

# REAPER DUNGEON DWELLERS™

## Painting *Luwin Phost, Adventuring Wizard*

by Derek Schubert

Welcome to our series of quick painting guidelines for anyone who would like to paint their Reaper Dungeon Dwellers miniatures just like the Reaper studio models. *Luwin Phost* was sculpted by Bobby Jackson based on classic wizard designs that we all know and love. This month, **Derek Schubert** takes us through the steps he used on the Reaper studio model of *Luwin Phost, Adventuring Wizard*.



The August 2018 offering for Dungeon Dwellers, **07008 Luwin Phost**, has the robes, pointy hat, beard, and staff that may look like many other wizard miniatures, but I knew I would not paint the typical grey robes or white beard. I started by seeing him as a little younger, with salt-and-pepper hair. And to tie in with his release date, I thought back to summer nights of my youth -- blues and purples at twilight, with yellow-green flashes from fireflies.

### Preparing, Priming, and Planning

This figure is a single piece of metal, including the rock under his left foot. I used a hobby knife and fine sandpaper to remove the flash and to smooth over the lines left from the casting process.

I usually attach a miniature to a handle while I am painting it, to avoid accidentally rubbing off the paint with my fingers. I clamped a steel binder-clip around the tab of the wizard, and detached the wire "wings" so I could stand the figure upright. When I finished painting the figure, I reattached the wings and opened the jaws. The tapered shape of the clip still allowed me to paint the underside of the figure easily. If you cannot comfortably hold a small binder-clip during long sessions of painting, try a thicker object as a handle, but one that tapers at the top.

I prefer brush-on primer for my miniatures, since I can prime each area black or grey or white, according to how dark or light I want the final color to be. If I am not replicating a piece of concept art or I don't have a clear mental image of the colors yet, I can decide on the values as I am priming -- what areas will be lighter or darker. That was the case on the wizard. You can see the primed figure in *Image 1*.



*Image 1. The figure after brush-on priming.*



I also spent about an hour painting a small color-study on paper. On some past figures, I started painting without an idea of the colors, and I spent hours repainting some areas where my first color just wasn't working right. A small study on paper like this can pay off in time saved painting the miniature. I sketched the front and back of the figure, about 1 inch high, and then painted over the sketch with a variety of blues, purples, and browns, with light blue-silver accents, and pale green for the glowing staff. I made the upper mantle a lighter green-blue, the main robe blue, and the cloak blue-purple with a darker purple lining. For greater contrast of light and dark at his head, I made the hat a deeper purple, with a leather band that would reflect the green glow. I decided that the back of the cloak would look more interesting with a freehand design in multiple colors. And although I painted the book bright blue at first, I painted it over with purple, which stood out better from the robe. My color study appears here as *Image 2*.



*Image 2. Color study, painted on paper.*

I came up with a design for the cloak that I could slightly stretch to fit the actual sculpted shape. Some sculptors try to be realistic with the drapery on their miniatures, but other sculptors exercise artistic license to make dynamic shapes that may defy mundane fashion design or the laws of physics as we know them.

Bobby Jackson sculpted the wizard's cloak with some stylized asymmetry; for example, one corner is nearly a right angle but the other is more acute. On an irregular surface like this, it would be hard to paint a rigid geometric pattern (such as a grid or tartan) because the lines would meet the edges of the garment at a variety of angles. It would be better to use a looser pattern or free-floating shapes and symbols. I made a pencil sketch of some crossing arcs and stars, delicate shapes with a fey feel that would also echo the angle of his pointy hat. The pencil sketch is in *Image 3*.



*Image 3. Pencil sketch of freehand design for the cloak.*

### Painting

Now that I knew what colors I would use, and I had the general dark and light areas mapped out with the primer, I roughed in out the initial colors over the entire figure with a relatively large (#2) brush. I did not paint a uniform "base coat" color over each area, but I started blending the highlights and midtones and shadows together with my first coat of paint. I would rather not paint an area with more coats than I need. You can see the result of this step in *Image 4* on the next page.





*Image 4. Base coats, including some blended highlights and shadows.*

Then I fine-tuned the paint in each area with smaller brushes (#1 or #0), a process that took a few hours in total. Wherever I saw an obvious transition of one color to another, I mixed an intermediate color and painted over the boundary. I also made the highlights lighter or the shadows darker in most areas, and I painted careful dark lines between different materials to make them distinct from one another.

To make the staff globe look like it was glowing, I added light yellow-green to the highest highlight colors of each area where the light would fall (gloves, staff wood, beard, face, hat) and I painted a new layer of highlights. The farther from the globe, the subtler this additional highlighting should be, but I also exercised artistic license in a few spots and added green even where the light wouldn't really shine.

Using my pencil sketch as a guide, I added the large freehand pattern on the back of his cloak. First I painted the lines with very watered-down paint, which I could easily erase with a wet brush when I made mistakes. The result of this step was a translucent tracery of the pattern. I didn't try to map out the proportions perfectly, but allowed myself some irregularity and imperfection. (I say it is a magic cloak whose pattern is constantly shifting.) I refined the

areas of dark and light purple, like "coloring inside the lines". Then I went over the lines with a few more layers of slightly thicker paint until the lines were opaque, and added highlights to simulate glints of light off silver thread.

I added some freehand lines and textures on his other clothes. These included the arcs on the robe and the cloak lining, the border on the blue-green mantle, the stippling on the dark blue inner robe and sleeves, and the dots and lines to add texture on the outside of the cloak.

I had second thoughts about his eyes near the end. My first version of the eyes featured dark irises and a tiny reflection of light, typical for most of my figures. Later, though, I decided that it would look better to make his eyes the same bright yellow-green as the staff.

### **Basing**

To make him look like he was walking across a flagstone dungeon floor, I copied two earlier Dungeon Dwellers figures: **07002 Baran Blacktree** (February, painted by Rhonda Bender) and the **07003 Bloodbite Goblins** (March, painted by Anne Foerster). I applied a relatively smooth layer of epoxy putty (a mix of Aves Apoxie Sculpt and Green Stuff) over the base, marked off a squarish grid with my hobby knife, and roughened the edges and sculpted cracks to simulate aging and damage. After that layer had cured, I cut away most of the wizard's metal tab except for a spike under each foot, drilled two holes in the hardened putty, and attached the spikes in the holes with putty. I also added mold in the cracks and a few stray rocks, so the stone under his left foot would not be the only piece of rubble. I primed the base in black and grey and white, and then painted it with the same greys, browns, blue-purples, and pale green that I had used on the wizard himself.

You can see the finished figure in *Image 5* on the next page.





*Image 5. The finished figure.*

**List of Reaper Master Series Paints Used**

**Primer:** 09214 Brush-On Black Primer, 09299 Brush-On Grey Primer, 09108 Brush-On White Primer

**Mantle:** 09078 Surf Aqua, 09087 Weathered Stone, 09057 Ashen Blue, 09090 Misty Grey

**Mantle Border:** 09090 Misty Grey, 09056 Templar Blue

**Outer Robe:** 09056 Templar Blue, 09057 Ashen Blue, 09188 Ultramarine Blue

**Inner Robe and Sleeves:** 09066 Blue Liner, 09020 Twilight Blue, 09188 Ultramarine Blue, 09021 Snow Shadow

**Cloak Interior:** 09022 Nightshade Purple, 09265 Deep Twilight, 09267 Sunset Purple

**Cloak Top:** 09266 Violet Light, 09265 Deep Twilight, 09021 Snow Shadow

**Cloak Bottom:** 09425 Icy Violet, 09021 Snow Shadow; 09265 Deep Twilight; glaze 09057 Ashen Blue

**Cloak and Robe Patterns:** 09021 Snow Shadow, 09090 Misty Grey

**Hat:** 09022 Nightshade Purple, 09265 Deep Twilight, 09267 Sunset Purple, 09057 Ashen Blue, 09090 Misty Grey



**Leathers:** 09064 Brown Liner, 09251 Dusky Skin, 09268 Volcano Brown, 09059 Aged Bone

**Spats:** 09251 Dusky Skin, 09160 Woodstain Brown, 09161 Shield Brown, 09143 Yellowed Bone

**Blanket:** 09268 Volcano Brown, 09064 Brown Liner, 09090 Misty Grey

**Book Cover:** 09023 Imperial Purple, 09024 Amethyst Purple

**Book Pages and Scrolls:** 09059 Aged Bone, 09161 Shield Brown, 09143 Yellowed Bone, 09129 Faded Khaki

**Dagger Hilt:** 09066 Blue Liner, 09078 Surf Aqua, 09087 Weathered Stone

**Scabbard (brass):** 09122 Terran Khaki, 09160 Woodstain Brown, 09143 Yellowed Bone

**Silver Objects:** 09021 Snow Shadow, 09020 Twilight Blue, 09090 Misty Grey

**Skin:** 09160 Woodstain Brown, 09059 Aged Bone, 09044 Tanned Skin, 09143 Yellowed Bone; glaze 09026 Violet Red

**Hair and Beard:** 09064 Brown Liner, 09268 Volcano Brown, 09087 Weathered Stone, 09090 Misty Grey

**Eyes:** sclera 09059 Aged Bone; irises 09022 Nightshade Purple, 09012 Pale Green, 09415 Dungeon Slime

**Staff:** 09251 Dusky Skin, 09160 Woodstain Brown, 09127 Uniform Brown, 09122 Terran Khaki

**Globe / Glow:** 09012 Pale Green, 09415 Dungeon Slime, 09061 Linen White

**Stones:** 09066 Blue Liner, 09064 Brown Liner, 09265 Deep Twilight, 09251 Dusky Skin, 09087 Weathered Stone, 09090 Misty Grey, 09415 Dungeon Slime

**Mold:** 09057 Ashen Blue, 09415 Dungeon Slime

**Alternative list of paints, in numerical order but with the primers first:**

09108 Brush-On White Primer	09057 Ashen Blue	09160 Woodstain Brown
09214 Brush-On Black Primer	09059 Aged Bone	09161 Shield Brown
09299 Brush-On Grey Primer	09061 Linen White	09188 Ultramarine Blue
09012 Pale Green	09064 Brown Liner	09251 Dusky Skin
09020 Twilight Blue	09066 Blue Liner	09265 Deep Twilight
09021 Snow Shadow	09078 Surf Aqua	09266 Violet Light
09022 Nightshade Purple	09087 Weathered Stone	09267 Sunset Purple
09023 Imperial Purple	09090 Misty Grey	09268 Volcano Brown
09024 Amethyst Purple	09122 Terran Khaki	09415 Dungeon Slime
09026 Violet Red	09127 Uniform Brown	09425 Icy Violet
09044 Tanned Skin	09129 Faded Khaki	
09056 Templar Blue	09143 Yellowed Bone	

*Derek Schubert ("DKS" on the Reaper Forum) is a painter, sculptor, and designer based in Oakland, California. He joined the Reaper painting team in 1997, is a member of the Reaper Hall of Fame, and is a Reaper MSP Medalist. His awards for painting and sculpting span 25 years of competitions across the country. He is also a gamer, performing artist, landscape architect, and bicyclist.*

