



**Blazing lord
leather
armour &
molten
sword
Step-by-step**

Paints required:

Leather armour

- Rhinox hide
- Leather brown (Vallejo mc)
- Orange brown (Vallejo mc)
- Cork brown (Vallejo mc)
- Abaddon black

Molten sword

- Dark blue grey (Vallejo mc)
- Ice yellow (Vallejo mc)
- Khorne red
- Yriel yellow
- Abaddon black
- Mephiston red
- White





The first step we do is to locate the light reflections on the leather armour & sword – we take a picture of the miniature under our desk lamp .With this picture, we can locate the different light reflections on the armour , from our light source (desk lamp)- & these are we going to follow through this tutorial. I have added a guide for how to locate light reflections in the post description.





Basecoat the leather areas with a 2:1 mix of rhinox hide & leather brown.



We now glaze the frame of the light reflections by adding 1 part of orange brown to the basecoat mix – add 2-3 parts of water.



We now add 1 part of cork brown & glaze the middle of the light reflections .



We now shade the deepest recesses & around all nails/stiches with abaddon black – add 2-3 parts of water. We then highlight the nails & all the edges with a 1/1 mix of orange brown & cork brown. We furthermore glaze the very middle of the light reflections with pure cork brown. Optional: Glaze on the sides of the armour with leather brown. Add 2-3 parts of water.



We now work on the sword. We start by basecoating the sword with a 3:1 mix of dark blue grey & abaddon black. We furthermore basecoat the fire with a 3:1 mix of mephiston red & yriel yellow.



We now start by working on the fire – we glaze the lower half of the fire by adding 1 part of yriel yellow, add 2-3 parts of water.



We now glaze the lower quarter of the fire with pure yriel yellow.



We now add 1 part of ice yellow & glaze the very lower part of the fire.



We now add 1 part of white & once again glaze the very lower area of the fire. We furthermore shade the tips of the fire with abaddon black - & highlight them with dark blue grey & white.



We now work on the molten area of the blade. We glaze the lower quarter of the blade by adding 1 part of khorne red to the basecoat mix. Add 2-3 parts of water.



We now make a 1:1 mix of khorne red & yriel yellow & glaze towards the bottom of the blade.



We now add $\frac{1}{2}$ part of ice yellow to the previous mix & glaze the middle of the previous glazed area.



We now add ½ part more of ice yellow & glaze the very middle of the previous glazed area. We furthermore glaze the whole lower quarter with thinned down yriel yellow – add 4 parts of water. Finally we add a couple of scratches & dots with abaddon black across the whole area – add 2 parts of water.



We now start working on the actual blade. We glaze the frame of the light reflections on the whole blade (upper & lower side of the blade) with pure dark blue grey – add 2-3 parts of water. Look at the picture on page 3 to locate light reflections.



We now glaze more towards the middle of the light reflections by adding $\frac{1}{2}$ part of ice yellow to the previous mix – this time we only focus on the upper area of the blade, & leave the lower area.



We now glaze the middle of the light reflections by adding $\frac{1}{2}$ part more of ice yellow to the previous mix. We furthermore glaze with khorne red on the areas pointed out on the picture with red arrows – add 2-3 parts of water. Finally we glaze the middle of the lower light reflections with a $\frac{1}{1}$ mix of zandri dust & dark blue grey (White arrows)



We now shade the areas still covered in the basecoat on the upper area of the sword blade, by adding 1 part of abaddon black to the basecoat mix – add 2-3 parts of water. We furthermore edge highlight the blade with a 1:1 mix of ice yellow & dark blue grey + add some scratches. Finally we glaze the very middle of the light reflections by adding 1 part of white to the previous mix. Done! 😊