



PAINTING GUIDE

GLOOMY CHAMPION

LIST OF PAINTS

Vallejo - Black	Pro Acryl - Bolt Titanium White	The Army Painter - Oak Brown
Vallejo - Orange Fire	Pro Acrylic - Transperent White	The Army Painter - Leather Brown
Vallejo - Toxic Yellow	Green Stuff World - Black Soot	The Army Painter - Army Green
Vallejo - Scarlet Blood	Green Stuff World - Burnt Earth	2 Thin Coats - Spartan Bronze
Vallejo - Gunmetal	Green Stuff World - OSL White	2 Thin Coats - Doom Metal
Vallejo - Natural Steel	Liquitex - Fluoscent Orange	2 Thin Coats - Doom Death Black
Vallejo - Dark Green	Liquitex - Fluoscent Yellow	2 Thin Coats - Pale Skin
Vallejo - Angel Green	Citadel - Blood For The Blood God	

In this overview I try to pin down the methods and paints I used for this mini to give you a practical guide on how to recreate it. I hope this example gives you some helpful insights for your own journey and to bring your visions to life. Thank you for the support and happy painting!

Bene



The Conversion



GREEN ARMOR



1. I started off with **Black Primer** and also sprayed **White** (senital-highlight) from above (can easily be skipped).



2. I sloppy applied an even layer of **Doom Metal** with a big brush.



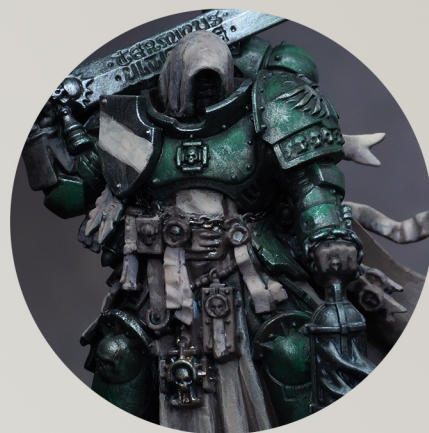
3. Then a rough drybrush with **Natural Steel**.



4. Stippled on some **Angel Green** - Focusing primarily on each armor parts centre and trying to leave out the trims.



5. Using an old synthetic brush to roughly add some quick strokes here and there with **Natural Steel**.



6. Mixing **Dark Green + Black** and thin it with a generous amount of water to create a wash out of it. I then place it on top of the armor. Working on each armor part individually and after applying the wash I make sure to free the middle section of each armor part a bit with a clean brush, while the wash is still wet.*

* For an insight on how I proceeded here, you might wanna check out the „Painting Video: Dark Crusader“ video on my Patreon, which at 6:47 shows the exact same method I used here. I used Black there as a wash, but the principle of application was exactly the same.

GREEN ARMOR II



7. I now added **Army Green** to the middle parts of the armor.



8. **Mixing Army Green with Pale Skin** to paint an additional thin layer to the armor centres - creating a stronger highlight. I used the same mix to also paint some selected edges and to add scratches to the armor.



9. Again using the **Dark Green + Black** wash to repeat step 6.



10. The green armor was now done. All I did to finish the armor parts now, was to **mix some Spartan Bronze + Natural Steel** and paint armor trims and heraldry. Using **Pale Skin** to additionally add some highlights to those parts.*

* For an insight on how I proceeded here, you might wanna check out the „Painting Video: Dark Crusader“ (again), which at 32:23 shows the exact same method I used here.

11. As a last little detail for this built I also **added some blood splashes by mixing Scarlet Blood + Black**. Thinned it down properly and the used an bigger synthetic brush to bend the bristles while covered in paint and letting it pop onto the mini.**

** This technique can be a bit messy, so I made sure to not overlodad my brush and also used paper towels to cover the areas I wanted to stay clean



CLOTH



1. For all the cloth I started with an **Oak Brown + Black** baselayer.



2. Using **Pale Skin + Oakbrown** to build up some volume and adding an additional layer of pure **Pale Skin** as a highlight.

3. I then used a thin **Leather Brown + Pale Skin** mix to smooth out the rougher remainings of the previous step.



3b. Also added some loosley applied **Black Soot** to cover up a rough spot on the robe and turn it into burnt cloth. Adding loose dots of **Doom Death Black** on top of it.



4. I finished up the cloth by adding some **thinned Pale Skin** as a highlight to the front part of the hood and the raised parts of the cloth

5. On the minis back I followed the same process, but used a mix of **Black Soot + Burnt Earth** in the end to paint the upper part of the cloak, while smoothing out the wet paint in

the middle with a wet clean brush. Repeating this step 2 times.



LITTLE DETAILS

I keep this section brief, as the basic principle for scrolls, bags, seals and other stuff is roughly the same I used in the previous tutorials.

1. I just started with **Oak Brown + Black on everything** and used diluted Black as a wash on top.



Feathers: I painted single lines with **Leatehr Brown + Pale Skin** and a few selected **White** highlights on top.

Purity Seals: I added **Leather Brown + Pale Skin** with **Pale Skin** highlights. Added the letters with diluted **Black** and then used **2-3 coats of Black Soot + Burnt Earth** on top. Moving the wet paint to the upper parts of the seals.

Tilt Shield: I started by painting a diagonal pattern in **Leather Brown + Pale Skin** to the middle. I then added a thin layer of pure **Pale Skin** on top of the middle part. Using a thin **Dark Green + Black** mix to paint the 2 remaining areas on top and above the middle section. Added some **Pale Skin** edge-highlights and put a **Decal** from the **DA Decal Sheet** onto it. After a little battle damage with **Black+ a bit Pale Skin** and **White** highlights, I also added a few **blood splahes** and the tilt shield was done.

Leather Parts: For the belt and the bags I just picked out a few edges and painted some scratches using different mixes from my brown/tan palette (**Oak Brown, Leather Brown, Pale Skin**).



BLOODY BLADE



1. I started with a roughly applied **Doom Metal** baselayer.



2. Used **diluted Black** as a wash on top and added some details in **White** to the letters.



3. Then applied a rough diagonal scratch pattern with **Gunmetal** and added another layer of diluted black on top.



5. Adding **Gunmetal** to the top and giving the blade **White** edge-highlights (The edge-highlights can also just be added in the end).



6. Further elaborating the **Gunmetal** on the top section and using **thinned Gunmetal + Doom Metal** to smooth the transition to the middle part.

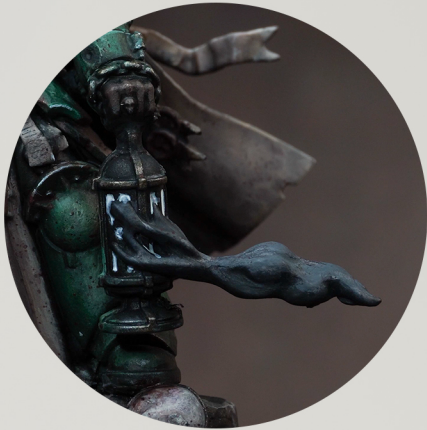


7. I applied some scratches with **Scarlet Blood + Black** and also added some additional **Blood** for the **Blood God** to some selected parts.

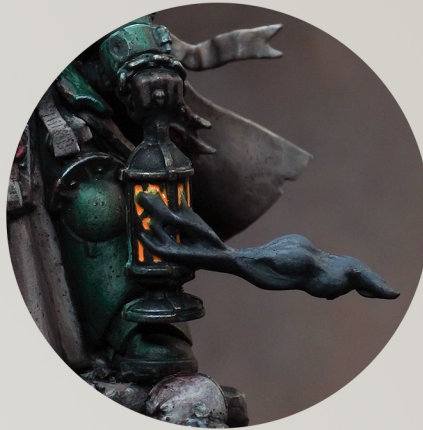


8. I then finished the blade by working in some diluted **Gunmetal** and the **Gunmetal+Doom Metal** mix on top. Smoothing everything out a bit, while also coming back with the **thinned Scarlet Blood + Black** mix to stain some of the **metallics** more. In the end I also reworked the **White** edge-highlight.

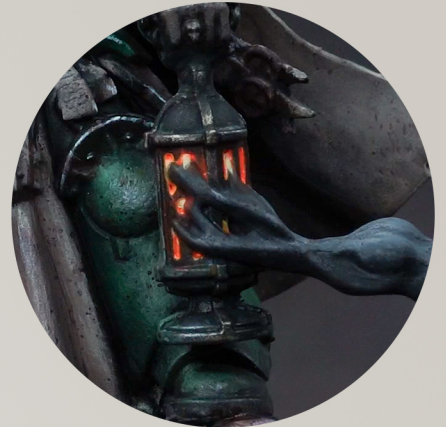
THE LANTERN



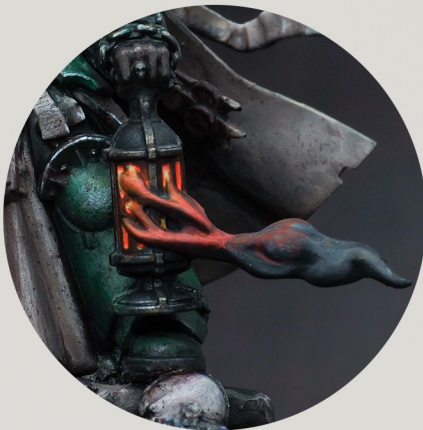
1. I used **DSL White** to paint the **recesses**. And painted the **smoke Black** and then **Black+a bit of White** on top.



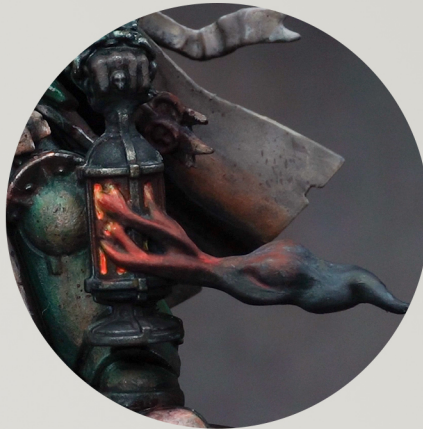
2. I now mixed **Fluo Orange with Yellow** and applied the runny mix to the holes.



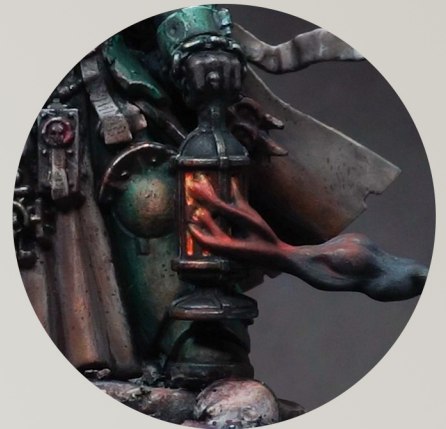
3. Using **Toxic Yellow** to paint the **centre** of the recesses.



4. Making some **corrections** to the **corpus** using **Black** and then added a **thin layer of Fluoro Orange** on top to the **recesses**. Also using **thinned Orange Fire** to paint the **smoke** near the lantern.



5. The previous step could have been the ending point, but I wanted to make the lantern a bit more subtle, so I added some **Fluo Orange** to the **holes** again. Also using a pretty **diluted Scarlet Red + Black** to **stain the smoke** a bit darker.



6. Using **Toxic Yellow + a bit of Orange Fire** to **rework the middle sections** of the recesses again.

6b. For the glow I added a few **very thin glazes of Transperent White** to the surrounding elements of the lantern - Like robe, armor and cloak (picture 4). I then used 2 layers of a **Fluo Orange + Yellow** on top of it to give it a **yellowish staining**.*

*The process of using glazes for staining can be viewed in the „Painting Video: Dark Crusader“ at 36:52.

BONUS: THE BASE

As a little bonus, some quick words on the base:

Earth & Stairs: started with a Oak Brown + Black baselayer. and then dybrushed it with different shades of an Oak Brown + Pale Skin + Leather Brown mix. Using a diluted Black as a wash on top of it. I then reworked some of the highlights with some of the previous mix, aiming mostly on the top area of the stairway

Skin: I used a Pale Skin + UK Desert Pink baselayer. Then some diluted Black as a wash, reworking some volume with the previous mix and giving it a little staining with Fluo Orange + Yellow.

Armorcolor: Basecoat with Royal Pruple + Black, then roughly building up volume by adding White + Squid Pink to the mix. Applying a few rough layers, adding more of the brighter mix with each layer till the last layer is almost White. Then a Black+ a bit of Royal Pruple wash on top. and some White + Squid Pink to rework some edges and highlights.

Armor - Metal Trims: Basecoat with Doom Metal on everything. Dybrush with Natural Steel. Black wash on top. Adding Highlights in White.



For the gore effects I used some standard UHU glue to add some gross connections between the cut off limbs. I then generously added Blood For The Blood God to all the wounds. Followed by some blood splashes applied with the same method as on the armor before - Bending the brush and letting it pop onto it using Scarlet Blood + Black.



So here we are - I hope you found this tutorial helpful and see you next time :)