**Quetzacoatl Colours \*\*\*UNDERCOAT SPRAY: Necrotic Flesh\*\*\***

(V)= Vallejo colour, (GW) = Citadel Paint, unmarked = Army Painter or Game colour

Primary Colour for each part is highlighted in **green**

**Gold**

Old Gold (V), Agrax Earthshade (GW), **Old Gold** (V), Shining Silver

**Wood**

Old Wood (V), Agrax Earthshade (GW), **Old Wood** (V), add upto Ivory (V), Agrax Earthshade glaze, Ivory (V)

**Stone**

Light Rust (V), Strong Tone, Uniform grey, **Stone Grey** (V), Skeleton Bone, White, Strong Tone glaze, white, Military Shader + Mid Brown glaze (over parts)

**Base Greenery**

Military Green (V), Greenskin, **Goblin Green**, Lime Green (V), Lemon Yellow (V), Military Shader

**Red Feathers**

Flat Red (V), Mid Brown + Purple Tone mix, Flat Red (V), **Pure Red**, Lava Orange, Fire Lizard, Red Tone Glaze

**Green Feathers**

Ger. Cam. Bright Green (V), Green Tone, **Ger. Cam. Bright Green** (V), Witch Brew, Flat Yellow (V), Green Tone glaze,

**Yellow Feathers**

Fire Lizard (deepest parts), Light Tone, Fire Lizard, Gold Yellow, Light Tone, **Gold Yellow**, Flat Yellow (V), white

**Turquoise Feathers**

Sotek Green (GW), Blue Tone, Sotek Green (GW), **Temple Guard Blue** (GW), Sky Blue (V), Hexwraith Flame (GW)

**Belly**

Flat Yellow (V), Light Tone, **Flat Yellow** (V), white

**Eyes**

Pure Red, Orange Fire, **Gold Yellow**, White, Red Tone Glaze

**Teeth**

Green Ochre (V), **Skeleton Bone**, White

**Gums**

Purple (V), **Oozing Purple**

**Leather**

Chocolate Brown (V), **Flat Earth** (V), Tan Earth (V), Skeleton Bone, Strong Tone

**Gems**

Imperial Blue, Sotek Green (GW), **Temple Guard Blue** (GW), Sky Blue (V), White