



**Chaos  
sorcerer  
cloak with  
NMM gold  
trim**

**Step-by-step**

# ◆ Paints required:

## Cloak & NMM gold trim

- Abaddon black
- German cam. Black brown (Vallejo mc)
- Corvus black
- Basic skin tone (Vallejo mc)
- English uniform (Vallejo mc)
- Ice yellow (Vallejo mc)
- Averland sunset
- Yriel yellow
- Evil suns scarlet
- Dark blue grey (Vallejo mc)





Before we start painting the miniature, we locate the light reflections on the cloak of the chaos sorcerer, by taking a picture of it under our desk lamp. I primed it in Chaos Black as it has a great shine to it. I have added a guide for how to locate light reflections in the post description.



**We start by basecoating the cloak with a 1:1:1 mix of abaddon black, corvus black & german cam. Black brown.**

**We now glaze in the frame of the light reflections, by adding a  $\frac{1}{2}$  part of dark blue grey & german cam. Black brown to the previous mix – add 2-3 parts of water.**



**We now add a  $\frac{1}{3}$  part of basic skin tone to the previous mix & glaze towards the center of the light reflections.**



**We now add a  $\frac{1}{2}$  part of basic skin tone to the previous mix & glaze the center of the light reflections.**



**We now shade the areas that are naturally shaded (Look at the reference photo) by adding 1 part more of abaddon black to the basecoat mix – add 2-3 parts of water.**

**We now add some scratches on the darkest areas on the cloak by painting thin lines & dots with dark blue grey – add 1-2 parts of water. On the brightest areas on the cloak we use the same mix as we used for the brightest areas on the light reflections. We furthermore basecoat the gold trim with a 1:2 mix of abaddon black & english uniform.**



**We now glaze in the frame of the light reflections, by adding 1 part of english uniform & averland sunset to the basecoat mix – add 2-3 parts of water.**

**We now add a  $\frac{1}{2}$  part of ice yellow & yriel yellow to the previous mix & glaze the center of the light reflections – we furthermore add some secondary light reflections in between the brightest light reflections, by adding a 1:1 mix of evil suns scarlet & english uniform to the basecoat mix – add 2-3 parts of water.**



**We now add 1 part of yriel yellow to the previous mix used for the secondary light reflections & glaze the center of them.**

**We now edge highlight the gold with averland sunset – we furthermore shade the nails with abaddon black.**





**We now make a 2:1 mix of ice yellow & yriel yellow and glaze the very center of the light reflections – we furthermore edge highlight the edges close to the brightest light reflections with the same mix. Finally we highlight the nails with pure ice yellow – done 😊 !**