

DREADHOLLOW FOREST & BLEAKMYRE SWAMP

PAINTING GUIDE

BANKS AND FLOORS

STEP 1



SHALLOW WATER
SEAWEED GREEN
(GT002-SG)

Paint all plants and moss Pokorny Paints' **Shallow Water Seaweed Green**. Apply this color in an opaque layer making sure to get into all of the texture of each piece.

Allow to dry completely before moving on to the next step.



STEP 2



MOSS GREEN
(GT002-MG)

Apply a dry brush layer of **Moss Green** over all the areas previously painted in Step 1.

Allow for this to dry before moving on to the next step.



STEP 3



BASE GREY
(GT002-BG)

Paint all of the stones and rock on each piece with an opaque layer of **Base Grey**.

Allow for this to dry before moving to the next step

The scheme for the rocks on both forest and swamp are the same paint scheme as Erinthor Mountain!

STEP 4



EARTH STONE
(GT002-ES)

+

OLIVE DRY BRUSH
(GT002-O)

Mix Pokorny Paints **Earth Stone** with **Olive Dry Brush** in a 1:1 ratio.

Dry brush this mixed color heavily on all the rock and stones that were just painted. Also dry brush this mixture over any open dirt patches and trails. If there are puddles or pools on your pieces, opaquely paint them in with this mixture.

STEP 5



CAVERN STONE
DRY BRUSH
(GT002-CD)

Take **Cavern Stone Dry Brush**, and with a slightly lighter application than the previous step, dry brush this color over all the rocks and stones.

Dry brush the sides of the piece with this color as well.

STEP 6



BASE WOOD
(GT002-BW)

Dry brush any tree trunks and scattered wood pieces or branches in **Base Wood**.

Allow the wood details to dry before moving on.



STEP 7



STUCCO
(GT002-ST)

+

BASE WOOD
(GT002-BW)

Mix **Stucco** with a small amount of **Base Wood** in roughly a 4:1 ratio. Lightly dry brush this over the previously painted Base Wood areas.

This two-step paint scheme can be used to paint any tree trunk in the Wildlands (including Erinthor Mountain).



STEP 8



REGAL RED
(GT002-RR)

Specifically for Dreadhollow Forest pieces, paint in the flowers and berry details using **Regal Red**.

Bleakmyre Swamp steps will continue on the next step.

COMPATIBILITY NOTE

Older Dreadhollow Forest pieces from Caverns Deep follow the same paint scheme as Wildlands Dreadhollow Forest. All new and old forest, as well as swamp, paint schemes are compatible with each other. For specific Forest piece details please refer to the Wildlands Field Guide at dwarvenforge.com/wildlands-field-guide.

Example of Step 1 through 8 using a Caverns Deep Dreadhollow Forest Floor:

STEP 1



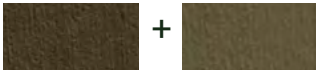
STEP 2



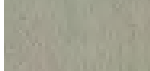
STEP 3



STEP 4



STEP 5



STEP 6



STEP 7



STEP 8



STEP 9



MOSS GREEN
(GT002-MG)

To continue with your Bleakmyre Swamp pieces, dry brush the edge of any banks with **Moss Green**.

Accentuate the slimier details by applying heavier paint there.

STEP 10



REGAL RED
(GT002-RR)

+

BASALT BLUE
(GT002-BASB)

+

WHITE
(GT002-W)

Paint in specialty swamp plants and critters, like the snake shown here, with a mixture of 2:2:1 Pokorny Paints **Regal Red**, **Basalt Blue**, and **White**.

You've done it! For specific Bleakmyre Swamp piece details please refer to the Wildlands Field Guide at dwarvenforge.com/wildlands-field-guide