

# MIDLAM MINIATURES

Catalogue ~ August 2012



## Prices and Ordering

Welcome, brave adventurer!

Within these pages you will discover many of the inhabitants of Midlam and the surrounding environs. Mysterious characters, proud and noble dwarves, mighty minotaurs, chests full of treasure (or perhaps traps!),

Deadly Doorways, monsters never seen before by man, the loathsome vampires, brave knights and the mysterious people of the caves...

To order from this catalogue, journey ye to [www.omnivistascope.com](http://www.omnivistascope.com), home of Midlam Miniatures, for the latest price list and new releases.

# The Vengeance of the Dwarves



Great has been the suffering of the dwarves, long has been their exile. Now the wheel of fate turns again and for the dwarves, their vengeance is near, as they return to the Lost Mountains.



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The Dwarf King's Court



TDKC-1 TDKC-2  
TDKC-3 TDKC-4

Dwarves of the Lost Mountains



DLM-1 MAGE THIEF DLM-2  
DLM-3 SLAVE CONVICT DLM-4

Through Ice and Snow  
Dwarven Mountain Dogs



TIAS-1 TIAS-2  
TIAS-3 TIAS-4  
TIAS-5  
DMD-1 DMD-2  
DMD-3



# Adventurers, Mages and Mystics



There are many strange and unusual visitors to Midlam, some come via the trade routes, others by river or road. Some seek to discover great treasures, amass a fortune, hunt down bitter enemies or simply to lose themselves. Some even choose to visit Midlam Manor, to seek counsel with The Baron of Midlam, only to find even greater dangers await them in his great hall...



C1003E



M3004A



M3004B



C1045E



C1045A



C1045B



C1040E



C1017H



C1003G

# The Pony Train

For any serious expedition, a set of good sturdy ponies, fair of temperament, strong in limb and sound in health are an essential requirement. For no adventurer would wish to be so laden down on their outward journey, that they couldn't defend themselves when ambushed, nor could they face leaving behind hard won treasure. These three steadfast ponies will never fail you.



C1010F

C1010C

C1007K

# Treasure Chests



MMTC1



MMTC2



MMTC3



MMTC4

Whether they hold treasure, magic scrolls or merely some fiendish trap, the Treasure Chest remains irresistible.

# The Caverns of the Stalagbites!



## Stalagbite! The Miniatures Game!

Stalagbite! The Dwarven Quest for Gold and Glory! A new game from Midlam Miniatures and Rathbone Games.

The first of the dwarves to return to the Lost mountains have entered the deep caverns in search of long lost gold. As they tap away at the rocks, they are horrified to discover, that some of them are alive! For the menace known as the Stalagbite, infests the caverns.

Up to 4 players play dwarves, attempting to gain as much gold and gems as they can, while at the same time, keeping their comrades alive.

While Midlam Miniatures may be used with the games, they are not necessary for play.

Designed by Paul Scott  
Published by Rathbone



Now Available:  
**Creeping Jeeper!**  
An Expansion for  
Stalagbite, introducing  
new threats and allowing  
an additional 2 players.





# The Well and Deadly Doorways



The Well.



Darkness



Vault



Teeth



Slime



Door



Round Door



Spear



Vortex



Bricked Up



Cobwebs



Arch

# Denizens of Dungeon Deep



RHH-1



RHH-2



RHH-3

The Red Hook Horrors are protoplasmic horrors which live in the lower caverns. These monstrous beings use their large beaks to pierce their prey and suck out their innards. They slither along at a surprising pace using their strange tentacles and pulpy mass.



BBF-M



BBF-A

The Creeping Jeepers are giant flatworm-like creatures, which silently slither through the caverns, each able to embrace and digest anything up to and including a plump pony!



CJ-1



CJ-2



CJ-3



CJ-4

The giant cavern Breadbasket Fungus is actually three distinct species and is highly nutritious. The tough fibrous main body provides a wood-like substance used in dwarven construction. Unfortunately, tri-lobed horrors have developed mimicry of the Breadbasket Fungus and are a constant threat to unwary travellers.

# Realm of the Minotaur Lords

Deep beneath the Lost Mountains, there comes the heavy metal sound of tireless toil in the forges of the giant Minotaur Lords. Once slaves, they have carved out their own labyrinthine realm deep within the mountain. Few that enter the Realm of the Minotaur Lords will ever leave...



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C1038D



C1038A



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# The Retinue of Count Drago de Drago



An age ago, the Orcs came to the Lost Mountains and after great battles, exiled the dwarves from their homeland. With the orcish retinue, strode the magnificent figure of Count Drago de Drago, advisor to the orc general. With him travelled the Knight, Sir Horace and his young squire, Cedric. Since that time, Count Drago has added two goblin champions to his retinue.



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C1010C



C1007K



C1043A



C1043C



# Mounted Knights



Whether roaming the land on quests, jousting in tourney, rescuing fair maids, engaging in battle, harassing borders or being rude to peasants, this varied selection of knights will do thy bidding, sire!



Lance ~ C1050L



C1050A



C1050K



C1050G



C1050C



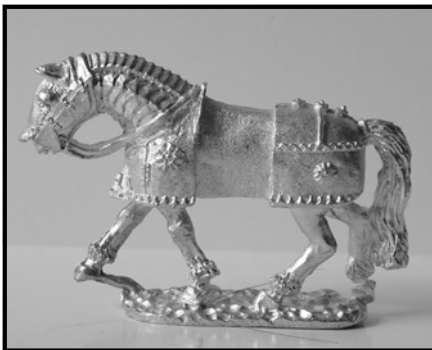
C1050D



C1050B



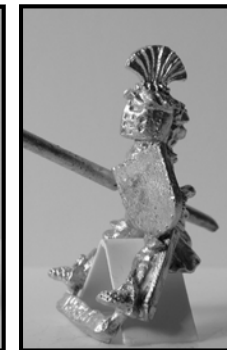
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C1050P



C1050Q



C1050R



C1050I

# The Dead & Undead

From the crypts of ancient Lords to the large graveyards outside the city's walls and the virulent evil of the vampire, the dead are always present in Midlam. We can but hope that their sarcophagi remain tightly shut, and that as the clock strikes thirteen, that you didn't leave that window open...



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C1016A

C1016F

C1016G

C1016B

C1016D



C1018M

C1018L

# The People of the Caves

Far to the north of Midlam, where the snow and ice hold domain, there are found a curious people. They are like man in so many ways, but they eschew anything but the most basic of weapons and clothes. They hunt the great beasts for food in packs, and will attack anyone entering their territory...



C1012C



C1012D