

The Lord of the Rings: The Rings of Power Episode Guide

Episodes 001-008

Last episode aired Friday October 14, 2022





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Season One

A Shadow of the Past

Season 1

Episode Number: 1

Season Episode: 1

Originally aired:	Thursday September 1, 2022
Writer:	J. D. Payne, Patrick McKay
Director:	J. A. Bayona
Show Stars:	Morfydd Clark (Galadriel), Tyroe Muhafidin (Theo), Benjamin Walker (High King Gil-galad), Markella Kavenagh (Elanor "Nori" Brandyfoot), Daniel Weyman (The Stranger), Nazanin Boniadi (Bronwyn), Robert Aramayo (Elrond), Ismael Cruz Córdova (Arondir), Lenny Henry (Sadoc Burrows), Charles Edwards (Lord Celebrimbor), Dylan Smith (Largo Brandyfoot), Sara Zwangobani (Marigold Brandyfoot), Megan Richards (Poppy Proudfeellow)
Guest Stars:	Thusita Jayasundera (Malva), Geoff Morrell (Waldreg), Justin Doble (Milky-Eyed Southlander), Paula Nazarski (Malva's Sister), Maxine Cunliffe (Wilma), Peter Tait (Tredwill), Augustus Prew (Médhor), Simon Merrells (Watchwarden Revion), Fabian McCallum (Thondir), Cameron Brown (Elf Soldier), Andrew Cottle (Veteran Elf), Ashlee Fidow (Elf Soldier), Will Fletcher (Finrod), Amelie Child Villiers (Young Galadriel), Kenneth Ransom (Younger Hunter), Nicholas Foustellis (Short Haired Elf), Graham Ralls (Whiskery Old Man), Shelley Waddams (Elf Attendant), Sean Neary (Elf Soldier), Oscar Beszant (Elf Child), Eva Gardner (Elf Child), Ian Blackburn (Rowan), Beau Cassidy (Dilly Brandyfoot), Carl Van Roon (Elf Soldier), Jagger Serafin (Elf Child), Tom McCathie (Ornery Hunter), Kip Chapman (Rian)
Summary:	Galadriel is disturbed by signs of an ancient evil's return. Arondir makes an unsettling discovery. Elrond is presented with an intriguing new venture. Nori breaks a deeply held community rule.



The episode starts with narration from Galadriel, telling us that the world was so young there's been no sunrise, but even then there was light. Get ready for this sort of cryptic half-riddled chatter, as we'll be seeing a lot of it. Anyway, the opening scene shows a young Galadriel making a paper boat and watching it sail down the water. Don't worry, here's no killer clowns here, as the other kids throw stones at it. Galadriel's brother, Finrod, shows up and eventually takes her back home.

This tiny prologue essentially paves way for a much larger expansive history, in which Galadriel informs us of the events leading up to right now, including travelling across to Middle Earth. A war lasted centuries and left Middle Earth ravaged. The evil Morgoth was eventually defeated but his Orcs had spread across Middle-Earth. In his wake, Sauron stepped up. Unfortunately, Sauron killed Galadriel's brother, leaving his mark on her. Galadriel took up his knife and decided to hunt the evil foe, but his trail ran cold.

At the Northernmost Wastes, the company Galadriel runs with have their doubts. It's been years since they've seen an orc and they aren't even sure if they're there anymore. Galadriel

ignores the concerned elf, deciding to press ahead. In fact, at one point she's prepared to let her own people die in the search for Sauron. Thankfully though they actually stop right in front of Sauron's stronghold.

"This place is so evil, our torches give off no warmth." Galadriel says, pressing on. With her company, they find evidence of dark sorcery and Sauron's mark carved in the stone. Galadriel sees this as a sign of Sauron's presence but Thondir is far more level-headed, pointing out that they should feed this back to the High King at once. Besides, the mark looks to be years old.

Galadriel refuses though, deciding to root out all evil before returning home, even if that means sacrificing her group. She finds a snow-troll hiding in the depths and thankfully the power of anti-gravity sees Galadriel single-handedly takes out the snow troll, effortlessly after launching herself about 4 meters in the air.

Although the others are worried, believing they should never have gone on, Galadriel demands they continue and march at first light. Thondir draws his sword and refuses to follow her (which is fair enough, isn't it?) and the others agree.

We then get our first look at the not-Hobbits, their ancestors the Harfoots. They're a resourceful group, and our protagonist in this rabble of halflings is Nori, who rebels from the others and decides to go off exploring. However, she finds an ominous footprint that seems to belong to an orc.

Anyway, Nori's mother is quick to point out that they're set in their ways and shouldn't go off exploring, it's not in their nature. They're safe and keep to themselves, which is how they've survived so long.

It's a brief moment we spend with them though, as we cut across to Elrond at Lindon. He's not allowed to attend the latest meeting but certainly perks up when he notices Galadriel has returned. She's only just arrived but she's there to ask the King for fresh supplies in order to head off again on her search for Sauron. Elrond wants her to stick around but he refuses.

Dressed in her armour, Galadriel is not happy to receive a crown as High King Gil-Galad informs the company that evil has gone. For their heroic deeds, the group have also been granted passage across the Undying Lands of Valinor.

Everyone breaks into applause but of course Galadriel is not happy. She rejects the gift and decides to destroy Sauron instead. She even decides to go alone if need be. Elrond tries to remind her that she's going based on a hunch and could be leading elves to their death.

Galadriel doesn't care though and even Elrond's plea of putting up her sword so she can be his friend doesn't deter her. At least to begin with anyway. Eventually she succumbs and heads across on the ship all the same. The other elves begin singing beautiful ethereal lyrics but for Galadriel, she refuses. Turning back toward her knife, which happens to be on the floor.

Over in the South Lands, we get our first look at the forbidden romance between human and elf. That comes in the form of Arondir and Bronwyn. The pair share some nice moments, before Medhor is quick to show and remind Arondir there's only been a few pairings in history of men and elf.

When orders come in that the High King has declared an end to the watch. With nowhere else to go, Arondir decides to head back to the village and see Bronwyn. Heever, there are problem with her cow, which seems to be oozing out disgusting black sludge from its udders. Bronwyn and Arondir decide to travel together East to the village of Hordern, determined to find out what's going on.

Meanwhile, back with the Harfoots, Sadoc is convinced that there's something strange going on and he proves to be right. An asteroid flies across the sky, which all of our main characters see. As for Galadriel, she decides to swim back across the Sea alone. Who knows how many miles this sea actually is but she's on her own now.

As the episode closes out, Nori is the first to the scene, where it's revealed that the asteroid is not just a rock, it appears to hold an elderly guy. And who else is betting this is actually Gandalf?

Adrift

Season 1
Episode Number: 2
Season Episode: 2

Originally aired: Thursday September 01, 2022
Writer: Gennifer Hutchison
Director: J. A. Bayona
Show Stars: Morfydd Clark (Galadriel), Tyroe Muhafidin (Theo), Benjamin Walker (High King Gil-galad), Markella Kavenagh (Elanor "Nori" Brandyfoot), Daniel Weyman (The Stranger), Nazanin Boniadi (Bronwyn), Robert Aramayo (Elrond), Ismael Cruz Córdova (Arondir), Lenny Henry (Sadoc Burrows), Charles Edwards (Lord Celebrimbor), Dylan Smith (Largo Brandyfoot), Sara Zwangobani (Marigold Brandyfoot), Megan Richards (Poppy Proudfeellow)
Guest Stars: Thusitha Jayasundera (Malva), Owain Arthur (Prince Durin IV), Maxine Cunliffe (Vilma), Charlie Vickers (Halbrand), Berynn Schwerdt (Eamon), Virginie Laverdure (Abigail), Jane Montgomery Griffiths (Astrid), Sophia Nomvete (Princess Disa), Geoff Morrell (Waldreg), Peter Tait (Tredwill), Peter Mullan (King Durin III), Megan Lilly Wilding (Dwarf Guard), Paul Ballard (Sour-Faced Dwarf), Travis Graham (Beady-Eyed Dwarf), Paula Nazarski (Malva's Sister), Rosalie Button (Survivor on Raft #1), Matt Bennett (Survivor on Raft #2), Justin Doble (Milky-Eyed Southlander), Nathan Mennis (Digger Orc)
Summary: Galadriel finds a new ally. Elrond faces a cold reception from an old friend. Nori endeavors to help a Stranger. Arondir searches for answers while Bronwyn warns her people of a threat.



The episode starts with Galadriel in the middle of the sea, all alone and swimming back to shore. How many miles is that? Who knows, she's going to keep on swimming all the same!

Meanwhile, Poppy catches up with Nori, who tumbles into the flaming ruins of the comet. Anyway, Nori and Poppy decide to take this stranger back to their village, despite warnings not to. Nori believes that this person is important and sees this as fate to be the one to look after him.

Meanwhile, Bronwyn and Arondir search through the ruins of Hordern. Arondir finds a big hole in the ground and decides to go down and search deeper. "I must follow the passage." Arondir says. "You don't know what's down there." Bronwyn replies. "That is the reason I must go." Arondir says, and with that he dives down into the tunnels and presses on, determined to find out what's inside.

Meanwhile, over in Eregion, the realm of the elven-smiths, Elrond looks over Feanor's hammer, a tool that's both beautiful and painful. Celebrimbor wants to build a forge more powerful than any ever built but Gil-Galad isn't offering a great workforce and has sent Elrond instead.

Well, Elrond suggests bringing in dwarves from Khazad-Dum to help out. Their prince, Durin, is an old friend for Elrond and he believes an alliance would be the diplomatic achievement of the age.

The pair walk together to the front door but despite a promise of rams horns and a warm greeting, Durin is told to leave with a swift "no". However, Elrond invokes the Rite of Signi-tarag, which allows him entry. He's led inside alone, promising Celebrimbor that he'll be back in a few days after working his magic.

It turns out the Signi-Tarag is actually a rite of endurance. He and Durin need to bash a rock constantly until one of them gives up. Durin breaks his rock with ease. As does Elrond. And this repeats for quite some time until Elrond fails. Durin escorts him to the exit though, heading up the elevator on the way up to talk. Durin is not happy given Elrond has missed his wedding and his kids growing up.

Off the back of this though, Durin changes his mind, especially when Elrond congratulates him. He's not banished after all and heads in to meet Disa, his wife. There's also Gerda and Gamli, their two kids. It's all jovial jokes and slapstick again here, complete with belching for good measure.

When we last saw Galadriel, she was off swimming. Well, it turns out she's been swimming with her knife all this time and thankfully manages to find a makeshift raft that take her onboard. Anyway, it turns out there's a worm out there in the water. Galadriel manages to survive the attack, alongside Halbrand. On the makeshift remains of the raft, they sail to the mainland.

She keeps her distance from Halbrand though, eventually saying "I am wondering what manner of man would so readily abandon his companions to death." The irony here, of course, is that Galadriel was willing to do exactly the same thing at the start of episode 1, deciding to press on with her company and leave one of her own behind and let them die for her cause. Anyway, I digress.

The pair butt heads over their ideologies, with Halbrand eventually telling her that evil is growing in the East — and the South Lands to be more precise.

Back in the South Lands, Bronwyn finds herself in the presence of evil, in the form of a tribal masked orc that begins rummaging around. Theo and Bronwyn both attack it, with the latter throwing some sort of red mist at the orc. It's a brutal fight, and Bronwyn is the one who hits the killing blow, decapitating its head and showing the men.

As they prepare to head out, Theo happens to be holding what looks to be one of Sauron's trinkets. As he holds it, the item begins burning and a fire sparks up. Placing it in his bag, he heads out with Bronwyn and the others, who are on their way to the elf watchtower.

As the episode closes out, Galadriel and Halbrand are saved by someone who looks like Celebrimbor in the shadows.

Adar

Season 1

Episode Number: 3

Season Episode: 3

Originally aired:	Friday September 09, 2022
Writer:	Jason Cahill, Justin Doble
Director:	Wayne Yip
Show Stars:	Morfydd Clark (Galadriel), Tyroe Muhafidin (Theo), Benjamin Walker (High King Gil-galad), Markella Kavenagh (Elanor "Nori" Brandyfoot), Daniel Weyman (The Stranger), Nazanin Boniadi (Bronwyn), Robert Aramayo (Elrond), Ismael Cruz Córdova (Arondir), Lenny Henry (Sadoc Burrows), Charles Edwards (Lord Celebrimbor), Dylan Smith (Largo Brandyfoot), Sara Zwangobani (Marigold Brandyfoot), Megan Richards (Poppy Proudfeellow)
Guest Stars:	Augustus Prew (Médhor), Simon Merrells (Watchwarden Revion), Charlie Vickers (Halbrand), Lloyd Owen (Captain Elendil), Cynthia Addai-Robinson (Queen Regent Míriel), Trystan Gravelle (Pharazôn), Maxim Baldry (Isildur), Anthony Crum (Ontamo), Alex Tarrant (Vandalil), Ema Horvath (Eärien), Beau Cassidy (Dilly Brandyfoot), Thusitha Jayasundera (Malva), Maxine Cunliffe (Vilma), Joseph Mawle (Adar), Jed Brophy (Vrath), Michael Morris (Guardsmen One), Antonio Te Maioha (Sail Master), Edward Clendon (Lurka), Luke Hawker (Magrot), Robert Strange (Other Orc), Phil Grieve (Bazur), Preston O'Brien (Guardsmen Two), Phil Vaughan (Smithy), Jason Hood (Tamar), Mana Hira Davis (Worker One), Winham Hammond (Worker Two), Gabe Wright (Messenger), Amand Weaver (Imprisoned Farmer)
Summary:	Arondir finds himself a captive. Galadriel and Halbrand explore a legendary kingdom. Elendil is given a new assignment. Nori faces the consequences.



The episode begins with Arondir being brought before an orc legion. He's chained up along with a bunch of other prisoners and forced to dig. They also seem to be working on behalf of someone called Adar, which could well be an alias for Sauron.

When the orcs slash Medhor's neck for questioning their way, arguing against chopping a tree down, Arondir instead steps up and volunteers to do it, not wanting any more bloodshed.

Meanwhile, Galadriel wakes up on a ship alongside Halbrand. She takes a bowl of food from him and hungrily gulps

down its contents. She's distrusting of those who have picked her up, as the ship arrives at The Land of the Star; the Island Kingdom of Numenor.

Thanks to some exposition from Galadriel, we learn more about this island nation. As a reward for Men standing with Elves in the last great war (which happened off-screen during the prologue unfortunately), the Valar granted them this island. It's changed a lot since then, with Numenor breaking free from its roots and turning away Elven ships.

Halbrand and Galadriel show up at the council, where the latter demands a ship to head over to Middle Earth. The Queen Regent Miriel smirks, as Galadriel promises she'll pass through no matter what, rudely claiming she has no need for her welcome. Just as things start getting heated, Halbrand suggests they give it a few days. 3 to be precise.

But of course it's been a hot minute since we got some exposition so here's some more. We learn the captain who picked up Galadriel is called Elendil. He was originally of a noble line but now he's a Sea Guardsman with a son, who is set to follow him into service. And that son happens to be Isildur, who we know goes on to take the Ring.

Elendil is an uncommon name but it originates in the west, meaning "one who loves the stars." It can also colloquially mean Elf-Friend. However, the Queen Regent is not happy about him picking up Galadriel, warning that it could be treason. In order to quell that, he has to do her a service.

Galadriel makes her way down to the dock, seriously contemplating stealing a boat from some innocent fishermen. Elendil shows up and tries to stop her. As a result, she takes out a knife and questions him, arrogantly proclaiming: "Who is the mortal who speaks to me as if he has the slightest idea who I am?" Anyway, when Elendil mentions the Hall of Lore, the pair ride off together, prompting a cheesy scene of Galadriel smiling and riding her horse across the beach.

Back in Numenor, Halbrand speaks in riddles and tricks, before showing how dominating he can be, taking out four men who attempt to attack him in the alleyway. There are blood spatters across the wall, but when the royal guard shows up, he's stopped in his tracks.

In the Hall of Lore, Galadriel learns that there's an account of a human spy retrieved from an enemy dungeon and has drawn the mark of Sauron. And of course, it's also the outline for the map of the Southlands too. This speaks of a plan where a new realm will see evil rise up. "If Sauron has indeed returned, the Southlands are but the beginning." Galadriel warns.

Meanwhile, we get more drama with the Harfoots. They're about to migrate but before they do, that strange wizard (Gandalf?) shows up in town and says Nori's name. Nori wants to break free from the laws of the Harfoots but despite what the laws say (that she be decaravanned), the Brandyfoots are still allowed to continue on, but they need to be at the back of the group instead. Despite struggling to begin with, this wizard shows up and helps push their caravan on.

Over in Numenor, Elendil's daughter is accepted into the builder's Guild while Galadriel visits Halbrand while he's behind bars. Apparently Halbrand is actually a King. As he approaches the bars, he tells Galadriel "I am not the hero you seek, for it was my family who lost the war." Galadriel is determined though and asks Halbrand to join her in their trip over to Middle Earth so they can redeem both their bloodlines.

As the episode closes out, we cut back to the orc pits one more time as Arondir and the others work together to try and break their chains. A game of tug and war ensues, leading to Arondir jumping high and breaking the flimsy roof.

The orcs bring out a single warg to try and stop them. Arondir defies the laws of gravity and takes it out singlehandedly while also fending off the orcs too. Unfortunately it's all in vain as the orcs decide to venture out into the sun after all and pull him back down into the pits, right off the back of seeing his elf-friend take several arrows to the chest.

Out from the shadows steps Adar, but the image is blurry so it seems we'll have to wait until next week to find out who that is.

The Great Wave

Season 1
Episode Number: 4
Season Episode: 4

Originally aired:	Friday September 16, 2022
Writer:	Stephany Folsom, J.D. Payne, Patrick McKay
Director:	Wayne Che Yip
Show Stars:	Morfydd Clark (Galadriel), Tyroe Muhafidin (Theo), Benjamin Walker (High King Gil-galad), Markella Kavenagh (Elanor "Nori" Brandyfoot), Daniel Weyman (The Stranger), Nazanin Boniadi (Bronwyn), Robert Aramayo (Elrond), Ismael Cruz Córdova (Arondir), Lenny Henry (Sadoc Burrows), Charles Edwards (Lord Celebrimbor), Dylan Smith (Largo Brandyfoot), Sara Zwangobani (Marigold Brandyfoot), Megan Richards (Poppy Proudfeellow)
Guest Stars:	Cynthia Addai-Robinson (Queen Regent Míriel), Ema Horvath (Eärien), Leon Wadham (Kemen), Trystan Gravelle (Pharazôn), Lloyd Owen (Captain Elendil), Charlie Vickers (Halbrand), Maxim Baldry (Isildur), Anthony Crum (Ontamo), Alex Tarrant (Valandil), Joseph Mawle (Adar), Peter Tait (Tredwill), Geoff Morrell (Waldreg), Ian Blackburn (Rowan), Sophia Nomvete (Princess Disa), Owain Arthur (Prince Durin IV), Ken Blackburn (Tar-Palantir), Peter Mullan (King Durin III), Laura Medes (Young Mother), Carmel McGlone (Edda), Jason Hood (Tamar), Adam Faiz (Guild Merchant), Antonio Te Maioha (Sail Master), Phil Grieve (Bazur), Luke Hawker (Magrot), Jed Brophy (Vrath), Edward Clendon (Grugzûk), Robert Strange (Warrior Orc), Dave Chapman (Masked Dwarf Guard), Preston O'Brien (Guardsmen Two), Rachel Payne (Dwarf Singer)
Summary:	Queen Regent Míriel's faith is tested. Isildur finds himself at a crossroads. Elrond uncovers a secret. Arondir is given an ultimatum. Theo disobeys Bronwyn.



The episode starts with us at Minas Tirith. Sorry, the palace at Numenor. Queen Regent Míriel dreams of a massive flood washing over and destroying everything before awakening with a start.

Out in the streets, Tamar gives a big speech to the people about the dangers of Elves taking their jobs. Is this an allegory? You betcha! The same sort of allegory that Tolkien despised, which he wrote about in several letters.

As the Numenorianians disdain at the idea of their Queen being in collusion with elves, Pharazon shows up and reassures them, reminding the group that this will remain a Kingdom of Men, not of Elves. He also offers them a whole bunch of drinks to quell the mood.

Galadriel returns to Míriel and points out that Halbrand (aka. evil Aragorn) is the lost heir in exile to the throne of the Southlands. Of course Míriel doesn't believe her, but Galadriel is persistent, pointing out they should fight together to save the people of the Southlands before Sauron strikes.

Miriel rejects this again, until Galadriel decides to steamroll over the Queen Regent, pointing out she has a "tempest in her" and it brought her to Numenor. After threatening the queen, Galadriel is predictably put behind bars. What wonderful negotiation skills this wise elf has!

Arondir is put into chains and meets Adar, who seems to be an elf with scars up his face. He points out Arondir has been told many lies and that he wants the world to be changed — but only Gods can do that. Adar doesn't answer Arondir when he asks what Adar actually is, but instead tells him to go "to the Men who have taken refuge in the old watchtower." He's to deliver a message and with that, he's let go.

Over in the Southlands, a whole bunch of people hold up in the Guardtower. Bronwyn tries to ration the food but while Theo believes they should go back to town and grab some supplies, Bronwynn thinks they should just hunt. So naturally, Theo doesn't listen and heads into town anyway, grabbing a cart and lots of supplies.

Theo's friend, Rowan, gets spooked over the growing shadow of the clouds and decides to high-tail it out of town. Unfortunately, he leaves Theo behind who happens to be inside one of the houses. An orc shows up, prompting Theo to grab that strange sword hilt. It turns into a sword and after fighting his way out, he hides in a well.

Elrond returns to Celebrimbor, who reflects on how Elrond's father once said that his future would be in Elrond's hands. The next scene, Elrond is back at the mines. Just like that. How quickly did he make it to the mines? There's no establishing shot this time to show him moving there, nor is there an Indiana Jones-esque map. Instead, we get one little shot of the outside of the mine before heading in with Elrond.

Durin claims he's mining quartz but in reality, he's digging in the old mine. Elrond happens to be listening from afar, realizing they're referencing the old mine below Mirrormere.

Elrond wanders off alone without a dwarven escort and finds a hidden door in the rock. Heading through, he runs into Durin, who makes him promise not to tell anyone what he's up to.

It turns out Prince Durin has found a new ore, explaining what was in the mystery box several episodes back. It's mithril. Durin believes this could be a new era for the dwarves but he's acting in secrecy because his father has strict rules about mining too deeply.

Now, Elrond mentions here that "20 years is far too long to stay away," referencing the same time that passed in episode 2, not another 20 years (thank you to Nexus in the comments for clearing up my confusion!)

Anyway, there's a cave-in but thankfully all the dwarves are safe. As a consequence though, the mine is shut down and Durin is prevented from mining anymore. However, Durin has a really touching chat with his father, as King Durin III patches up his issues with his son. Prince Durin eventually decides to go with Elrond to Lindon.

Meanwhile, Galadriel paces in her cage as she reflects on her negotiation skills, or lack thereof. Halbrand points out that Miriel's real anger stemmed from mention of her father, the king in the tower whom no one has seen in years.

That night, the Queen Regent makes her decision and chooses to ship her back to the Elves under armed escort. This is good news, given this is exactly what Galadriel wanted when she decided to swim hundreds of miles in the open sea back to land.

When the cell is opened, an unarmed, armourless Galadriel single-handedly bests 5 armoured men, pushing them all into the cell and locking them up. She looks over at Pharazon and smirks before walking away.

The army rallies to try and find Miriel's father, who happens to be in bed and badly ill. Galadriel apologizes, believing there should be truth between them. Miriel decides to trust Galadriel after all and leads her to a lost palantir. She touches it and experiences that same flood scene that Miriel dreamed of. Miriel wants to send Galadriel away to prevent this future from coming to fruition.

Theo's friend, Rowan, returns to the tower but unfortunately Theo is still in the well. During the night, Theo tries to escape but he runs right into the orcs. However, he's saved by Arondir who was let go earlier in the episode by Adar. Despite it being the middle of the night, they head through the forest and the sun begins to rise, prompting the orcs to stop their pursuit.

Back in Numenor, Galadriel leaves without Halbrand, who's now freed and no longer locked up. Miriel has second thoughts about sending Galadriel away when she notices the petals of the

White Tree fall. While Galadriel's boat is sailing away, Miriel speaks to the council and decides to personally escort Galadriel back to Middle-Earth.

Partings

Season 1
Episode Number: 5
Season Episode: 5

Originally aired:	Friday September 23, 2022
Writer:	Justin Doble
Director:	Wayne Che Yip
Show Stars:	Morfydd Clark (Galadriel), Tyroe Muhafidin (Theo), Benjamin Walker (High King Gil-galad), Markella Kavenagh (Elanor "Nori" Brandyfoot), Daniel Weyman (The Stranger), Nazanin Boniadi (Bronwyn), Robert Aramayo (Elrond), Ismael Cruz Córdova (Arondir), Lenny Henry (Sadoc Burrows), Charles Edwards (Lord Celebrimbor), Dylan Smith (Largo Brandyfoot), Sara Zwangobani (Marigold Brandyfoot), Megan Richards (Poppy Proudfeellow)
Guest Stars:	Beau Cassidy (Dilly Brandyfoot), Joseph Mawle (Adar), Ian Blackburn (Rowan), Geoff Morrell (Waldreg), Peter Tait (Tredwill), Tyroe Muhafidin (Theo), Lloyd Owen (Captain Elendil), Maxim Baldry (Isildur), Trystan Gravelle (Pharazôn), Ema Horvath (Eärien), Leon Wadham (Kemen), Charlie Vickers (Halbrand), Cynthia Addai-Robinson (Queen Regent Miriel), Thusitha Jayasundera (Malva), Maxine Cunniffe (Vilma), Anthony Crum (Ontamo), Alex Tarrant (Valandil), Ken Blackburn (Tar-Palantir), Owain Arthur (Prince Durin IV), Edith Poor (The Nomad), Kali Kopae (The Ascetic), Bridie Sisson (The Dweller), Edward Clendon (Grugzûk), Phil Vaughan (Smithy), Mana Hira Davis (Worker One), Winham Hammond (Worker Two), Ella Hope-Higginson (Mairen), Justin Doble (Milky-Eyed Southlander), Jed Brophy (Orc), Luke Hawker (Orc), Phil Grieve (Orc), Robert Strange (Orc), Michael Morris (Guardman One), Kieran Milton (Calvary Soldier)
Summary:	Nori questions her instincts; Elrond struggles to stay true to his oath; Halbrand weighs his destiny; The Southlanders brace for attack.



The episode starts with Nori speaking to The Stranger about their migration. Nori points out there's plenty of dangers along the way and we should remind viewers that if these little halflings get hurt or injured, they're going to be left behind. So I guess in a way, the Harfoots are the biggest danger of them all?

Anyway, they continue on, singing a little song while they continue to cross the land. As they make it into the woods, the all-loving Harfoot Malva suggests that Sadoc should have taken Nori and the

others' wheels and left them behind.

Malva continues on though and finds mushrooms. As she begins to pick them, guttural screaming from the depths of the woods brings out several creatures that begin hunting them. Thankfully, The Stranger manages to use his power to knock them back and send them sprawling.

Elsewhere, Adar learns that the tunnel has been completed. His subordinate is told to summon the legions. "It is time." He's told. They plan to march on the guard tower, which is currently home to Bronwyn and the Southlanders.

Bronwyn speaks to the people and admits that they need to stand and fight to show a symbol of their strength. Hands go up in support... but they're easily swayed by an old man suggesting they should run and take their chances elsewhere. Unfortunately, it splits their force in half.

The old man and his group run into Adar, who's forced to kill one of his own to prove his honour and loyalty to Sauron. Anyway, the orcs eventually begin marching on the tower, leaving Bronwyn and the others to face a big challenge ahead.

Over in Numenor, the Numenorian soldiers practice. Galadriel scoffs at their efforts, deciding to personally step up and show them how it's done. Because of course she does; it's been a hot minute since we've had our episodic "Galadriel is better than everyone" moment.

She doesn't even break a sweat as she bests them all. And gets applause too! Hey, remember when everyone was worried last episode about the elves taking their jobs? And now we have an elf training their army and taking the job of the commander for this army? Strange that they're all applauding that isn't it? Anyway, one could argue they're applauding Valandil, a soldier who manages to get close to besting Galadriel. As per the agreement made with Elendil prior to this, he's promoted.

"The tide may rise and drown a man, or fall and sweep him out to sea." Pharazon says to his son just after, "The trick of mastering the current is to know which way it will turn next." And of course, as we all know, there are only two — high tide and low tide. It's another example of dialogue that sounds whimsical and flowery when in truth it means nothing. There's lots of this littered through the episode but actually writing it out like this gives an example of how poor this is. Oh, and this is dialogue from the most expensive show ever created.

Out on the shore, Isildur decides to stow away on a boat but Kemen shows up to sabotage the cargo and burn it. As the pair wrestle, the lantern drops and the load explodes. Thankfully Isildur has enough time to grab Kemen and swing to shore before the entire thing explodes.

High up in the tower, Galadriel and Pharazon disagree over the best course of action going forward. For now, Miriel decides to wait until first light to make a decision as Galadriel frowns and scowls. She approaches Halbrand and apologizes to him... but not really. As we know, Galadriel only ever does anything that benefits herself and here, she's doing this so she can have Halbrand's voice at the council and swing things in her favour for the expedition.

Galadriel goes on to admit she can't stop her vengeance-fuelled mission, going on to bemoan how her company mutinied against her (because she led them into a death-trap and was prepared to leave them to die up the mountain) and that her closest friend conspired to exile her.

Halbrand apologizes on behalf of everyone that's done wrong to Galadriel as Galadriel urges him to return to the Southlands, as that's how he will honour his people.

Meanwhile, Gil-Galad and Elrond sit with Durin and the dwarves as they toast to the union of their races. After, Elrond keeps his promise to Durin and doesn't reveal what the dwarves have found deep in the mountains. The light of the Eldar is fading, and Celebrimbor is quick to point out though that the mithril will save their race from diminishing. It would also mean severing the union he's just made with the dwarves though.

Elrond eventually comes clean to Durin, admitting the entire fate of the elves is in his hands. Honestly, the dwarves are the best part of this show, although the episode is sorely missing some Disa wit and charisma!

As the episode closes out, the council make their decision and everyone prepares to leave for Middle Earth. Everyone stands in attention for Galadriel as she enters the boat wearing her armour, who approaches Halbrand and the pair join hands.

Udûn

Season 1

Episode Number: 6

Season Episode: 6

Originally aired:	Friday September 30, 2022
Writer:	Nicholas Adams, Justin Doble, J D. Payne, Patrick McKay
Director:	Charlotte Brändström
Show Stars:	Morfydd Clark (Galadriel), Tyroe Muhafidin (Theo), Benjamin Walker (High King Gil-galad), Markella Kavenagh (Elanor "Nori" Brandyfoot), Daniel Weyman (The Stranger), Nazanin Boniadi (Bronwyn), Robert Aramayo (Elrond), Ismael Cruz Córdova (Arondir), Lenny Henry (Sadoc Burrows), Charles Edwards (Lord Celebrimbor), Dylan Smith (Largo Brandyfoot), Sara Zwangobani (Marigold Brandyfoot), Megan Richards (Poppy Proudfeellow)
Guest Stars:	Joseph Mawle (Adar), Geoff Morrell (Waldreg), Peter Tait (Tredwill), Maxim Baldry (Isildur), Charlie Vickers (Halbrand), Lloyd Owen (Captain Elendil), Cynthia Addai-Robinson (Queen Regent Miriel), Anthony Crum (Ontamo), Alex Tarrant (Valandil), Phil Grieve (Bazur), Miranda Wilson (Southlander Wilson), Rob McKenzie (Archer), Jesse Turner (General Orc), Michael Homick (Skirmish Orc), Justin Doble (Milky-Eyed Southlander), Robert Strange (Dying Orc), Jed Brophy (Tavern Orc), Kimo Houltham (Númenórean Soldier), Edward Clendon (Fighting Orc), Luke Hawker (Fighting Orc), Ellyce Bisson (Fighting Orc), Rob Mackinnon (Fighting Orc), Hori Ahipene (Fighting Orc), Tim McLachlan (Fighting Orc)
Summary:	Adar and his army march on Ostirith. Adar and his army march on Ostirith.



The episode starts with Adar running his hand through the dirt as his army of orcs watch on. He tells them they're casting off their shackles and will be facing one more trial — and that comes from taking out the small force inside the guardhouse. Only, when they arrive the place is abandoned... or is it? It turns out Arondir and a couple of others are lying in wait for an ambush.

On his own, Arondir takes out the tower by... cutting a single rope which was holding all the rocks in place? Okay

then. Anyway, he locks all the orcs in and runs away, managing to take out a fair few in the process from the falling febris.

Meanwhile, we cut to the three little ships out at sea sailing for Middle Earth. It's worth remembering how small these boats actually are as that will be important later on. Up on deck, Isildur meets Galadriel, amazed that she can see landfall already and he can't. And then, when the camera zooms out, we can actually see, quite clearly, landmass on the horizon.

Elendil feeds back to Miriel that it'll be several days before they make landmass and can then ride to the East.

Speaking of the East, Arondir returns to the group and tells them all that their little village gives them an advantage. They set up numerous traps and give a rallying speech, preparing for

the night to close in before the orcs attack. And then it arrives. The bootleg Battle of Helms Deep. Or, The Battle of Helm's Cheap you could say? Sorry, I'll see myself out!

The orcs continue on despite the fire and little traps the villagers have put in place. Arondir is ambushed from behind, despite the fact he should have excellent hearing and vision. Arondir spins and flips around, kicking a large orc he ends up going one on one with. Eventually it holds Arondir up and chokes him out, until our elf is saved by Bronwyn.

The villagers manage to best all the orcs and they save the day... or do they? It turns out the orcs are actually quite smart and the villagers realize, with horror, that they've been killing their own men and women this whole time. No wonder they were so easy to beat!

The orcs chuckle evilly from above and begin firing arrows, taking out several villagers and striking Bronwyn too. Everyone flees inside the tavern as all the orcs come out of hiding and rush on their position. After taking out the arrow from Bronwyn's chest, which is absolutely pissing with blood, they cauterize the wound which seems to do the trick as she regains consciousness and seems to be on the mend.

Adar appears though and begins killing villagers left and right. Before Bronwyn can be killed, Theo suddenly speaks up and tells them where the sword hilt is. The hilt that Arondir was going to hide so no one can find it. And it's... under their feet below a stone. He hands it over to the orcs, much to the horror of Arondir.

Galadriel suddenly marches on their position with an impressive army and a litany of soldiers, all of which somehow held up on 3 ships? They ride into the small village where Adar hurries away with the sword hilt under his arm. Galadriel gives chase.

Halbrand strategically flies in from the front with his own horse though and manages to stop Adar from getting away. Just before killing him, Galadriel stops Halbrand and demands he be kept alive, telling him "one cannot satisfy their thirst by drinking seawater."

Galadriel contemplates bringing the orcs she's kept captive into the sunlight in order to torture them. The threat of this sees Adar speak up and admit that he killed Sauron himself. Galadriel doesn't believe him though and instead decides to wipe out every single orc but keep Adar alive in the process so he can see his own children die before his eyes.

Adar turns and questions Galadriel's evil nature, and she almost slits his throat until she's stopped by Halbrand. This evil little madam soon leaves but Adar knows what we've known since episode 2 — Halbrand is probably Sauron.

Before everyone, Bronwyn asks if Halbrand is the king. He looks around. "... yes." He says softly. Great, that solves that then!

As the episode closes out, Theo realizes that the sword hilt isn't actually in their possession, it's been switched! Waldreg, that old man, is actually the one with it and he drops the sword and causes chaos to ensue.

A rumbling on the horizon sees all the orcs begin chanting Udun. All those tunnels being built now serve a purpose, which happens to be funnelling all the water into the bowels of a volcano. As a result, it erupts and a pyroclastic cloud blasts out. The villagers all begin panicking and scrambling around... except Galadriel, who just steps up and confronts the fiery cloud. As it closes in on Galadriel and the villagers, prepared to destroy absolutely everything, the episode comes to a close.

The Eye

Season 1
Episode Number: 7
Season Episode: 7

Originally aired: Friday October 07, 2022
Writer: Jason Cahill
Director: Charlotte Brändström
Show Stars: Morfydd Clark (Galadriel), Tyroe Muhafidin (Theo), Benjamin Walker (High King Gil-galad), Markella Kavenagh (Elanor "Nori" Brandyfoot), Daniel Weyman (The Stranger), Nazanin Boniadi (Bronwyn), Robert Aramayo (Elrond), Ismael Cruz Córdova (Arondir), Lenny Henry (Sadoc Burrows), Charles Edwards (Lord Celebrimbor), Dylan Smith (Largo Brandyfoot), Sara Zwangobani (Marigold Brandyfoot), Megan Richards (Poppy Proudfeellow)
Guest Stars: Maxim Baldry (Isildur), Alex Tarrant (Valandil), Cynthia Addai-Robinson (Queen Regent Miriel), Anthony Crum (Ontamo), Beau Cassidy (Dilly Brandyfoot), Thusitha Jayasundera (Malva), Maxine Cunliffe (Wilma), Robert Aramayo (Elrond), Owain Arthur (Prince Durin IV), Peter Mullan (King Durin III), Sophia Nomvete (Princess Disa), Lloyd Owen (Captain Elendil), Charlie Vickers (Halbrand), Joseph Mawle (Adar), Geoff Morrell (Waldreg), James Munro (Dwarf Lord One), Michael Jones (Dwarf Lord Two), Jed Brophy (Hunter Orc), Robert Strange (Other Orc), Edith Poor (The Nomad), Kali Kopae (The Ascetic), Bridie Sisson (The Dweller)
Summary: Survivors of a cataclysm try to find safety; the Harfoots confront evil; Durin is torn between friendship and duty; Adar considers a new name.



The episode starts with Galadriel and the others surviving a pyroclastic flow. How? Don't ask questions, just consume product, that's how! A flaming horse gallops past, while Galadriel finds Theo absolutely fine, while most of the structures in the village are still intact. So with all the survivors together, they head off in search of salvation.

Meanwhile, the psychotic Harfoots decide to get the Stranger to try and fix what's happening to their world. When a tree falls on Nori, they're lucky she's not hurt because as we know, the Harfoots will just leave their wounded behind.

Anyway, The Stranger's magic seems to have worked, as the trees begin sprouting masses of food that they greedily harvest.

However, the Harfoots aren't alone. They're being watched by that mysterious trio we saw last week. They silently head off but Nori decides to stop them. That's a bad move, as the leader sets fire to their caravan and burns everything, food included. As a result, they decide to follow Nori, although Sardoc is convinced this is a bad move.

Elrond asks for access to the Mithril mines from King Durin III, offering up to furnish the city with game, grain and timber from the elder forests for the next five centuries. I mean, that's a

long period of time and with Elrond dropping to his knees, he pleads with the King of the dwarves for help in this endeavour.

Disa though is not happy and believes they should reopen the mines themselves and see if there's a safe way of mining mithril. When Durin slides a piece of mithril across the table, it ends up next to the infected leaf and seems to heal it.

So Elrond and Prince Durin begin mining mithril together, and there's some lovely banter between them. Honestly, these two and Disa are the best parts of the show. When King Durin sees his son in the mines, the pair have a pretty fiery chat. These scenes end with that aforementioned leaf floating down the recesses of the mines where it happens upon a mighty balrog.

Down in the Southlands, Galadriel decides they should rally to the land of the living, away from where the volcano has struck. The next scene we cut to Elendil and the others, where we see hundreds of Southlanders and Numenorians are absolutely fine and not even burnt heading through the trees.

As Theo and Galadriel walk together, the former is convinced that her mother and Arondir are dead. "What cannot be known hollows the mind. Fill it not with guesswork." Says Galadriel, who spent most of the first episode guessing Sauron's whereabouts and leading an expedition across the world on hunches and guesses alone. So we can add hypocrite to the list of negative traits this woman holds!

Anyway, they make it out of the Southlands, where Galadriel reveals that Celeborn, her husband, is dead. She said goodbye to him and he went off to war... but hold up, why didn't the commander of the northern armies go to war as well? We saw her collecting helmets like a Jenga game so we know she was at one of the wars. Why didn't she spend all that time looking for her husband rather than Sauron?

After another repurposed scene, this time from Fellowship with Theo and Galadriel hiding from an orc rather than a Ringwraith, they evade Adar and his orcs as they near.

Anyway, they make it back and find both Arondir and Bronwyn, who are absolutely fine. Galadriel approaches Miriel, who's blind now. There are ships waiting to take them back, while Miriel vows that Numenor will return and when they do, they'll be ready.

Bronwyn is also leaving too, heading off to an old Numenorean colony by the mouth of the Anduin. They call it Pelargir and apparently there's fresh land and water there. Galadriel meanwhile, is heading off to the High King, while Halbrand is wounded but otherwise fine.

Over in the Southlands, Adar decides to change the name of the Southlands to Mordor.

Alloyed

Season 1
Episode Number: 8
Season Episode: 8

Originally aired: Friday October 14, 2022
Writer: Gennifer Hutchison, J. D. Payne, Patrick McKay
Director: Wayne Che Yip
Show Stars: Morfydd Clark (Galadriel), Tyroe Muhafidin (Theo), Benjamin Walker (High King Gil-galad), Markella Kavenagh (Elanor "Nori" Brandyfoot), Daniel Weyman (The Stranger), Nazanin Boniadi (Bronwyn), Robert Aramayo (Elrond), Ismael Cruz Córdova (Arondir), Lenny Henry (Sadoc Burrows), Charles Edwards (Lord Celebrimbor), Dylan Smith (Largo Brandyfoot), Sara Zwangobani (Marigold Brandyfoot), Megan Richards (Poppy Proudfeellow)
Guest Stars: Charlie Vickers (Halbrand), Trystan Gravelle (Pharazôn), Ken Blackburn (Tar-Palantir), Ema Horvath (Eärien), Leon Wadham (Kemen), Alex Tarrant (Valandil), Lloyd Owen (Captain Elendil), Cynthia Addai-Robinson (Queen Regent Miriel), Will Fletcher (Finrod), Thusitha Jayasundera (Malva), Maxine Cunliffe (Wilma), Beau Cassidy (Dilly Brandyfoot), Bridie Sisson (The Dweller), Edith Poor (The Nomad), Kali Kopae (The Ascetic), Josh Metcalfe (Elven Loremaster)
Summary: New alliances are forged.



The episode begins with The Stranger waiting for the rain to stop before coming out of hiding, apple in hand. That strange trio of elves, led by our Eminem look-alike claim to serve him, bowing and calling him Sauron. But of course that's not right because we know Halbrand is actually Sauron, so it's another red herring.

Anyway, the trio encourage him to use his powers, but the Harfoots are waiting in the wings. They make a conscious decision to save The Stranger, which is pretty admirable given their code about leaving

people alone to die on the road. Unfortunately, it's another trap but just before Nori is hurt, The Stranger comes out and whips up a strong gust of wind, slamming them down.

After some repurposed scenes from Fellowship of the Ring — namely that of Saruman and Gandalf fighting with staffs — The Stranger is knocked down.

Their leader begins breathing fire around the trees while Nori speaks to The Stranger, telling him she knows he's there to help. And just before the Harfoots are destroyed completely, The Stranger puts out all the fire and begins spewing Gandalf-esque lines. And if you hadn't figured it out already, the trio whisper that he's the other one and "istar" which means wizard. Gandalf, as we predicted. The Stranger uses his magic to turn the trio skeletal and seemingly gone forever. Whether they'll return in a different form, like some sort of ring wraith, is left up for debate.

However, all is not well with the Harfoots. Sadoc has been fatally injured and decides to sit and watch the sun come up, passing away in the process.

Meanwhile, Elrond has consigned himself to failure and speaks to Celebrimbor, telling him they need to abandon these shores. Speak of the devil, Halbrand shows up with Galadriel, the former needing medical attention. Outside, Elrond apologizes for his failures while Galadriel talks

about her foolhardy decision to jump off and swim hundreds of miles in the sea. She prayed it was the right decision and decides to do the same now, taking a leap of faith and swimming against the tide.

Halbrand is all healed up and arrives in Celebrimbor's workshop, gushing over his tools and interested in his gemstones. At the same time, Isildur's sister is told by Miriel's father about the doom about to befall Numenor and tells her she needs to look upon it herself. So she does, she heads into the next room and pulls the cloth off a Palantír.

Meanwhile, Celebrimbor, Elrond, Gil-Galad and Galadriel discuss crafting a new kind of power, something that Halbrand initially suggested and convinced Celebrimbor to pursue. Instead, Gil-Galad rejects the idea and tells him to leave. "A power over flesh" is what dissuades him, which are Halbrand's words.

Galadriel picks up on this but Celebrimbor shrugs them off like they're nothing. Galadriel is suspicious, believing there's more to Halbrand than she's been told. Well, given no one has actually decided to verify any of his information, that's hardly surprising.

Galadriel eventually confronts Halbrand outside, having looked in the archives and realized there is no King of the Southlands. I mean, given she was in the archives looking for information half a season ago, did she not think to actually look at this then? But in a show where humans can survive pyroclastic flows, who cares right?

Anyway, Halbrand admits that he's had many names in the past as yes, he's Sauron. "I alone can see your light." Sauron says, going on to tempt Galadriel with power and suggesting they rule together and save Middle-Earth. Galadriel refuses.

When the visions end, Galadriel wakes up and finds herself in the presence of Elrond. She realizes that Halbrand has fooled them all and rushes to Celebrimbor's workshop, suggesting they make three rings as that will balance everything out.

On the sea, Miriel tries to make sense of her surroundings while struggling with her blindness. As they make it back into Numenor, the harbour is bustling with ships. Hey, it sure would have been nice to have that lot during their attack on Middle Earth right?

With Sadoc dead, the Harfoots decide to continue their migration, chanting that "nobody walks alone". Unless you get injured, of course, in which case you'll be left behind! Anyway, Nori leaves the Harfoots to head off with the Stranger, who throws out some Gandalf repurposed dialogue about following your nose.

As the episode closes out, the three rings are formed while Halbrand aka. Sauron walks into Mordor.

Actor Appearances

A

Cynthia Addai-Robinson	6
0103 (Queen Regent Miriel); 0104 (Queen Regent Miriel); 0105 (Queen Regent Miriel); 0106 (Queen Regent Miriel); 0107 (Queen Regent Miriel); 0108 (Queen Regent Miriel)	
Hori Ahipene	1
0106 (Fighting Orc)	
Robert Aramayo	1
0107 (Elrond)	
Owain Arthur	4
0102 (Prince Durin IV); 0104 (Prince Durin IV); 0105 (Prince Durin IV); 0107 (Prince Durin IV)	

B

Maxim Baldry	5
0103 (Isildur); 0104 (Isildur); 0105 (Isildur); 0106 (Isildur); 0107 (Isildur)	
Paul Ballard	1
0102 (Sour-Faced Dwarf)	
Matt Bennett	1
0102 (Survivor on Raft #2)	
Oscar Beszant	1
0101 (Elf Child)	
Ellyce Bisson	1
0106 (Fighting Orc)	
Ian Blackburn	3
0101 (Rowan); 0104 (Rowan); 0105 (Rowan)	
Ken Blackburn	3
0104 (Tar-Palantir); 0105 (Tar-Palantir); 0108 (Tar-Palantir)	
Jed Brophy	5
0103 (Vrath); 0104 (Vrath); 0105 (Orc); 0106 (Tavern Orc); 0107 (Hunter Orc)	
Cameron Brown	1
0101 (Elf Soldier)	
Rosalie Button	1
0102 (Survivor on Raft #1)	

C

Beau Cassidy	5
0101 (Dilly Brandyfoot); 0103 (Dilly Brandyfoot); 0105 (Dilly Brandyfoot); 0107 (Dilly Brandyfoot); 0108 (Dilly Brandyfoot)	
Dave Chapman	1
0104 (Masked Dwarf Guard)	
Kip Chapman	1
0101 (Rian)	
Edward Clendon	4
0103 (Lurka); 0104 (Grugzük); 0105 (Grugzük); 0106 (Fighting Orc)	
Andrew Cottle	1
0101 (Veteran Elf)	
Anthony Crum	5

0103 (Ontamo); 0104 (Ontamo); 0105 (Ontamo); 0106 (Ontamo); 0107 (Ontamo)	
Maxine Cunliffe	6
0101 (Vilma); 0102 (Vilma); 0103 (Vilma); 0105 (Vilma); 0107 (Vilma); 0108 (Vilma)	

D

Mana Hira Davis	2
0103 (Worker One); 0105 (Worker One)	
Justin Doble	4
0101 (Milky-Eyed Southlander); 0102 (Milky-Eyed Southlander); 0105 (Milky-Eyed Southlander); 0106 (Milky-Eyed Southlander)	

F

Adam Faiz	1
0104 (Guild Merchant)	
Ashlee Fidow	1
0101 (Elf Soldier)	
Will Fletcher	2
0101 (Finrod); 0108 (Finrod)	
Nicholas Foustellis	1
0101 (Short Haired Elf)	

G

Eva Gardner	1
0101 (Elf Child)	
Travis Graham	1
0102 (Beady-Eyed Dwarf)	
Trystan Gravelle	4
0103 (Pharazôn); 0104 (Pharazôn); 0105 (Pharazôn); 0108 (Pharazôn)	
Phil Grieve	4
0103 (Bazur); 0104 (Bazur); 0105 (Orc); 0106 (Bazur)	
Jane Montgomery Griffiths	1
0102 (Astrid)	

H

Winham Hammond	2
0103 (Worker Two); 0105 (Worker Two)	
Luke Hawker	4
0103 (Magrot); 0104 (Magrot); 0105 (Orc); 0106 (Fighting Orc)	
Michael Homick	1
0106 (Skirmish Orc)	
Jason Hood	2
0103 (Tamar); 0104 (Tamar)	
Ella Hope-Higginson	1
0105 (Mairen)	
Ema Horvath	4
0103 (Eärien); 0104 (Eärien); 0105 (Eärien); 0108 (Eärien)	

Kimo Houlltham 1
 0106 (Númenórean Soldier)

J

Thusita Jayasundera 1
 0101 (Malva)
 Thusitha Jayasundera 5
 0102 (Malva); 0103 (Malva); 0105 (Malva); 0107
 (Malva); 0108 (Malva)
 Michael Jones 1
 0107 (Dwarf Lord Two)

K

Kali Kopae 3
 0105 (The Ascetic); 0107 (The Ascetic); 0108 (The
 Ascetic)

L

Virginie Laverdure 1
 0102 (Abigail)

M

Rob Mackinnon 1
 0106 (Fighting Orc)
 Antonio Te Maioha 2
 0103 (Sail Master); 0104 (Sail Master)
 Joseph Mawle 5
 0103 (Adar); 0104 (Adar); 0105 (Adar); 0106 (Adar);
 0107 (Adar)
 Fabian McCallum 1
 0101 (Thondir)
 Tom McCathie 1
 0101 (Ornery Hunter)
 Carmel McGlone 1
 0104 (Edda)
 Rob McKenzie 1
 0106 (Archer)
 Tim McLachlan 1
 0106 (Fighting Orc)
 Laura Medes 1
 0104 (Young Mother)
 Nathan Mennis 1
 0102 (Digger Orc)
 Simon Merrells 2
 0101 (Watchwarden Revion); 0103 (Watchwarden
 Revion)
 Josh Metcalfe 1
 0108 (Elven Loremaster)
 Kieran Milton 1
 0105 (Calvary Soldier)
 Geoff Morrell 6
 0101 (Waldreg); 0102 (Waldreg); 0104 (Waldreg);
 0105 (Waldreg); 0106 (Waldreg); 0107 (Wal-
 dreg)
 Michael Morris 2
 0103 (Guardsmen One); 0105 (Guardsmen One)
 Tyroe Muhafidin 1
 0105 (Theo)
 Peter Mullan 3
 0102 (King Durin III); 0104 (King Durin III); 0107
 (King Durin III)
 James Munro 1
 0107 (Dwarf Lord One)

N

Paula Nazarski 2
 0101 (Malva's Sister); 0102 (Malva's Sister)
 Sean Neary 1
 0101 (Elf Soldier)
 Sophia Nomvete 3
 0102 (Princess Disa); 0104 (Princess Disa); 0107
 (Princess Disa)

O

Preston O'Brien 2
 0103 (Guardsmen Two); 0104 (Guardsmen Two)
 Lloyd Owen 6
 0103 (Captain Elendil); 0104 (Captain Elendil); 0105
 (Captain Elendil); 0106 (Captain Elendil); 0107
 (Captain Elendil); 0108 (Captain Elendil)

P

Rachel Payne 1
 0104 (Dwarf Singer)
 Edith Poor 3
 0105 (The Nomad); 0107 (The Nomad); 0108 (The
 Nomad)
 Augustus Prew 2
 0101 (Médhor); 0103 (Médhor)

R

Graham Ralls 1
 0101 (Whiskery Old Man)
 Kenneth Ransom 1
 0101 (Younger Hunter)
 Carl Van Rooy 1
 0101 (Elf Soldier)

S

Berynn Schwerdt 1
 0102 (Eamon)
 Jagger Serafin 1
 0101 (Elf Child)
 Bridie Sisson 3
 0105 (The Dweller); 0107 (The Dweller); 0108 (The
 Dweller)
 Robert Strange 5
 0103 (Other Orc); 0104 (Warrior Orc); 0105 (Orc);
 0106 (Dying Orc); 0107 (Other Orc)

T

Peter Tait 5
 0101 (Tredwill); 0102 (Tredwill); 0104 (Tredwill);
 0105 (Tredwill); 0106 (Tredwill)
 Alex Tarrant 6
 0103 (Valandil); 0104 (Valandil); 0105 (Valandil);
 0106 (Valandil); 0107 (Valandil); 0108 (Valandil)
 Jesse Turner 1
 0106 (General Orc)

V

Phil Vaughan 2
 0103 (Smithy); 0105 (Smithy)
 Charlie Vickers 7
 0102 (Halbrand); 0103 (Halbrand); 0104 (Halbrand);
 0105 (Halbrand); 0106 (Halbrand); 0107 (Hal-
 brand); 0108 (Halbrand)

Amelie Child Villiers 1
0101 (Young Galadriel)

W

Shelley Waddams 1
0101 (Elf Attendant)

Leon Wadham 3
0104 (Kemen); 0105 (Kemen); 0108 (Kemen)

Amand Weaver 1
0103 (Imprisoned Farmer)

Megan Lilly Wilding 1
0102 (Dwarf Guard)

Miranda Wilson 1
0106 (Southlander Wilson)

Gabe Wright 1
0103 (Messenger)