

ABSTRACT

This final report explore how figurative language makes the short story *Leaf by Niggle* by J.R.R. Tolkien more interesting and meaningful. This study looks at the different types of figurative language used in the story and figures out which one shows up the most. The writer used a descriptive qualitative method, reading the story carefully and noting examples like symbols, metaphors, and irony. After analyzing the 20-page story, I found 95 instances of figurative language, split into ten types: Symbol, Metaphor, Irony, Personification, Synecdoche, Metonymy, Hyperbole, Simile, Allusion, and Paradox. Both Symbol and Metaphor were the most common, with 27 examples each, while Paradox and Allusion were the least used, with only 2. The findings show how Tolkien uses these language tools to bring out deep themes like creativity and redemption, helping readers feel closer to Niggle's journey.

Keywords: figurative language, short story, J.R.R. Tolkien, Leaf by Niggle