



MINIATURE'S DEN PATREON GUIDES:

LORD OF PLAGUES

Full PDF Guide



**THE PAINTS USED IN THIS GUIDE
SHOULD ALWAYS BE TAKEN AS A
REFERENCE AND NOT AS A "MUST
BUY". I ENCOURAGE WORKING
WITH WHAT YOU HAVE AND
EXPERIMENT WITH COLOR MIXING**

SKIN 1



The skin was basecoated with a dark mix of SoFlat Cadmium Yellow with Purple mixed in it, giving me a dark, desaturated yellow. I then added a touch of green to it to make it colder.

The midtone, the first light, was painted using yellow+less purple mixed in, with a bit of red mixed in to make the skin feel a bit orangish.

SKIN 2



Adding a bit of white to the original mix, with a touch of yellow, I mixed a light which I painted all over the skin on the areas facing towards the imagined light source (front of him, above). I then added red to the mix of light to make it more orangish and used that color to pick out the areas where I thought the skin would be sore due to the injuries in it.

SKIN 3



Adding more white and yellow to the mix, I picked out the areas of extreme light. I also did small glazes of a greenish color over the areas of midtone to make the skin look slightly more putrid. You can skip the glaze step if you liked how the skin looked in the previous step.

SILVER 1



The silvers were basecoated with a mix of SoFlat Red and Green, giving me a very dark, almost black color.

I then added white and a bit of orange to the mix to light it up. You can see from the picture that I first sketched where I wanted the light and then “blended” it in doing several, small lines creating the illusion of a brushed on metal.

SILVER 2



With white and yellow added to the mix over several layers, I insisted with the light, painting it inside of the area of the sketch in step one, in progressively smaller sizes, but still using lines to texture. In the case of the blade, rather than lines, I did small dots and “squiggles”, to suggest a rough, coarse material.

uce's



SILVER 3

With a dark brown-red I painted the areas of rust, which I then lit up using diluted orange, with almost no paint on the brush, to do some quick brustrokes to suggest the rust leaking from the holes.

CRUSTY ARMOR 1



For the green armor, I first followed volumes normally, starting from a dark green (Green + VGC Dark Blue), followed by Green + a bit of yellow, and then adding white and yellow to the mix.

Besides sketching the areas, I also used stippling to create noise between the layers, rather than blend, to continue with the illusion of textures all over the model.

CRUSTY ARMOR 2



To complete the effect, I used the dark color I mixed previously, the red + green, to sketch random lines to create “blocks” on the armor, which I then edge highlighted using the lightest color used on the armor.

THANK YOU!

I hope you enjoyed this guide on the Lord of Plagues! If you haven't already, feel free to check out the video guides where I go much more in-depth in explaining my painting and the techniques used.

Thank you so much for supporting the Patreon and see you in the next guide!



twitch.tv/miniaturesden



[@miniaturesden](https://www.facebook.com/miniaturesden)



[@miniaturesden](https://twitter.com/miniaturesden)



[miniaturesden](https://www.instagram.com/miniaturesden)



[Miniature's Den](https://www.youtube.com/Miniature's%20Den)