



# How To Paint Settra the Imperishable

*King of Kings, High King of Nehekharu, the Khemrikara, Lord of the Earth, Monarch of the Sky,  
Ruler of the Four Horizons, Mighty Lion of the Infinite Desert, Great Hawk of the Heavens,  
Majestic Emperor of the Shifting Sands, Eternal Sovereign of Khemri's Legions and so many more...*



## Settra the Imperishable

Today we'll take a closer look at the process of painting the Settra the Imperishable.

This model is a scratch-built model that was assembled by mixing several models from Onepagerules, and then adding a lot of details with the help of some very talented friends. I had help from @zicobang, @zoro6463, and @paeng\_pengpeng.

I painted the entire model with AK 3rd Red Brown to give it that distinctive Tomb Kings red look.





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Now I painted the entire skin of the model with AK 3rd Tenebrous Grey + AK 3rd Purple + Vallejo Game Color Warm Grey (1:1:2).

I mix with the paints to get the purple skin to match the colors of the set in Total War : Warhammer, but you could just use any grey paint.



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Now paint the entire skin with GW Contrast Darkoath Flesh. It's okay if it looks a little dirty and messy, since we're painting dried undead skin.



## Setra the Imperishable

Highlight the skin with AK 3rd Tenebrous Grey + AK 3rd Purple + Vallejo Game Color Warm Grey (1:1:4).

On the belly, you can see how the skin is only up to the first highlight. I additionally used Vallejo Game Color Warm Grey to highlight the face.

It's best to stick the highlights on the cheekbones and the top of the nose, rather than the entire face. I also used the same paint to highlight the teeth and fill in the eyes.



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Dilute the Vallejo Game Color Aquamarine and paint the inside of the eyes and mouth that you painted white.

You want it to be about the consistency of contrast paint. When the paint dries, you should end up with something like what you see on the left. I added several coats of GW Contrast Darkoath Flesh around the eyes again to give the eyeballs some shadowing.

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Create a light color with Vallejo Game Color Aquamarine + AK 3rd Silver Grey, then highlight the inside of the eyes and mouth that we painted earlier.

Use Vallejo Game Color Aquamarine + AK 3rd Tenebrous Grey (2:1) to add contrast to the inside of the mouth.



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Dilute Vallejo Game Color Aquamarine + Vallejo Game Color Magic Blue (2:1) and apply 2-3 coats of glaze.

The contrast what we created by mixing the white colors earlier will give the depth to glowing eyes and mouth.





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Now that the skin tone was decided, I going to paint the Egyptian crown. I started by painting the hood with AK 3rd Grey Brown. I additionally painted a few thin coats of GW Contrast Skeleton Horde on the teeth to emphasize the yellowed look.



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I diluted AK 3rd Warm Grey, dipped an old, broken paintbrush into the paint, wiped off the excess paint like you would when drybrushing, and then roughly tamping on entire hood. Repeat this 2-3 times as the paint dries.

This is a type of stippling technique, which is useful for creating a rough, messy texture. The key is to use thinner paint.





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Now use pure AK 3rd Warm Grey to highlight the hood. This is the same paint we used for the stippling earlier, so you can simply get a gradient like the one on the left.

I also used a diluted mixture of AK 3rd Grey Brown + AK 3rd Grim Brown (1:1) to paint the folds on the hood with glazing.



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Now that the hood is almost done, it's time to tackle the biggest challenge: the gold NMM.

I decided to go for a more cartoony gold color, with more red and yellow than the usual gold, to give it that Egyptian feel from adventure movies.

First, paint all the areas that will be gold with AK 3rd Red Brown. This is the same color that I used as my first basecoat, but when applied with a non-airbrush, you get this darker color.



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Paint the areas of light from the gold with AK 3rd Medium Rust, then glaze the border between the two colors with AK 3rd Medium Rust + AK 3rd Red Brown (1:1).

These two paints don't have much of a color difference, so you can create a smooth gradient in no time.



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Now add some shimmer with Vallejo Game Color Bronze Brown, then glaze the borders with AK 3rd Medium Rust + Vallejo Game Color Bronze Brown (1:1).

Make sure the stroke with mixed paint going to pure Bronze Brown when you do glazing. This will create a strong orange tint when you're done glazing.





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Use AK 3rd Sand Yellow to mark the brightest spots, highlight the borders, and then use AK 3rd Sand Yellow + Vallejo Game Color Bronze Brown (1:1) to remove the borders.

If you want to go for a brighter, shinier look, you can do another round of highlighting with something like Ivory. I decided to stop at this point to keep the cartoony feel.



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Now use AK 3rd Turquoise to colorize the part that will be lapis lazuli. At the same time, add the red color with AK 3rd Burnt Red.





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I highlighted the lapis lazuli with AK 3rd Aquamarines and glazed the border of the colors with AK 3rd Aquamarines + AK 3rd Turquoise (1:1).

For the reds, I painted the base with AK 3rd Burnt Red, then highlighted with Vallejo Game Color Bloody Red.

For the old, worn bandages, I painted the base with AK 3rd Grey Brown, then highlighted with AK 3rd Warm Grey, then thinned out several coats of Citadel Contrast Darkoath Flesh and Citadel Wyldwood.



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Now all that's left is to paint the gold color all over the place. I painted the gold using the exact same recipe I used earlier, and used AK 3rd Grim Brown to create the scratches. If you want a cleaner looking metal, you can skip the scratches.

When painting gold, it's more natural to have certain areas darker than others, rather than having all areas the same brightness.

You can do this by minimizing the lightest color in the shadowed areas, and highlighting with Medium Rust + Bronze Brown. In this case, you should only mix in a very small amount of Sand Yellow and use it to adjust the brightness.





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Now let's paint the bird's beak skeleton as well. I painted the entire bone with Vallejo Game Color Charred Brown, but anything dark brown will do.



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Stipple-glaze with AK 3rd Decomposed Flesh + Vallejo Game Color Charred Brown (1:1) to highlight. Increasing the ratio of Decomposed Flesh for lighter areas.

However, I don't use pure Decomposed Flesh, as I like to give it a worn and aged look.





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Once you have some color, apply Citadel Contrast Darkoath Flesh to the entire skull, which will give it a reddish tint.

Then dilute Citadel Contrast Wyrddwood and paint it on, focusing on the tip of the beak.

I used one coat of Wyrddwood and one coat of Skeleton Horde on the beak side only. You can also use just Wyrddwood if you prefer. Just remember to use it very thinned out.



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Now stipple glaze with AK 3rd Decomposed Flesh to repaint the areas that receive light. Additionally, do some edge highlighting and scratches (if desired).





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And that it, Settra the Imperishable!

I'm really happy with how it turned out. I still have a few more parts to paint, including the chariot and cape, so I'll bring you another progress update when it's completely finished.

Thanks for reading this long guide!