

SORASTRO'S GLOOMHAVEN PAINTING GUIDE

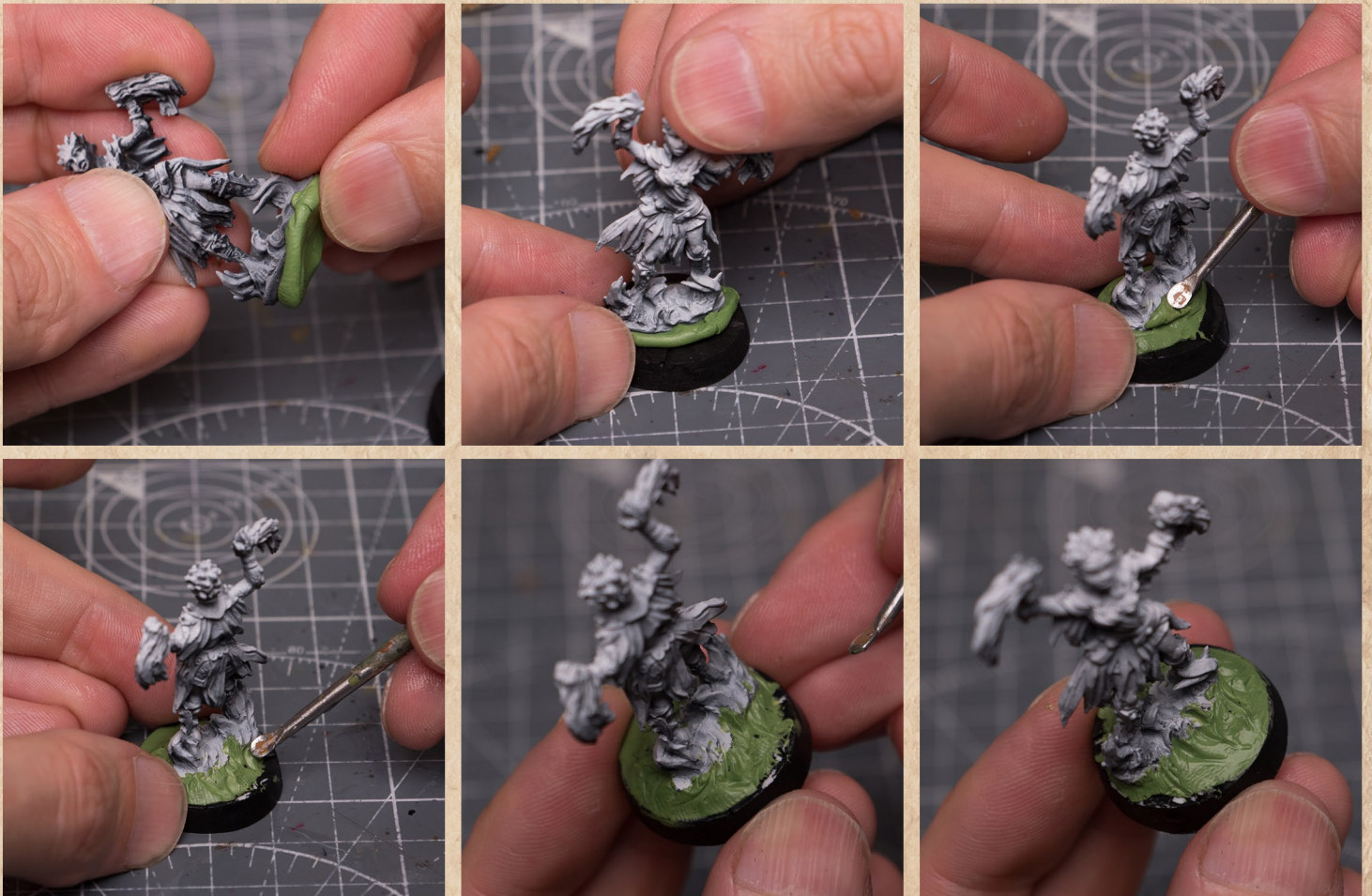
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SPELLWEAVER

I've primed the miniature in black followed with some grey and white zenithal highlights, and removed her from the base:



I'm now using some green stuff to attach her to the new base (which will be obscured but I want her to remain consistent with the other characters), trying to make it look organic:



I could have done the rebasing before priming of course, but here I'm priming the base with a brush-on primer (Citadel's Imperial Primer):



I'm now going to paint the skin, and I'm using a roughly equal mix of Bugman's Glow and Naggaroth Night. I'm thinning with water and a little Glaze Medium (Vallejo) to quite a thin consistency to allow the zenithal highlights to show through:



I'm now mixing Naggaroth Night with a little Mephiston Red and some Rhinox Hide. The ratio was around 3:1:2 but it doesn't have to be exact:



I'm once again applying this at a consistency that allows the highlights to show through:



Notice I'm using this for ALL of the clothes and am not bothered about using different colours for the belt, undergarment etc. This is because I'm after a simple, dramatic effect and they'll be plenty of colour interest provided by the spell effects later on.



For now I'm loosely colouring in the base with some Naggaroth Night, Dark Sea Blue, and Black (although the Dark Sea Blue isn't necessary as I go over this later):



Next, I'm mixing a little Lothorn Blue into some White and using it to paint the crystals:

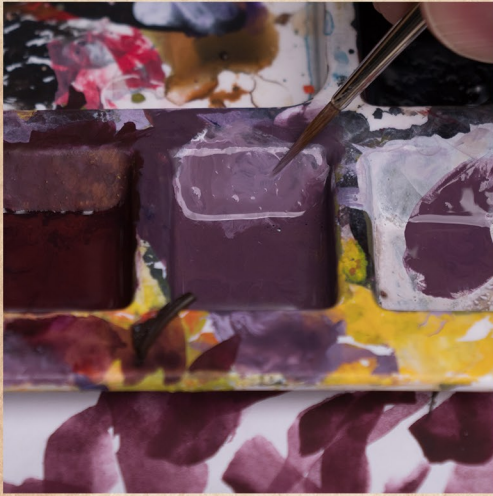


It's a small detail, but I'm darkening the tone with some of the clothing colour for the crystals lower down on the legs; this is because I want the figure to have an overall light to dark gradient (from top to bottom):

And here I've base coated the spell "blobs" with pure white:



Next I'm going to boost the skin highlights by simply adding white to the skin base tone. I'm pushing the brightness quite far the closer the skin is to the magical light sources, but found I didn't have much work to do as the tone was already quite pale. We really want to ensure the sides of the face - especially the cheekbone area - are well lit however.



I've also painted in the eyes:



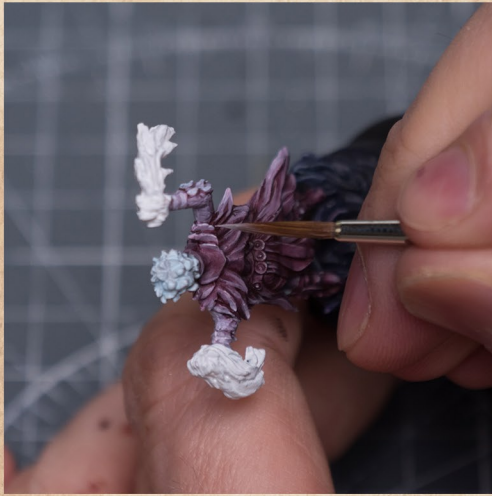
I'm now highlighting the clothes - again by adding white to the base tone:



Once again, we really want to push the highlights as we get closer to the magical light sources:



I usually like to create some colour variation in my highlights, but in this case that will come with some coloured glazes in a moment. For now, the de-saturating effect of the white is just what we need to allow the OSL glazes to achieve their vibrancy.



I'm now going to paint the fiery spell in the left hand by simply wet blending the following tones:

Here I'm placing the white at the top:



Followed with the yellow:

And now the orange:

And just a touch of red on the lower tips:



For the blue spell, I'm using White, Temple Guard Blue, and Altdorf Guard Blue:



Here I'm blending the Temple Guard Blue into the White:



And now the Altdorf Guard Blue:



I chose those particular blues because I like the subtle variation brought about by the slightly turquoise hint in the Temple Guard Blue, contrasted with the more purplish tone of the Altdorf Guard blue:



Later on I did I retouch a couple of spots and check for any gaps.

The last thing I'm going to do before adding some coloured glazes is give the crystals a small hit of pure white, mostly using the side of the brush tip:



I'm now going to add the colour component of the OSL (object source lighting), firstly by thinning some Guilliman Blue with medium in a roughly 4:1 ratio.



We can then brush this onto the areas we might imagine being hit with the blue light from the spell:



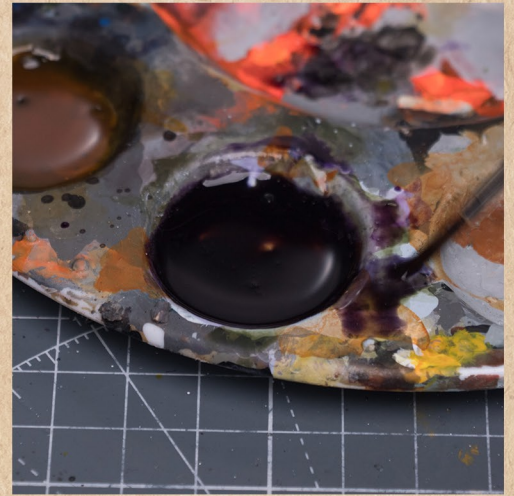
This can be built up in a few layers according to taste, with more layers being added the closer we get to the spell (I got to around 3-4 layers):



I'm now doing the same for the other side, using a 4:1 mix of Lamenters Yellow and Bloodletter, thinned with around 6 parts Lahmian Medium:



I'm now going to push the depth in the shadows by mixing some Druchii Violet with a little Drakenhof Nightshade (roughly 4:1) and thinned with an equal amount of medium:



I'm then using this to darken places like the lower dress and under the arms, and to help define the grooves of the crystals:



I'm now using my pure white to provide a few final highlights to the crystals:



Finally I'm going to return to the base, and I'm just building up some gentle highlights from a Black + Naggaroth Night mix with the addition of some Aلدorf Guard Blue and White:



I had in mind a vague, dark, swirling smokey mass:



And this completes the Spellweaver!



Paint List:

Bugman's Glow
Naggaroth Night
Mephiston Red
Rhinox Hide
Black (VMC)
Lothorn Blue
White (VMC)
Yriel Yellow
Troll Slayer Orange
Temple Guard Blue
Altdorf Guard Blue
Guilliman Blue
Lahmian Medium
Lamenters Yellow
Bloodletter
Druchii Violet
Drakenhof Nightshade