



**Vampire lord
NMM steel &
gold areas**

Step-by-step

◆ Paints required:

NMM steel

- English uniform (Vallejo mc)
- Mourntfang brown
- Basalt grey (Vallejo mc)
- Abaddon black
- Silver grey (Vallejo mc)
- White

NMM gold

- Troll slayer orange
- Averland sunset
- Mourntfang brown
- Cavalry brown (Vallejo mc)
- Abaddon black
- Ice yellow (Vallejo mc)
- Evil suns scarlet
- Yriel yellow





Before we start painting the miniature, we locate the light reflections on the steel areas & shield dragon 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.



We start by basecoating the steel areas with a 1:1:1 mix of basalt grey, abaddon black, & english uniform

We now glaze the frame of the light reflections on the steel by adding 1 part of basalt grey to the basecoat mix. Add 2-3 parts of water.



We now add another part of basalt grey & glaze towards the middle of the light reflections on the steel.



We now add a $\frac{1}{2}$ part of silver grey to the previous mix & glaze the middle of the light reflections.



We now shade all the areas still covered in the basecoat , by adding 2 parts of abaddon black to the basecoat mix – add 2-3 parts of water. We furthermore shade all the deepest recesses with pure abaddon black – add the same amount of water.

We now add another $\frac{1}{2}$ part of silver grey to the previous mix used for the light reflections & glaze the very middle of the light reflections. We furthermore add some secondary light reflections on each sides of the brightest light reflections, by adding 1 part of mournfang brown to the basecoat mix – i have pointed some of these areas out.



We now add 1 part of white to the previous mix used for the light reflections & once again glaze the very middle of the light reflections. We furthermore add a dot of pure white on all the sharpest edges & nails, to make them pop even more.

We now add some scratches by painting thin lines & dots with basalt grey – add 1-2 parts of water. On all the areas where the scratches meet any edges, we add a dot of white once again.



We now basecoat the dragon with a 1:1:1:1/2 mix of averland sunset, cavalry brown, troll slayer orange & mournfang brown.



We now glaze the frame of the light reflections, by adding 1 more part of averland sunset to the basecoat mix.



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



We now make a 3:1 mix of averland sunset & ice yellow & glaze the middle of the light reflections.



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 now highlight all the edges on the dragon with averland sunset – add 1-2 parts of water,



We now glaze the very middle of the light reflections with a 2:1 mix of ice yellow & averland sunset – we furthermore add some secondary light reflections on the pointed out areas, with a 1:1 mix of evil suns scarlet & yriel yellow. Finally we add some scratches here & there by adding thin lines & dots with averland sunset. Done 😊 !