



**Rotbringer sorcerer
grimey green cloth
PDF tutorial**



Before we start painting the miniature, we locate the light reflections on the cloth, 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 patreon post. I also used the artwork for the model as reference, for the placement of the light beam & the intensity.

Paints used :

- Rubber Black (AK)
- Dark grey (Vallejo mc)
- Dark sea grey (Vallejo mc)
- Olive drab (Vallejo mc)
- German cam. Green (Vallejo mc)
- Salmon (AK)
- Dwarven skin (Game color wash)





We start by basecoating the cloth with a 2:1 mix of olive drab & rubber black.



We now add a $\frac{1}{2}$ part of german cam. Green & olive drab to the previous mix & glaze the frame of the light reflections, on the upper $\frac{3}{4}$ of the cloth. Add 1-2 parts of water. We furthermore glaze the lower $\frac{1}{4}$ of the cloth, with pure rubber black.



We now add another a $\frac{1}{2}$ part of olive drab & german cam. Green to the previous mix & glaze towards the center of the light reflections.



We now add a $\frac{1}{2}$ part of salmon to the previous mix & glaze the center of the light reflections. We furthermore edge highlight with the same mix. Finally, we add 1 part of dark grey to the rubber black we used for the lower $\frac{1}{4}$ of the cloth, & glaze the frame of the reflections, on those areas.



We now add another $\frac{1}{2}$ part of salmon to the previous mix & glaze the very center of the light reflections. Further amounts can be added of the salmon, to the same mix, if we want the intensity to be stronger.

We furthermore glaze the center of the reflections on the lower quarter, by adding a $\frac{1}{2}$ part of dark sea grey to the previous mix used for it. Finally we wash the shaded areas with dwarven skin – add a $\frac{1}{2}$ part of water to it. Done 😊