Inquisitor Erasmus sword & daemonic green flame

Step-by-step

◇Paints required:
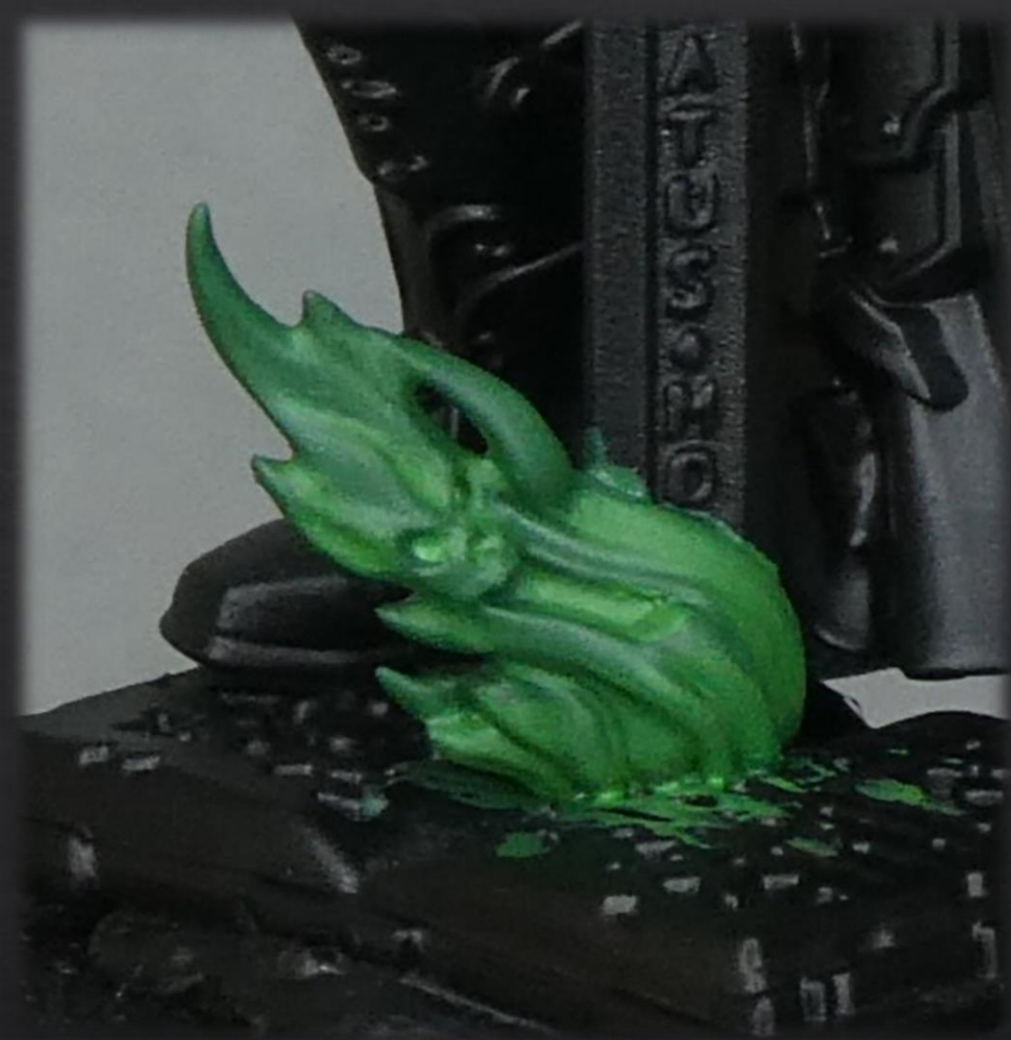
Green flame & sword

- **Moot green**

- **Black green (Vallejo mc)**

- **Deep green (vallejo mc)**

- **Ice yellow (Vallejo mc)**

- **Abaddon black**

- **French mirage blue (Vallejo mc)**
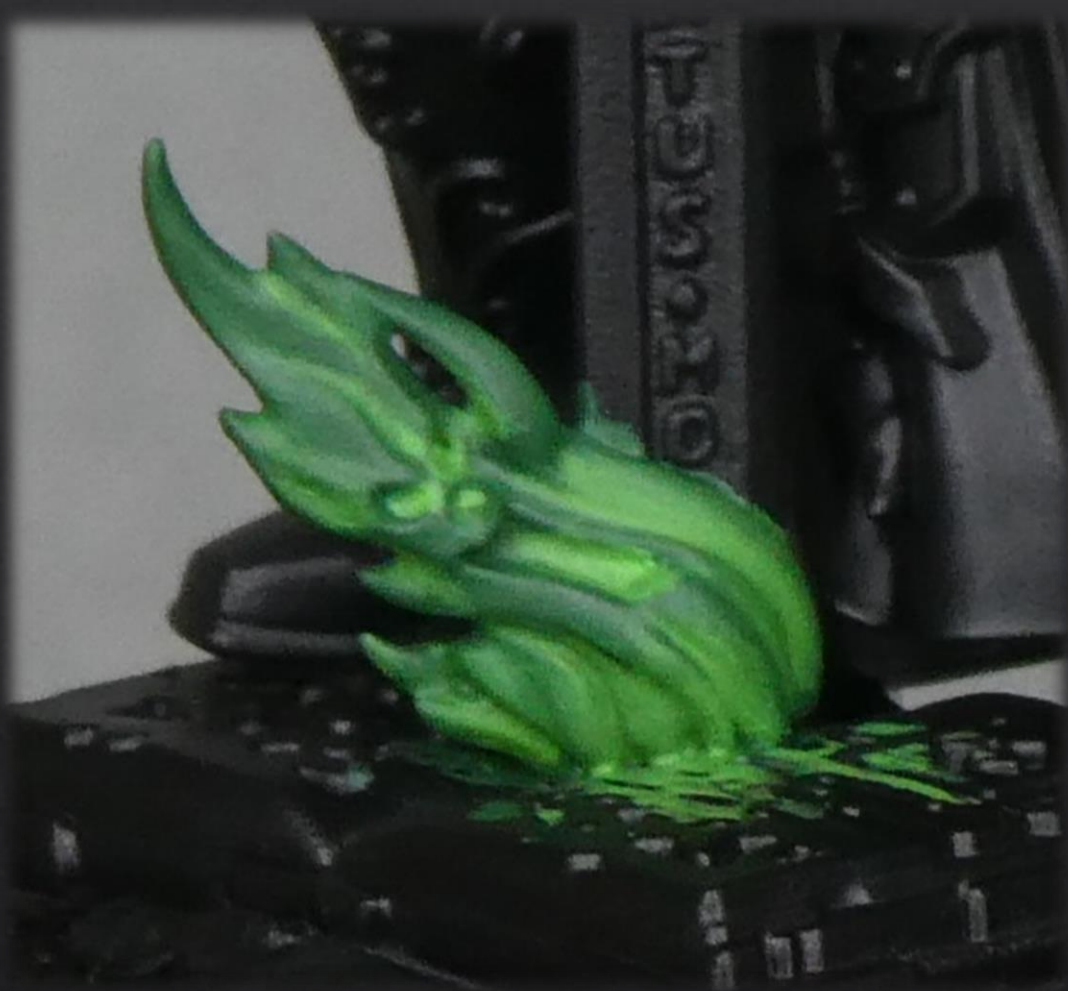
- **White**

- **Corvus black**

We start by basecoating the flame with a 1:1 mix of black green & deep green.

We now add 1 part of moot green to the basecoat mix & glaze the lower half of the flame & all recesses. Add 2 parts of water.

We now add 1 part more of moot green & glaze towards the recessess of the previous glazed areas on the flame.

We now add 1 part of ice yellow & glaze the deepest recesess & the very beginning of the fire. We furthermore shade the remaining untouched areas by adding 1 part of abaddon black to the basecoat mix – add 2 parts of water.

We now work on the sword. We start by basecoating the upper half of the sword with a 1:1 mix of corvus black & french mirage blue. The lower half we basecoat with a 1:1 mix of corvus black & black green.

Finally we add 1 part more of ice yellow to the previous mix used for the brightest areas on the fire & glaze the very center once again.

We now glaze 3 light reflections on the upper half of the blade by adding 1 part more of french mirage blue to the basecoat mix. We furthermore add a ½ part of moot green & french mirage blue to the basecoat mix for the lower half of the blade & glaze 1 light reflection. We give these areas a couple of layers, making the pigment the strongest towards the very center. Add 2-3 parts of water.

We now glaze in the center of the pointed out light reflection, by adding 1/3 part of white to the previous mix.

We now edge highlight the whole blade with a 1:1 mix of french mirage blue & white. We furthermore edge highlight the edges closest to the brightest light reflections with pure white + the sharpest edges, that cathes most light. I also added a couple of random white dots here & there. Done ☺ !