lord of Dale, it was as a mere captain of archers that Bard and his men fought in battle against Smaug the worm. He stood his ground amongst the inferno of wooden buildings and loosed his arrows, to no avail, until a thrush alighted beside him and told him of the weak spot in the dragon's armour. Hearing this, Bard let fly his very last arrow which found its mark and brought the great worm crashing to his death in the Long Lake. Bard later refounded the town of Dale, becoming its first king.

Mc8 The Elvenking



Thranduil's realm was deep within the great forest of Mirkwood, and though the Elvenking himself was Sinda, his subjects were Sylvan elves. His palace - a magnificent cave system - lay deep beneath the forest floor and although his people had some commerce with Laketown, the Elves of Mirkwood shunned the outside world wherever possible. Critical events - like the death of Smaug - sometimes forced Thranduil's people out of their forest fastness: then the Elvenking led out his host to fight beside the men of Laketown in the battle of the Five Armies.

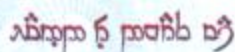
Mc30 Giant spider of Mirkwood



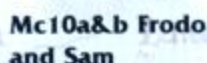
Since the evil "necromancer" had set up his stronghold at Dol Guldur in the southern part of Greenwood the Great, an evil presence had gradually permeated the forest, corrupting and twisting the very trees themselves, and spreading such palpable fear that men renamed it Mirkwood.

Many hideous creatures took up their abode in the forest, amongst the worst of which were the giant spiders - terrible creatures who spun their giant webs across paths and branches: webs strong enough to trap and hold even a man. Once caught the victim would be made unconscious by an injected poison from the spider's abdomen, then cocooned in a shroud of more threads, and hung from a branch to dry. Later on the spider would eat the desiccated body.

Though smaller in size than the terrible spider, Shelob of Mordor, the giant spiders of Mirkwood were still huge, spanning an average of 15 feet or more.



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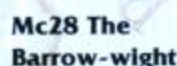


Frodo was the nephew and heir of Bilbo Baggins, inheriting from him the One Ring. He bore the terrible burden from the Shire to Mordor itself, conscious always of the searching eye of the Dark-lord and his minions, and that the destiny of all the free peoples depended upon the success of his quest.

Sam was Frodo's companion during the journey. His qualities of loyalty, bravery, faithfulness and a practical turn of mind made him invaluable to Frodo. His somewhat unprepossessing character hid the truth that Sam was as much the hero of the quest as his master, Frodo.



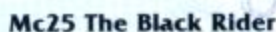
The companions of Frodo and Sam, Merry and Pippin were also part of the Fellowship. For Shire-born Hobbits, a folk who as a rule led unadventurous lives, the careers of Merry and Pippin were illustrious indeed. Merry was to become squire to king Theoden of Rohan, and to fight at the battle of the Pelennor fields, where he played no small part in the destruction of the Witch-king. Pippin entered the service of Denethor of Gondor, and survived the battle of the Morannon gate, standing in the host of the Free Peoples as they faced the army of Sauron in the climactic battle of the War of the Ring.



The barrow tombs are the most ancient mannish burial place in Middle-earth and are the resting places of the Edain of the First-age. The warriors and kings of Arnor were also laid to rest here, while the Northern court flourished in the Third-age. But when the power of Angmar was broken, evil and unquiet spirits, fled thence, took up their abode in the barrow-tombs, and by dark magic began to re-animate their long-dead occupants. Of hideous appearance these spirits of malice would stalk the barrowdowns.



Strider's somewhat rough and weather-beaten appearance belied his royal lineage. He was a chief of the Dunedain, the Rangers of the North, whose kingdoms had long ago been swept away in wars with Sauron and the Witch-king. A friend to Gandalf, who knew his true origins, Strider acted as guide to the Hobbits on their perilous journey from Bree to Rivendell, was one of the Fellowship and eventually its leader after Gandalf fell in Moria. His sword was Anduril - none other than the sword with which Isildur had cut the Ruling Ring from the hand of Sauron.



When Sauron made the Ruling Ring at Sammath Naur, he also caused lesser rings to be made, the Nine and the Seven, which were under the power of the One. Although the three elven rings were hidden from him, the Seven dwarven and Nine mannish rings came under his control, and those to whom he bestowed them, became his creatures. The nine wearers of the rings of men became great lords in their time, but their worldly power was achieved at a terrible cost. For their lives were preserved indefinitely, and eventually after countless years they became mere shadows, animated by the will of Sauron, their sole purpose to do his bidding. Without their raiment they were virtually invisible to the naked eye; however, Frodo saw their true shapes when he entered their realm, by putting on the One Ring.

The Ringwraiths were the Dark-lord's most terrifying servants, and so closely were their fates tied to his that he could count upon their complete loyalty. Thus, when at the outset of the War of the Ring, Sauron was searching for the Ringbearer, it was the black-clad Ringwraiths that he sent to scour the Shire and the road to Rivendell. They came to the Shire mounted on black horses, specially trained to accept their spectral riders but later when these mounts were destroyed at the fords of Bruinen, they were provided by Sauron with fell winged beasts.



Mc6 Glorfindel

An Elven lord and a member of the household of Elrond Half-elven at Rivendell, Glorfindel was one of the few remaining Noldor in Middle-earth during the Third-age. His fair hair, like that of the Lady Galadriel, probably denotes his descent, like hers, from the house of Fëanor.

Glorfindel had been Elrond's chief Lieutenant for many years past, and had long ago led the host of Rivendell at the battle of Fornost, where - with the allied forces of Earnur of Gondor and Cirdan of Lindon - the host of the Witch-king had been destroyed and the power of Angmar broken forever.

During the early part of the War of the Ring Glorfindel escorted Aragorn and the Hobbits on the last part of their journey to safety at the house of Elrond and successfully fought off the Ringwraiths at the ford of Bruinen, allowing Frodo to ride his horse, Asfaloth across the river and so escape to safety.



Mc11 Gandalf

The five Istari, or wizards, came to Middle-earth to counter the growing power of Sauron, and although Gandalf was not their chief, he became the greatest of their order. Gandalf journeyed through Eriador, was known by many names, and was a counselor and friend to Elves, men, Hobbits and Dwarves alike. His friendship with the various peoples of Middle-earth proved invaluable in the final struggle with Sauron, making the wizard a rallying point around whom the free peoples could unite. Though the bearer of the Elven ring Narya, until the final days of the Third-age he kept his power carefully concealed behind the persona of a kindly old man.



Mc13 Boromir

Boromir was the son and heir of Denethor, Steward of Gondor, then the mightiest realm in Middle-earth. He was commander of her armies and was a born warrior, delighting in battle and the arts of war. His fatal flaw was that he could only see the military uses of the One Ring. But he was an honourable man - a member of the Fellowship who, with Aragorn, tried valiantly but unsuccessfully to force a passage through the snow-drifts at the Redhorn Pass. His combat skills were to prove invaluable during the Fellowship's fighting retreat from Moria. Boromir died valiantly at Parth Galen, amid the bodies of slain orcs, who had paid dearly for his death.



Mc14b Legolas

A Sindarin elf and the son of Thranduill the Elven-king, Legolas was chosen as one of the Fellowship. In view of the ancient enmity between their races, it was surprising that a close friendship sprung up between Legolas and Gimli the Dwarf during their travels. After the Fellowship broke at Parth Galen, Legolas - with Aragorn and Gimli - journeyed to Meduseld and onwards with them through the Paths of the Dead, to Minas Tirith and the Morannon gate. Some years after the war with Sauron was over, Legolas built a white ship and set course for the undying lands.



Mc14a Gimli

Gimli the Dwarf was Gloin's son from the kingdom of Erebor and was chosen for the Fellowship to accompany the Ring-bearer. In Moria, the ancient Dwarvish kingdom, beneath the Misty Mountains, he acted as guide, steering the company through the labyrinthine passages towards the east door. Later he was to enter Lorien, the first Dwarf permitted to do so in countless years, where he swore undying service to Galadriel, asking for a strand of hair which he wore thereafter in a locket about his neck. With his friend Legolas he fought at Helm's Deep, and long years after, when Legolas sailed west Gimli went with him on this last journey.





Mc16 Galadriel

A daughter of Finarfin, Galadriel was a Noldo princess of the highest lineage who long remained in Middle-earth under the ban of the Valar. As keeper of Nenyia, the ring of water - one of the three Elven rings of Celebrimbor - she wielded great power and even Sauron feared her.

By the time of the War of the Ring she lived in the Elven city of Caras Galadhon in Lorien forest. Galadriel was offered the One Ring by Frodo during his sojourn in Lorien, and despite the temptation of its power she refused it. For this act alone the Valar were later to lift their ban on the Lady of the Wood.



**Mc17 Saruman
the wizard**

Sauruman was chief of the Istari or order of wizards in Middle-earth. He was also to become head of the White Council which was formed in response to the re-emergence of Sauron in the world. Gradually however, the wizard's love of power led him to believe that he should find the One Ring for himself, and with its terrible power, challenge the might of Sauron the Maia in open confrontation. He turned Isengard into a great fortress and recruited Dunlendings and orcs into his service. Even Rohan was seen as another ally for his cause and rich supply of fine cavalry for his army. His plans, however, were to be thwarted; the Rohirrim declared for the free Peoples and they and the Ents put paid to his schemes.



Mc21 Lorien bowman

The folk of Lorien were a mixture of Sindarin and sylvan elves and under Galadriel these elves kept themselves secluded from the world outside. Their bow-armed scouts would patrol the forest margins, to deter those foolish enough to stray inside.

The elves were masters of woodcraft and could move in total silence amongst the trees and seemingly vanish into the forest at will. Only at times of great need would the Lorien elves fight outside their borders, such as during the war against Sauron, when the Lorien folk crossed the Anduin to expel one of the Ringwraiths from Dol Guldur.



Mc19 Treebeard

The oldest race of creatures in Middle-earth are the Ents - the guardians or shepherds of the trees - and their apogee was in the First-age when the primeval forest blanketed huge areas of north-west Middle-earth of which Fangorn and Mirkwood are but surviving remnants. The Ents partake of something of the nature of the trees themselves, and are slow, by mannish standards, to take action, but when roused they can move swifter than men.

By the Third-age, many Ents, having been immobile for so many centuries, were no longer capable of speech or movement, reverting to a more primitive tree-like nature and their numbers at the time of the war with Sauron were few.

They were stirred to action during this war, stung to revenge by the wanton destruction of the forest edge by Saruman's orcs, a race who they bitterly hated. Persuaded by the Hobbits Merry and Pippin that the Ents should throw their support behind the Free Peoples against the power of Isengard, Treebeard summoned a meeting of his folk - an Entmoot - and subsequently led his people to the siege of Orthanc, whose power they overthrew.



Mc18 Wormtongue

Grima "Wormtongue" rose to become chief counselor to king Theoden of Rohan. Recruited into the service of Saruman, Wormtongue exploited the old king's dotage, and sought to poison his mind, particularly against Eomer, Saruman's great obstacle to his plans for Rohan.

Wormtongue strove to turn Theoden away from Rohan's age-old alliance with Gondor, simultaneously achieving a position of great power at Meduseld for his master at Orthanc. His plan would doubtless have succeeded but for the timely arrival of Gandalf and the remnant of the Fellowship at Meduseld, which alerted Theoden to Wormtongue's treason, and sent the latter scurrying back to Saruman in Isengard.



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Mc23 Eomer



Theoden's sister's son, Eomer became the king's heir after Theodred - the king's son - was killed at the battle of the fords of Isen. Eomer was Third marshal of the Mark, one of the three highest commands among the Horseslords, but his position as the king's heir was not undisputed. Theoden - under the malevolent spell of Wormtongue - was hostile to Eomer, regarding him as a troubling influence on the state.

Eomer was, however, an able commander, and in times as troubled as those of the late Third-age, his services were too valuable to pass over; thus he remained a Marshal of the Mark. Once the influence of Wormtongue was ended, and Theoden roused once more to action, he was reconciled to Eomer, who was to ride with him to the aid of Gondor during the War of the Ring. Eomer was proclaimed king of the Mark, after Theoden's death at Pelennor field.



Mc22 King Theoden



Theoden, Thengel's son, had reigned as king of the Mark for almost 40 years before the War of the Ring. For much of that time he ruled well, but during the latter part of his reign became prone to a melancholy which deepened as time went on. The deaths of both his wife and his beloved sister Theodwyn had started his decline into a state of torpor, a state made still worse by the evil councils of Grima Wormtongue, a creature of Saruman.

When Theoden's son was slain in battle, Grima made every effort to alienate him from his new heir Eomer, who was seen as a threat to the plans of Saruman. Grima's plans were, however, thwarted, for the timely arrival of Gandalf and Aragorn at Meduseld not only ended the Wormtongue's influence but spurred Theoden himself to action. He summoned the riders of Rohan and despite his age led the Rohirrim eastward to the aid of Gondor. Theoden's army won a great victory over the Haradrim at Pelennor fields though Theoden himself perished in battle at the hands of the lord of the Nazgul.



Mc20 Denethor



The last of the Ruling Stewards, Denethor, son of Ecthelion II, ruled Gondor during the War of the Ring. Although still legally a kingdom, Gondor - long past the period of her imperial greatness - had possessed no king for a thousand years, but was governed by the Steward whose office as hereditary and who was king in all but name.

Denethor - because of the growing might of Mordor - used a Palantir or Seeing-stone to keep a watch on the Dark-lord's plans but the Images shown to him by Sauron ensnared him, sapped his will and drove him to despair and madness.



Mc26 Ringwraith



In the Second-age when Sauron forged the Ruling Ring, he also created the Seven and the Nine lesser rings over which the One was to have power. The nine he bestowed upon mannish lords who he had seduced into his service, promising them upending life in return for their fealty.

The nine did indeed achieve immortality, but in time became mere extensions of his will, animated by fear alone and driven to do his bidding. They became his most trustworthy lieutenants, leading his armies and ruling puppet-kingdoms. By the end of the Third-age they had all been charged with the task of seeking out the Ringbearer and bringing back the One Ring to Sauron.

michael



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THE LORD OF THE RINGS

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Mc24 The Mouth of Sauron

The lieutenant of the Dark tower served as intermediary between his master Sauron and those embassies from Middle-earth with whom he wished to speak. In origin he was a black Numenorean and serving his master well he became adept in the arts of sorcery. As reward for his faithful service the Dark-lord had promised that after Mordor's victory in the War of the Ring "The Mouth" should rule as his regent over all the lands north of Mordor and east of the Misty Mountains.



Mc27 Olog-hai Troll

Bred in Mordor by Sauron, the Olog-hai were an attempt to create immensely strong creatures that were intelligent enough to be used as troops. Ordinary Trolls were unusable - strong but stupid - and so, according to rumour, they were interbred with the Variags, a cruel mannish race. The result were the Olog-hai of Mordor; cunning and immune to the effects of sunlight and smaller than other Trolls, they were sometimes mistaken for huge orcs by enemy soldiers.



Mc29a&b Mordor orcs

Easily the most populous of all the races of Middle-earth, the orcs formed the backbone of the army of Mordor. Hardy, resilient and intelligent, the Uruks of Mordor made up in numbers what they lacked in discipline. Well equipped - by orcish standards - by blackened iron weapons from the extensive slave-run armouries of the Black-land, they would even fight in daylight though they hated the direct rays of the sun. Their chief failing, however, was indiscipline, together with a low level of morale which would cause them to break and run if a battle appeared to be turning against them, especially during daylight.

Cruel, violent and cannibalistic by nature, and possessing no innate sense of loyalty or duty, they could be driven to obedience only by fear of punishment and torture.

The result of this was that the orcish armies tended to be unstable hierarchies, with their leaders staying in command only for as long as they were strong and cunning enough to keep any potential rivals in their place. Promotion was usually by assassination and once in power this tool was often used to remove potential rivals; but overall the orcs were so terrified of the powers of Lugburz (Barad-dur) that they remained obedient to the will of Mordor.



Mithril is named after the rare and wonderful metal that was discovered by the Dwarves in the Second-age of Middle-earth.

Its sole source was a single lode deep within the roots of Caradhras or Barazinbar, as the Dwarves named it, in the Hithaeglin. It was extensively mined by Dwarves of Kazad-dum who, together with the Elves, prized it above all other metals and fashioned from it both superlative weaponry and illustrious ornament. For Mithril was harder than steel and yet light to the wearer; it could be polished to a mirror finish and still be worked and beaten as easily as copper.

The word "Mithril" itself is of Sinda origin, the name meaning "brilliant", "sparkling grey" or "grey flame". It was also known as "silver steel" or "Moria-silver" though, in common speech, the Dwarves usually called it "True silver". What the Dwarves called it in their own tongue is not recorded.





BOXED SETS



Mithril produce an expanding range of boxed sets depicting the larger creatures of Middle-earth. Most boxed items are produced in kit form in a number of pieces which require assembly before painting. Producing larger miniatures in this way ensures that the maximum amount of animation and action can be designed into the figures which a one-piece casting could not achieve. Careful cleaning and assembly will ensure that a superb result is obtained. Each kit is accompanied by an instruction sheet detailing the location and assembly of all parts.

You will require a modelling knife or scalpel, a two-part epoxy-glue for the assembly and some epoxy filler (**Milliput**, **Kneadatite** or **Duro** ribbon-epoxy are suitable), for filling in any small cracks where two parts are joined together. A cheap modelling spatula will also prove useful.



Tools required for cleaning and assembly

Putting together the "Vengeance of Smaug" boxed set

Step 1.

Inspect each of the kit parts and carefully remove any small mould lines or flash from the casting with a sharp blade, making sure that no surface detail is removed in the process. Also ensure that locator holes are free of flash. Complete the head assembly first using a small amount of Adhesive. Next attach the four legs and glue into place, making sure that any extraneous glue is wiped away.

Step 2.

When these two assemblies are dry, attach the tail section to the body - to give additional strength, the peg section in the tail could be drilled out and a steel or brass rod inserted in its place. Glue the tail into place and allow to dry. Next glue the head assembly into place.

Carefully mix some **MILLIPUT** or other epoxy filler and fill in any gaps between the assemblies (i.e. between the legs and body, the body and tail etc) using the spatula. Leave to set.

Step 3.

Glue the rock pinnacles onto the base and fill in where necessary as described above. When these two large assemblies are dry, glue the dragon to the locator-hole in the base. Make extra secure by glueing the touch-point between rock and body. Lastly glue the wings into place and when dry add filler if required. Undercoat with a matt enamel paint before painting.



Contents of the Vengeance of Smaug boxed set





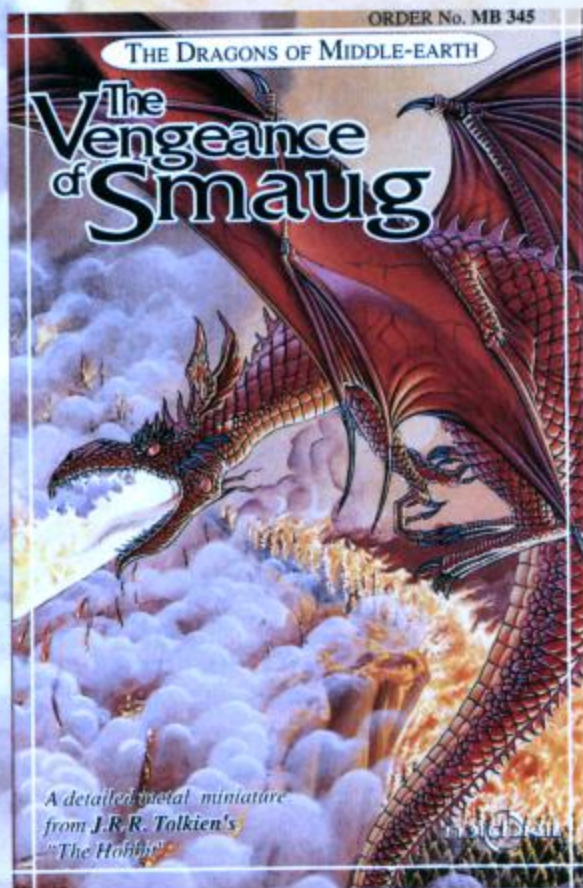
THE DRAGONS OF MIDDLE-EARTH

The Vengeance of Smaug

The Dwarven kingdom of Thror, delved in the Lonely mountain at the headwaters of the Celduin was famous for its fabulous wealth: so famous that rumour of it reached even to the Withered heath and the ears of Smaug the golden, a mighty Fire-dragon whose heart burned at the thought of untold treasure.

Rising up upon mighty wings, the great worm sped south to the Lonely mountain breathing flames as he came. With dread the folk of Dale and Erebor watched as the great pine-forests north of the mountain were kindled by Smaug's fiery breath and fanned to a roaring furnace by the wind of his wings. In terror they attempted flight, as the dragon set the town ablaze and choked and burned the mountain caverns with fume and fire.

Code No: MB 345



A detailed metal miniature
from J.R.R. Tolkien's
"The Hobbit"

midland

THE DRAGONS OF MIDDLE-EARTH

Scatha the Worm

The fire-dragon of the Grey Mountains



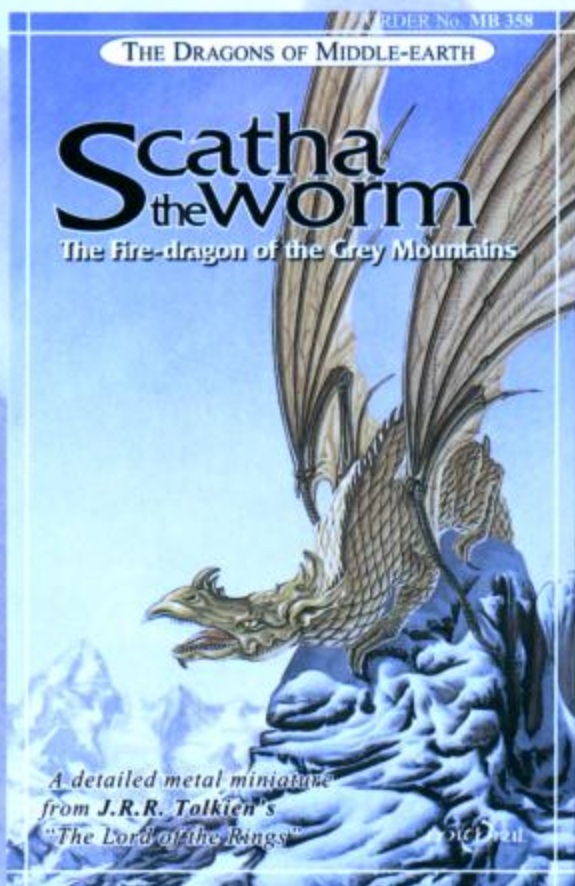
Of the many great worms who still dwelt in the dark caverns of the Grey mountains during the Third-age of Middle-earth, only two are known to have been "royal" dragons of the stock of Ancalagon the mighty. These were Smaug and Scatha. Both were implacable enemies of the Dwarves, whose treasures they both coveted and stole.

Scatha's victims would have been those dwarvish settlements in the Misty Mountains during the years of Moria's greatness and power, and his raids and attacks upon them enabled him to accumulate a great hoard of Naugrim wealth.

When the Eorlings first came to Eotheod in the north (1977 T.A.) they too suffered the depredations of Scatha the worm. It was Fram of the Eorlings, Frumgar's son, who took it upon himself to rid the region of the great worm and his exploits in hunting down and slaying the monster were celebrated amongst his people in tales and song for long years after.

As a sad contrast to the happy reconciliation between men and Dwarves after Smaug's destruction, the slaying of Scatha created new Enmity between the Eorlings and their Dwarvish neighbors - both peoples claiming the worm's hoard for their own.

Code No: MB 358



ORDER No. MB 358

THE DRAGONS OF MIDDLE-EARTH

Scatha the Worm

The fire-dragon of the Grey Mountains

A detailed metal miniature
from J.R.R. Tolkien's
"The Lord of the Rings"

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The Balrog of Moria

The Balrogs were Fire-demons of great power and intelligence who sided with Morgoth during his great struggle with the Valar at the dawn of history, when the Thangorodrim was broken, and Morgoth captured, most of his creatures perished. But some escaped the wreck and fled to the darkest places of Middle-earth. Amongst these was the last of the Fire-demons who fled to the Hithaeglir and hid himself in the deepest roots of the mountains.

There, in the depths, he remained hidden for almost two ages of Middle-earth, until the delvings of the dwarves of Moria penetrated his caverns and disturbed his slumber in their search for the Mithril motherlode. The Balrog awoke and his depredations destroyed Moria, and killed or scattered its inhabitants. He was known to the Dwarves thereafter as Durlin's bane.

When the Fellowship passed through Moria, the Balrog was once again disturbed and became locked in a terrible struggle to the death with Gandalf the grey on the bridge of Kazad-dum.

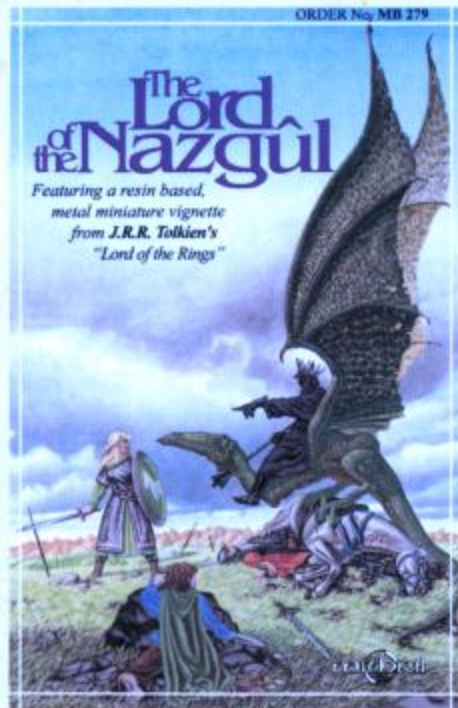
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THE DRAGONS OF MIDDLE-EARTH



The Lord of the Nazgûl

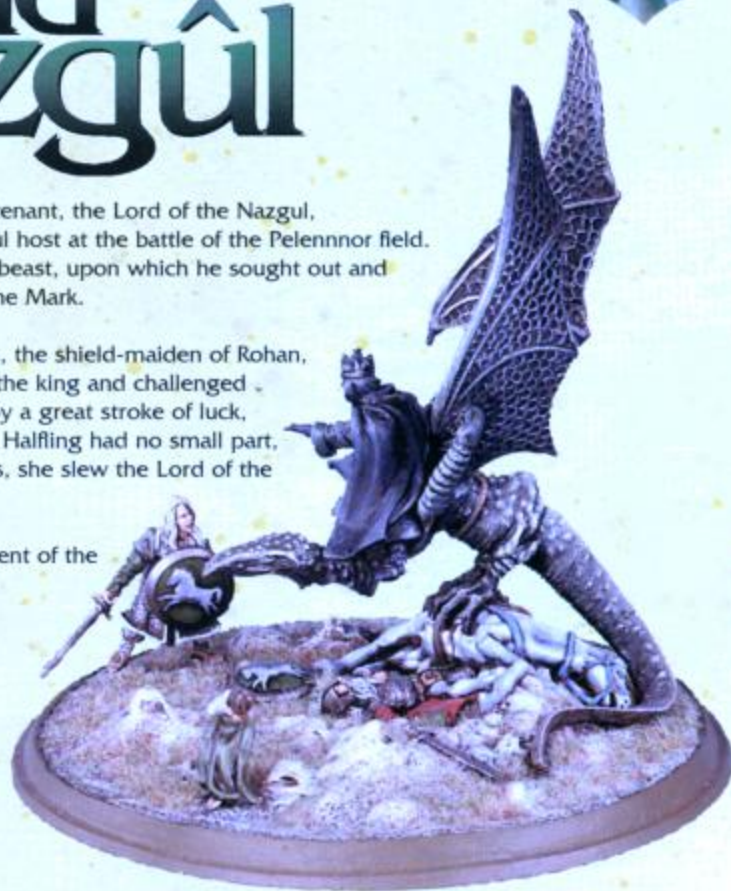


Sauron's mightiest lieutenant, the Lord of the Nazgûl, commanded the Morgul host at the battle of the Pelennor field. He rode a reptilian fell-beast, upon which he sought out and slew king Theoden of the Mark.

Theoden's niece Eowyn, the shield-maiden of Rohan, determined to avenge the king and challenged the awful wraith-lord. By a great stroke of luck, in which Merriadoc the Halfling had no small part, and against all the odds, she slew the Lord of the Nazgûl.

It was the pivotal moment of the battle which ended in the victory of the Free peoples.

Code No: MB 279



MITHRIL BOXED SETS

Some of the Mithril classics are available in two boxed sets.

The first set features nine of the leading characters from Tolkien's "The Hobbit", and the second brings together the nine members of "The Fellowship of the Ring".

The Hobbit (boxed set) contains:

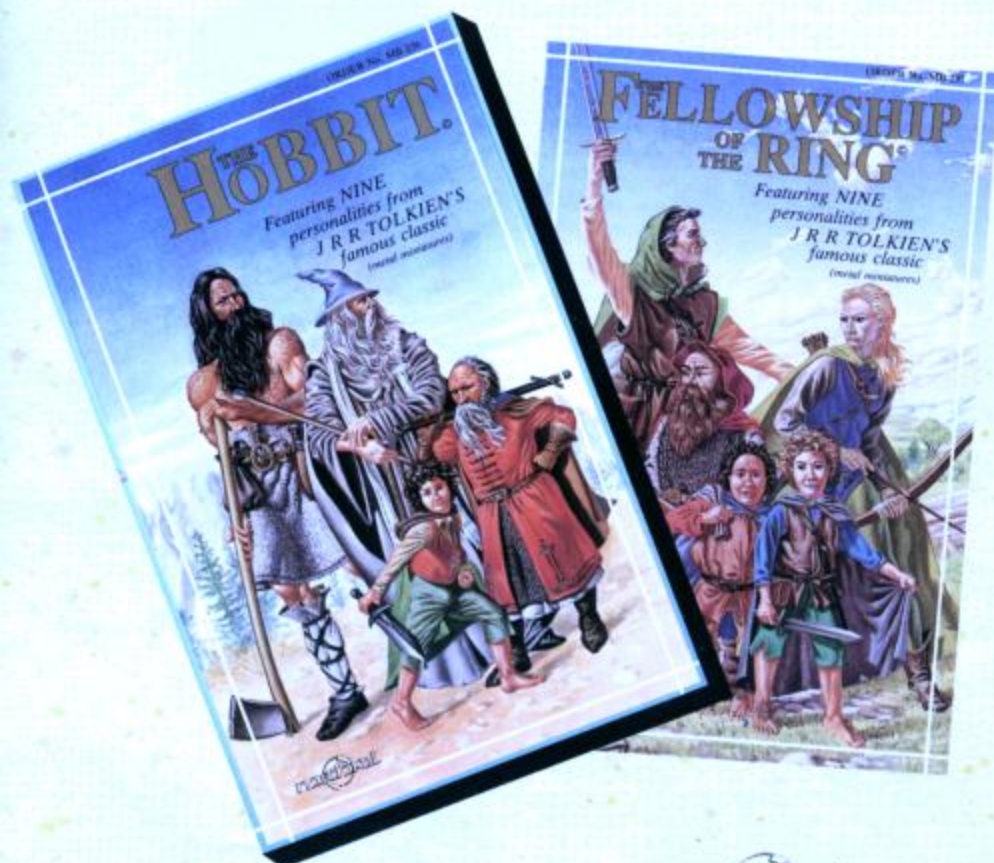
Bilbo Baggins (Mc1)
Thorin Oakenshield (Mc3)
Gollum (Mc1)
Master Elrond (Mc4)
Gandalf the wizard (Mc2)
Beorn (Mc7)
The Elven-king (Mc8)
The Great Goblin (mc5)
Bard of Laketown (Mc9)

Code No: MB 236

The Fellowship of the Ring (boxed set) contains:

Aragorn (mc12)
Gandalf (Mc11)
Boromir (Mc13)
Frodo (Mc10)
Sam Gamgee (Mc10)
Merry (Mc15)
Pippin (Mc15)
Legolas (Mc14)
Gimli (Mc14)

Code No: MB 237



mithril



Mithril Classics

Mithril Classics blister packs

- MC1 Bilbo Baggins & Gollum
- MC2 Gandalf the Wizard
- MC3 Thorin Oakenshield
- MC4 Master Elrond
- MC5 The Great Goblin
- MC6 Glorfindel
- MC7 Beorn
- MC8 The Elvenking
- MC9 Bard of Lake-town
- MC10 Frodo & Sam
- MC11 Gandalf casting spell
- MC12 Strider
- MC13 Boromir
- MC14 Legolas & Gimli
- MC15 Merry & Pippin
- MC16 The mirror of Galadriel
- MC17 Saruman and the Palantir
- MC18 Wormtongue
- MC19 Treebeard and the Hobbits
- MC20 Denethor, steward of Gondor
- MC21 Lorien bowman
- MC22 King Theoden, mounted
- MC23 Eomer, mounted
- MC24 The mouth of Sauron
- MC25 Mounted Nazgul
- MC26 Nazgul on foot
- MC27 Olog-hai Troll
- MC28 Barrow-wight king
- MC29 Orcs of Mordor
- MC30 Giant spider of Mirkwood



Mithril Classics available in Double Packs

- MCD1 Gandalf/Elrond
- MCD2 Frodo/Sam/Merry/Pippin
- MCD3 Bilbo/Thorin/Gollum
- MCD4 Beorn man/bear
- MCD5 Elvenking/Bard of Laketown
- MCD6 Gandalf & Saruman
- MCD7 Strider/Boromir
- MCD8 Galadriel/Lorien bowman
- MCD9 Saruman/Wormtongue
- MCD10 Nazgul/Barrow-wight King
- MCD11 Great Goblin/orc warrior

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