

# Meddle Not in the Affairs of Wizards

Kevin Dallimore



Saruman

wonderful flowing robes and finely chiselled faces. They are the perfect models to start with if you fancy painting a bit of The Lord of the Rings but feel wary of the fiddly and complicated detail on some of the other models in the range.

I always undercoat black and paint the flesh first. The models were mostly painted using Foundry's three-colour paint system. I have listed the Foundry paints and brushes I used below, and where I deviated from the Foundry System I will let you know.



Saruman actual size

licence to play. I started with his shirt and waistband, painting them in Boneyard, but giving this an extra final highlight with White. Next I did the hair in Canvas and once again I added an extra highlight of White. His cloak was the basic Foundry Arctic Grey/White but with intermediate stages mixed between the three shades to give a subtler shading effect. For his robe I took Arctic Grey Shade and mixed in some Tomb Blue Shade for the shade coat, adding increasing amounts of White to give about four highlight layers, until I reached pure white. I followed the same procedure for the cuffs of his sleeves and the Palantir, this time adding Bright Green Shade to the Arctic Grey Shade for the first coat and again highlighting up by adding White. Having achieved lots of different whites I then went back and re-highlighted them with pure White to help pull all the colours together. Finally I added the streaky effects on the Palantir



Saruman

Seeing as they are the prime movers of events in Middle Earth I felt I had to paint the Wizards Gandalf and Saruman, and a few Hobbits for them to fight over of course. Gandalf the Grey and the Halflings are from the original Fellowship set. Saruman comes on his own, quite appropriate really. These are all superb models, precisely sculpted with great detail. The Wizards in particular have

and staff orb with Forest Green Shade.

## Paints

Flesh: Flesh (5)

Hair: Canvas (8) & White (33)

Shirt: Boneyard (9) & White (33)

Robe: Tomb Blue Shade (23A), Arctic Grey Shade (33A), & White (33)

Waist Band: Boneyard (9) & White (33)

Cloak: White (33)

Cuffs of Cloak: Bright Green Shade (25A), Arctic Grey Shade (33A), & White (33)

Staff: Armour (35)

Staff Orb & Palantir: Bright Green Shade (25A), Arctic Grey Shade (33A), White (33) & Forest Green (26A)

Boots: Dusky Flesh (6) Base: Base Sand (10) Rock: Slate Grey (32)

Grass: Dry-brushed Ochre (4)

## Gandalf the Grey (Mithrandir, the Grey Pilgrim)

As with Saruman, I based my version of Gandalf on the movies and the book. His hair was painted pure White, as per the book, to give it more contrast against the grey of his clothes. His robe was Slate Grey with extra stages mixed between each of the main colours. I mix the intermediate shades by combining the two colours about 50/50. The robe was finished off with a very high edge highlight by adding some White to the mix.

The rest of Gandalf was painted using standard Foundry colours, except the cloak. I wanted a warm brownish-grey for his cloak, but Foundry don't yet make one, so I had to mix the colour myself! (I have in fact designed a brown-grey for Foundry, which is currently in the pipeline, hopefully available soon!) The cloak colour was mixed from 80% Slate Grey 32A & 20% Spearshaft 13A, then progressively lightened with White 33C in about five stages, again with a very fine edge highlight to finish.

## Paints

Flesh: Flesh (5)

Hair: White (33)

Cloak: Slate Grey

& Spearshaft (32 & 13)

Robe: Slate Grey (32)

Sleeves & Bag: Granite (31)

Hat: Tomb Blue (23)

Staff: Spearshaft (13)

Glowing Crystal: Vivid Blue (22)

Belt and Scabbard:



Gandalf



Gandalf

Dusky Flesh (6)  
 Gondolin Sword (Glamdring, the Foe Hammer): Armour (35)  
 Boots: Black (34) Base: Base Sand (10)  
 Rock: Slate Grey (32)  
 Grass: Dry-brushed Ochre (4)

### Frodo Baggins

The dark red for the waistcoat was Bright Red Shade with a little Black mixed in to make it darker, then worked up from there by adding more Bright Red to the mix for each stage. I used a similar process for the trousers and coat lapels, as I wanted a darker than

standard brown. Black was added to the shade colour, with more and more Dusky Flesh mixed in to lighten it for the highlights. The cloak was the standard Forest Green, but I mixed intermediate shades in between the three colours to make a five-colour process.

#### Paints

Flesh: Flesh (5)  
 Hair: Dusky Flesh and Black (6 & 34)  
 Eyes: Deep Blue (20), Cloak: Forest Green (26)  
 Brooch: Armour (35)  
 Coat: Tan (14)  
 Buttons: Rawhide (11)  
 Lapels and Trousers: Dusky Flesh and Black (6 & 34)  
 Waistcoat: Bright Red and Black (15 & 34)  
 Gondolin Dagger: Armour (35)  
 Base: Base Sand (10)  
 Rock: Slate Grey (32)  
 Grass: Dry-brushed Ochre (4)



Frodo

### Meriadoc Brandybuck (Merry)

I did the five-colour thing again on his cloak with Granite.

#### Paints

Flesh: Flesh (5)  
 Hair: Base Sand (10)  
 Eyes: Deep Blue (20)  
 Cloak: Granite (31)  
 Brooch: Armour (35)  
 Coat: Forest Green (26)  
 Buttons: Gold (36)  
 Trousers: Drab (12)  
 Waistcoat: Yellow (2)  
 Belt and Scabbard: Dusky Flesh (6)  
 Gondolin Dagger: Armour (35)  
 Base: Base Sand (10)  
 Rock: Slate Grey (32)  
 Grass: Dry-brushed Ochre (4)



Merry



Merry



Pippin

### Peregrin Took (Pippin)

The dark red for the cloak was achieved in the same way as Frodo's waistcoat.

#### Paints

Flesh: Flesh (5)  
 Hair: Rawhide (11)  
 Eyes: Deep Blue (20)  
 Cloak: Bright Red and Black (15 & 34)  
 Brooch: Armour (35)  
 Coat: Teal Blue (24)  
 Scarf: Slate Grey (32)  
 Trousers: Drab (12)  
 Waistcoat: Rawhide (11)  
 Belt and Scabbard: Spearshaft (13)  
 Gondolin Dagger: Armour (35)  
 Base: Base Sand (10)  
 Rock: Slate Grey (32)  
 Grass: Dry-brushed Ochre (4)



Pippin

### Brushes

Throughout the painting of these models I've used a Foundry Series 3: size 0000 brush for the detail, a Series 100: size 000 for larger areas, and a Series 30: size 2 brush for bases and dry-brushing.

### Varnish

The models were gloss- and then matt-varnished using polyurethane varnish, as I always do.

### More to do?

Well Elvies of course, more Wizards, and there seems to be a Fog on the Barrow Downs... my precious...

### Kevin

(with invaluable contributions by Martin Buck)  
*Models from the collections of Caroline Perress and Carron & Ivan Congreve.*

You can see these and much more of my painting at [www.kevindallimore.co.uk](http://www.kevindallimore.co.uk)

### Master Samwise Gamgee

His cloak is the standard Moss, with intermediate shades between the three colours to make five stages of shading.

#### Paints

Flesh: Flesh (5)  
 Hair: Buff Leather (7)  
 Eyes: Deep Blue (20)  
 Cloak: Moss (29)  
 Brooch: Armour (35)  
 Coat: Granite (31)  
 Trousers: Slate Grey (32)  
 Shirt: Canvas (8)  
 Waistcoat: Slate Grey (32)  
 Belt and Scabbard: Dusky Flesh (6)  
 Gondolin Dagger: Armour (35)  
 Base: Base Sand (10)  
 Rock: Slate Grey (32)  
 Grass: Dry-brushed Ochre (4)



Sam



Sam



Frodo