



**Vampire lord  
crimson  
armour &  
skin**

**Step-by-step**

# ◆ Paints required:

## Crimson red armour

- Gal vorbak red
- Khorne red
- Abaddon black
- Wazdakka red
- Basic skin tone (Vallejo mc)

## Skin

- Ionrach skin
- XV88
- Incubi darkness
- White







Before we start painting the miniature, we locate the light reflections on the armour & face of the vampire lord by taking a picture of it under our desk lamp. I primed it in Chaos Black as it has a great shine to it. I have added a guide for how to locate light reflections in the post description.



I used this warhammer art picture (codex cover for Soulblight gravelords) as a reference & inspiration for red armour – but with a more crimson twist. Lets begin!





**We start by basecoating the armour with a 1:1:1 mix of gal vorbak red, khorne red & abaddon black.**

**We now glaze the frame of the light reflections on the armour by adding 1 part of wazdakka red to the basecoat mix. Add 2-3 parts of water.**



**We now take pure wazdakka red & glaze towards the middle of the light reflections on the armour.**



**We now make a 3:1 mix of wazdakka red & basic skin tone & glaze the middle of the light reflections.**





**We now add another part of basic skin tone to the previous mix & glaze the very middle of the light reflections.**

**We now shade the areas still covered in the basecoat by adding 1 part more of abaddon black to the basecoat mix – add 2-3 parts of water. We furthermore shade all the deepest recesses & nails with thinned down abaddon black – we add the same amount of water.**





**We now edge highlight the edges of the armour (besides the edges closest to to the light reflections) with a 4:1 mix of wazdakka red & basic skin tone – we furthermore add some scratches by painting thin lines with wazdakka red. Make sure that the edges closest to the brightest light reflections is in the same paint mix. Finally we highlight all the nails with white.**

**We now work on the skin. We basecoat it with a 3 : 1/2 : 1/2 part of ionrach skin, xv 88 & incubi darknes.**





**We now glaze in the frame of the light reflections, with pure ionrach skin – add 2-3 parts of water.**



**We now make a 2:1 mix of ionrach skin & white & glaze the middle of the light reflections.**





**We now shade the areas still covered in the basecoat (underneath the cheek bones, nose, wrinkles, dimples etc.) by adding another  $\frac{1}{2}$  part of both xv88 & incubi darkness to the basecoat mix. We furthermore add a  $\frac{1}{2}$  part more of white to the mix used for the skin & glaze the very middle of the light reflections.**

**We can now call the skin finished. I painted the eyes with yriel yellow & ice yellow – the teeth with white. 😊**