



**Death  
jester  
purple cloth  
& helmet /  
bone area  
Step-by-step**

# ◆ Paints required:

## Purple cloth

- Royal purple (Vallejo mc)
- Blue violet (Vallejo mc)
- Sunset red (vallejo mc)
- Abaddon black
- Basic skin tone (Vallejo mc)

## Helmet / bone areas

- Basalt grey (Vallejo mc)
- Buff (Vallejo mc)
- Ivory (Vallejo mc)
- Incubi darkness
- Corvus black
- Mournfang brown







Before we start painting the miniature, we locate the light reflections on the cloth & helmet/bone areas 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 of the Death Jester, as a reference & inspiration for the paintjob – although i changed the tone of the purple a bit on the cloth, to make it pop more. Lets begin!





**We start by basecoating the cloth with a 2:1 ½ part of royal purple, sunset red & abaddon black.**



**We now glaze the frame of the light reflections on the cloth, by adding 2 parts of sunset red to the basecoat - add 2-3 parts of water.**





**We now take pure sunset red & glaze towards the middle of the light reflections.**



**We now add 1 part of blue violet to the sunset red & glaze the middle of the light reflections.**





**We now add 1 part more of blue violet & glaze the very middle of the light reflections. We furthermore highlight the edges closest to the brightest point of the light reflections with pure blue violet.**



**We now shade the areas still covered in the basecoat by adding 1 part of abaddon black to the basecoat mix – add 2-3 parts of water. We furthermore edge highlight the remaining edges with a 2:1 mix of sunset red & blue violet .**





**We now work on the bone areas. We basecoat the areas with a 1:1:1 mix of basalt grey, buff & mournfang brown.**



**We now shade the deepest recesses with a 2:1 mix of mournfang brown & corvus black. Add 2-3 parts of water. We furthermore glaze the frame of the light reflections on the bone areas by adding a 1/2 part of buff to the basecoat mix. Add 2-3 parts of water.**





**We now add another  $\frac{1}{2}$  part of buff & glaze towards the middle of the light reflections.**



**We now add a  $\frac{1}{2}$  part of ivory & glaze the middle of the light reflections.**



**We now add another  $\frac{1}{2}$  part of ivory & glaze the very middle of the light reflections. We furthermore shade the areas still covered in the basecoat, by adding 1 part of incubi darkness to the basecoat – add 2-3 parts of water. Done 😊 !**