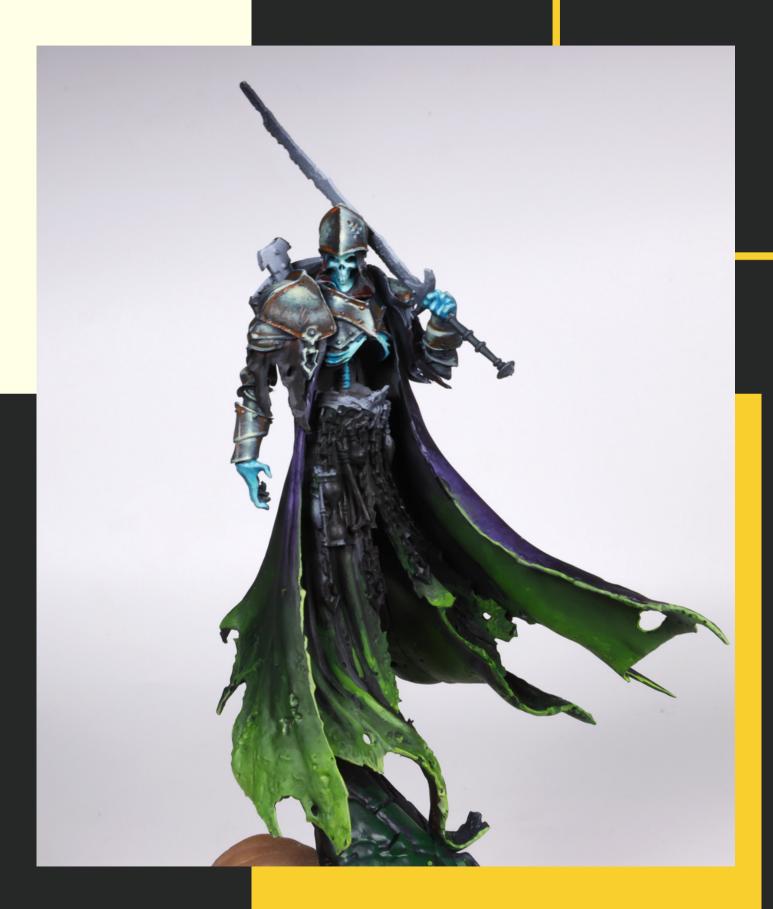


MINIATURE'S DEN PATREON GUIDES: **VRATTH FROM BLACK CROW**

Sword, Shield & Details





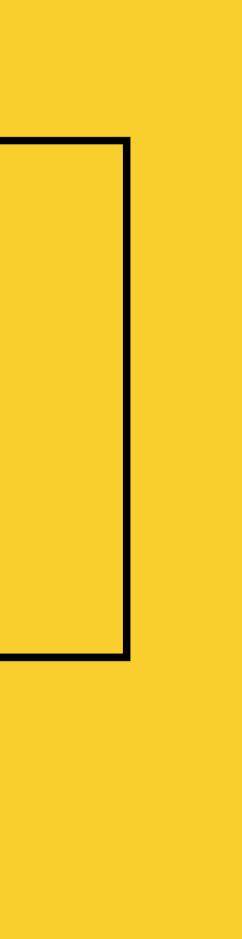


WHY THIS MODEL?

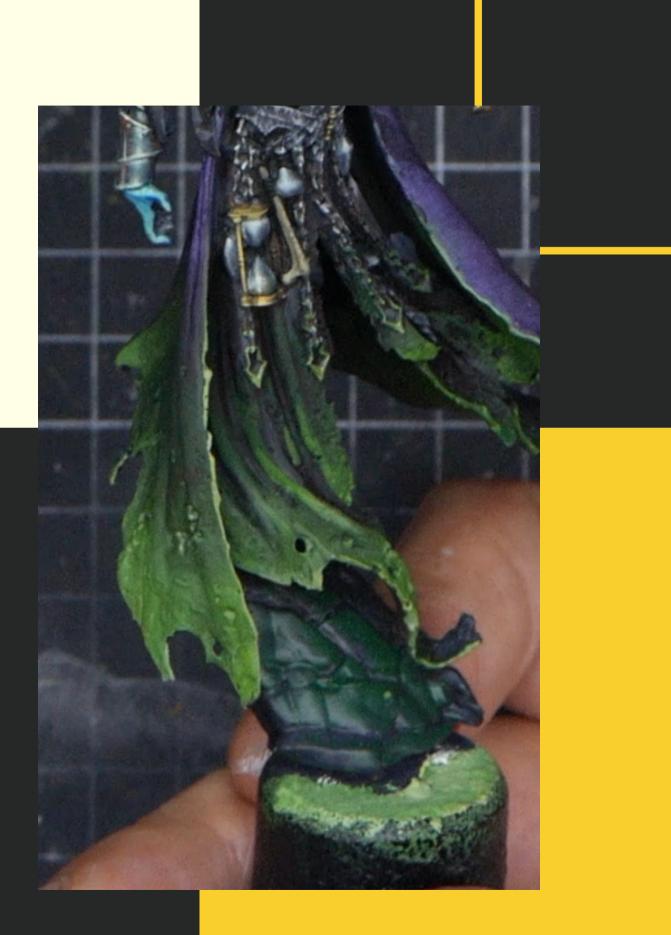
When I saw this model I knew I wanted to play with some NMM textures and I felt it would be fun for me to do as well as for you to watch. It's a model rich with details but not overly saturated, allowing the painter to take it as easy or as "hardcore" as he or she wants. Fun stuff!

PAINTS USED IN THIS GUIDE

Vallejo Model Color: Black, German Yellow, Prussian Blue Games Workshop: Moot Green Kimera: White, Red, Orange Vallejo Game Color: Golden Yellow







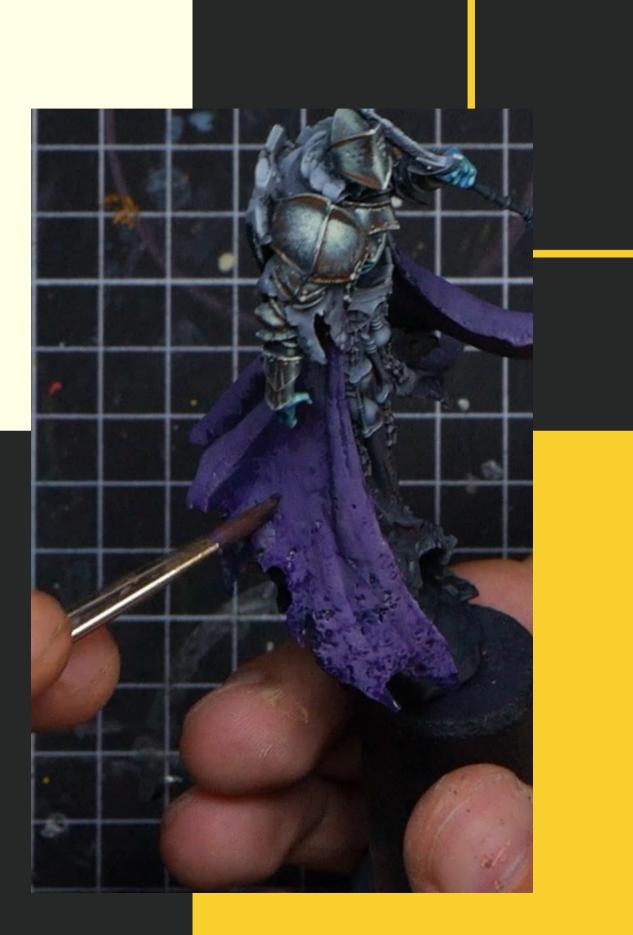
German Yellow, creating a very dark grey. from previous guides onto these details as well.

and then Kimera White for the strongest glints of light.

texture to simulate a porous surface.

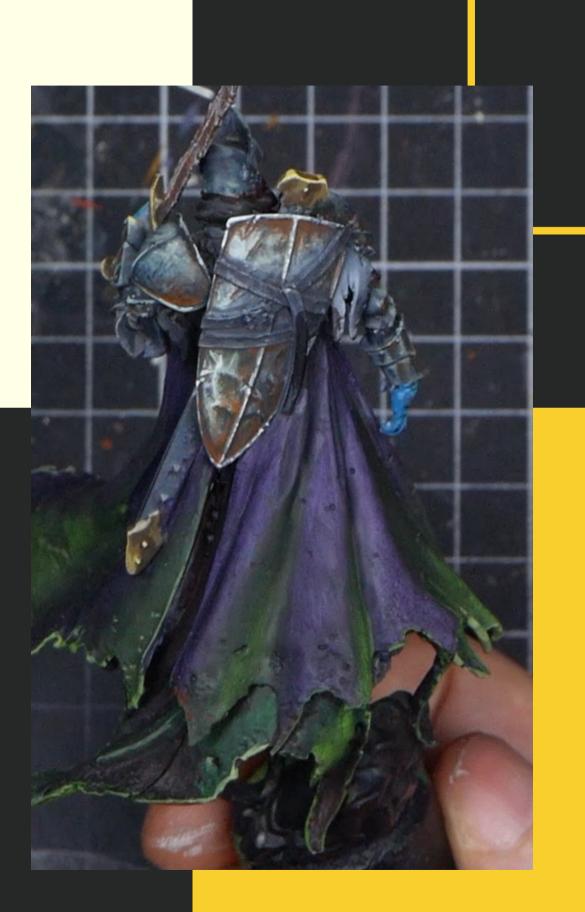
DETAILS

- I basecoated the metallics of the chains and the shield with a mix of VMC Black and
- I then highlighted the chains with GW Moot Green, from the bottom, to work in the OSL
- Once done, I highlighted the chains adding more German Yellow to the basecoat color
- The hourglass and empty potions were basecoated in a dark blue (VMC Black + Prussian Blue). I then painted the sand in the hourglass using VMC English Uniform. I added more white to the basecoat mix and sketched in the light reflections on the glass, which I then made stronger by adding more and more white untill I was satisfied.
- The bone was basecoated with a mix of English Unifrom, Black and White to create pretty much a GW Zandri Dust equivalent, so feel free to use it if you have it. I then added German Yellow to the mix to create a stippled highlight to create a bit of a rough



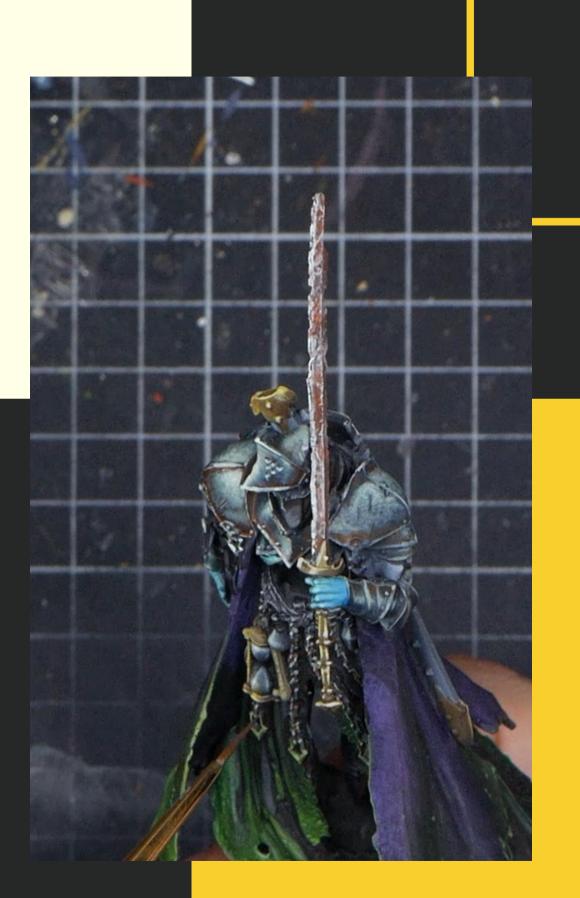
The gold elements where basecoated in VMC English Uniform + Black to which I added a small amount of Kimera Red and VGC Golden Yellow.I then highlighted adding progressively more VMC German Yellow and, at the very end, white.

GOLD NMM



The shield was painted using the very same colors used for the armor in previous guides but with a bit of a twist. Rather than stipple the colors I instead insisted on doing broad, strong brushstrokes to make it look battered by following the volumes present on the shield. I pushed the lights towards the top of it, to create contrast and make it interesting, but I also highlighted all the small edges created by the indentation of the shield. I then painted the rust effect, exactly like I did in previous guides.

SHIELD



The blade was basecoated the same as the shield (Black+German Yellow) and I then aggresively used mixes of Kimera Orange and Black, sometimes with more black, other with more Orange, to create various "levels" of rust. Once done, I painted back the metallic of the blade, especially in the edges, with various mixes of light grey, adding more german yellow and/or white to the basecoat mix, making sure I wouldn't create a too much cleanliness by stippling these highlights on the edges rather than painting them with the side of the brush.

BLADE



I hope you enjoyed this guide on the Wraith! If you haven't already, feel free to check out the video guides where I go much more in-depth in explaining my painting and the techniques used.

Thank you so much for supporting the Patreon and see you in the next guide!



THANK YOU!

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