

# Meddle Not Again in the Affairs of Wizards

Kevin Dallimore



Radagast the Brown

I had planned to paint the Games Workshop 'Lord of the Rings: Fog on the Barrow Downs' set next, but as fortune would have it a parcel of assorted goodies from Workshop popped through my door, (for which many thanks, Caroline Law, Rob Broom, etc. from GW). Hidden amongst a splendid selection of Nazgul and Elves was a Radagast the Brown (Wizard) model, and I was quite taken with him. Coincidentally I had recently acquired the two Blue Wizards made by Mithril Miniatures, so it seemed a good idea to paint the rest of the Istari to accompany Saruman and Gandalf. For those unfamiliar with Tolkien's writings, the Istari were an order of five beings that came to Middle Earth to aid men in the struggle against evil. They gave varying degrees of assistance, had varying degrees of success, and one went completely barmy!

I wanted to paint Radagast as I've always thought of him as an all round good egg. Despite being a bit of a dropout who spent most of his time talking to animals, he brought vital aid to Gandalf, saving him in a time of crisis. The two Blue Wizards are more enigmatic. They arrived on Middle Earth and disappeared into the "East" never to be heard of again. Whether they worked for or against evil is not discussed, but they do make an interesting subject; a master class on the colour blue, while Radagast is a tutorial on brown! However, my main reason for painting these models is that I am an insatiable collector and had to have a set of all the wizards of Middle Earth!



actual size

The Mithril figures have tiny hands and quite small faces, which I think are difficult to paint well, and the staffs are painfully thin and fragile, so they needed careful treatment. Surprisingly they are almost the same height as the Games Workshop Lord of the Rings models, (if not quite the same proportions), so on the whole they all fit in fairly well together. Anyway Games Workshop doesn't make any Blue Wizards yet, and I must confess I found this pair in a model shop bargain bin at half price. So I

snapped them up quick, as apparently they are quite rare and I am quite sad!

To start with, as always, I undercoated the models with Humbrol matt black enamel; suitably thinned with white spirit and applied with a thick flat brush. Then I painted the flesh first. The models were mostly painted using Foundry's three-colour paint system, though some fiddling has gone on. I have listed the Foundry paints and brushes I used below, and where I deviated from the Foundry System I will let you know.



## Radagast the Brown

Finally a chance to use all those browns I designed on one model! (They do rather take the mickey out of me for having all those browns you know! There are more to come in the new colours I have designed, but a least half of these are horse colours, so I am excused...) Radagast may not be as fine or graceful as the Gandalf the Grey model, but he is still very nice. He has a Druidic air about him, befitting his love of birds and beasts and all things that grow, and that needed to be reflected in the colour scheme. As is usual now with these speciality models I mixed a lot of intermediate shades to give a subtler rendering of a colour. This was more important on the blue chaps below, but I did it on the major areas of Radagast as well. After finishing the flesh, I started with the robe, then the jerkin, then the cloak, gauntlet, (these last items I just used three colour shading), hair, staff, stone, leaves and lastly the raven. I used Granite for his hair, as it is a 'greyish' brown which helped to maintain the overall brown feeling. I painted the bird as a raven as they were great friends of the Dwarves, and he is bald, as was the old raven in *The Hobbit*!

### Paints

Flesh: Flesh (5)

Hair: Granite (31), streaked with White (33)

Robe: Buff Leather (7), sort of yellow brown...

Jerkin: Dusky Flesh (6), sort of mid brown...

Cloak: Drab (12), sort of greenish brown...

Staff: Spearshaft (13), sort of rich brown...

Leaves: Bright Green (25), damn... not brown at all, should have done them in autumn!

Staff Head: Slate Grey (32), damn... damn...

Knife: Slate Grey (32) blade, handle Dusky Flesh (6)

Boots: Dusky Flesh (6) & Tan (14)

Belt and Pouch: Tan (14), sort of orange brown...

Gauntlet: Dusky Flesh (6), and so on...

Raven: Black (34)

Base: Base Sand (10), yep a sandy brown!

Rock: Slate Grey (32)

Grass: Dry-brushed Ochre (4)

## Blue Wizard 1

Not my favourite models, Mithril, as you may have gathered. Those of you who have monitored my painting will have noticed I have worked on very few of them, in spite of my love for Lord of the Rings. That's because they are just so damn hard to paint! The detail is not raised enough for my tastes,



actual size



particularly on the faces, the hands are very small and staffs and weapons are terribly thin, all of which provides very little help for the painter. However, they are well executed and if you're willing to put in the extra work, they do come to life when painted carefully. Again I mixed up intermediate shades for the larger and flatter areas like the robe and cloak. (I had to take extra care when cleaning up the separate staff/arm and assembling the model as the staff was extremely fragile and suffered no handling. Yes the arm/staff were separate castings from the body. Great!)

#### Paints

Flesh: Flesh (5)  
 Hat: Deep Blue (20)  
 Hair: Granite (31), streaked with White (33)  
 Cloak: Tomb Blue (23)  
 Robe: Sky Blue (21) trim Boneyard (9)  
 Sleeves: Deep Blue (20)  
 Staff: Black (34) fittings Armour (35)  
 Boots: Dusky Flesh (6)  
 Base: Base Sand (10)  
 Rock: Slate Grey (32)  
 Grass: Dry-brushed Ochre (4)



actual size



#### Blue Wizard 2

Pretty much the same story as for the first Blue Wizard, except I mixed up a new colour for his robe; a sort of blue grey mixed from Deep Blue and Slate Grey, then lightened and highlighted by adding White. This grey blue, or a similar version, will be available when the new Foundry paints come on line. The same points applied when cleaning up and assembling this chap, but this time it was just the hand and the staff that needed attaching to the arm

of the model. Once again the staff was very thin and quite bendy! Fortunately in both cases the parts fitted quite well and required only a brief scrape over with a scalpel to remove mould lines.

#### Paints

Flesh: Flesh (5)  
 Hair: Slate Grey (32) streaked with White (33)  
 Robe: Deep Blue (20) and Slate Grey (32) and mix White (33)  
 Tunic: Deep Blue (20)  
 Lining Vivid Blue (22)  
 Hat: Sky Blue (21)  
 Staff: Black (34) fittings Armour (35), knob Boneyard (9)  
 Sash: Boneyard (9)  
 Boots: Dusky Flesh (6)  
 Base: Base Sand (10)  
 Rock: Slate Grey (32)  
 Grass: Dry-brushed Ochre (4)

#### 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 Blue Wizards (Ral Partha)



actual size



#### More to do?

That's about it for the mono-colour models. Now on to something altogether stranger, as there still seems to be a Fog on the Barrow Downs... my precious...

#### Kevin of Many Colours

(with many invaluable contributions by Martin Buck)

You can see all of these and much more of my painting at [www.kevindallimore.co.uk](http://www.kevindallimore.co.uk), and a load more at [www.wargamesfoundry.com](http://www.wargamesfoundry.com).