

Spiritseer NMM copper staff & red gems Step-by-step

♦ Paints required: Opper staff & red gems - Cavalry brown (Vallejo mc) - Averland sunset Ice yellow (Vallejo mc) - Mahogany brown (Vallejo mc) - Purple (Vallejo mc) - Evil suns scarlet

- Abaddon black
- Wild rider red
- White



Before we start painting the miniature, we locate the light reflections on the Staff of the spiritseer by taking a picture of it under our desklamp. I have primed the miniature in Chaos Black as it has a great shine to it, wich makes it easier to locate the different light reflections. I have added a guide for how to locate light reflections in the post description.



We now add 1 part of averland sunset the staff with a 1:1:1 mix of mahogany brown, purple & of the light reflections on staff – add 2cavalry brown. 3 parts o water.



We now add a ½ part of ice yellow to the previous mix & glaze towards the middle of the light reflections on the staff. We furthermore edge highlight with the same mix. We now shade all the remaining areas by adding 1 part of abaddon black to the basecoat mix – add 2-3 parts of water. We furthermore shade the deepest recesses with pure abaddon black. Finally glaze the very center of the light reflections & highlight all the sharpest edges with pure ice yellow.



We now glaze the lower ¼ of the staff with thinned down purple – add 2-3 parts of water. We furthermore begin on the gems – basecoat them with a 2:1 mix of evil suns scarlet & black. We now glaze the frame of the light reflections on the gems with pure evil suns scarlet. Add 2 parts of water.



We now glaze towards the middle of the light reflections on the gems with wild rider red. We now add a dot white in the very middle of the light reflections on the gems. We furthermore highlight around the edges of the gems with a 1:1 mix of evil suns scarlet & wild rider red – add 1-2 parts of water. Done © !