As usual I’ve primed the miniature in black followed with some grey and white zenithal highlights applied from above:

I’m going to begin by painting the skin using Bugman’s Glow mixed with a little Black:

I’ve also dotted in the whites of the eyes with some Deck Tan:

I’m now going to paint the beard and will be wet blending Rainy Grey and White Sands to create some initial light and shade:
For the leather tunic I’m using Flat Brown, desaturated with a little Black, and lightened with some Buff:

I’m now lightening the tone with some additional Buff, and using this for the belt, pouch, and trim of the tunic:
For the orangy red cloak I’m creating an equal mix of Kalahari Orange and Antares Red, then darkening the tone with some Black Leather:

I’m also using this for the handle of the axe:

I’m now using a roughly equal mix of Black and Dark Sea Blue for the metal boots, the head of the axe, and the raven:
I'm now going to shade the brown and gold areas using a 4:1 mix of Agrax Earthshade and Druchii Violet, along with 2 parts of Lahmian Medium:

For the golden details I'm using Japanese Uniform, mixed with a little Black and some Flat Brown:
I’m now going to highlight the skin using the usual Citadel Caucasian skin tones: Cadian Fleshtone and Kislev Flesh:

I don’t mind if this covers the whole handle of the axe:

I’ve also mixed in a little Antares Red for the nose area:
Next I’m providing a few highlights to the beard with the White Sands:

And for the cloak I’m working up from the base tone to the pure 50:50 mix of Antares Red and Kalahari Orange:

I might also use some of the Black Leather to deepen the tone in some of the shadows:
This is now the pure Antares Red and Kalahari Orange mix:

I'm now lightening things a little further with the addition of some Sahara Yellow:
For the brown leather I’m highlighting up with the addition of some more Buff and a little Japanese Uniform:

I’m creating a bit of a rougher texture here:
I might also apply some additional shade along the way:

I'm now adding some quite sharp highlights with the addition of some Ice Yellow:

This is to help create a more worn and somewhat shiny-looking finish:

I'm adding some noise and scratches along the way:

And I'm adding some further shade for the darker areas to push the contrast:
And for the gold details I’m highlighting up to pure Japanese Uniform:

And I’m then adding some Ice Yellow, and maybe some touches of Ivory:
Next I’m painting the recessed circular design on the boots with the red cloak tone:

And I’m now starting the highlights for the boots and axe by adding White to the Black and Dark Sea Blue base tone in a couple of stages:

I’m now varying the tone a little with the addition of some Ice Yellow:
I’ve now chosen to brush some thinned Blue Green into the mid tones of the axe:

I’ll also be adding some additional scratches to the axe head as I go:

And maybe some of the shadow tone of the cloak in the darker areas:
Some of these reds also can also be used to add some dried blood:

I'm now adding some highlights to the bird by adding a little White and some Blue Green to the Black and Dark Sea Blue base tone:

I'm now using some Ivory to add some final glinting highlights:
I'm also adding some more purplish areas by mixing some Purple with a little of the Blue Green:

I'm now lightening things with the addition of some Ice Yellow:
I've now chosen to paint the sword pommel using an equal mix of Blue Green and Emerald:

I'm lightening this with some White, and then simply painting alternate facets in this lighter tone:

And here I’m adding some additional White and some Ice Yellow, and using this to highlight the edges:
I’m now mixing a slightly greenish brown in the palette and using this to add some mud splatter to the cloak:

Followed with a dry brush and some Agrax Earthshade:

And I’ve added a few cork rocks:

And I’m now providing some basing as described in the video series - so starting with some Dark Earth Basing Paste:

I’m now mixing a slightly greenish brown in the palette and using this to add some mud splatter to the cloak:

And some Dark Moss Tiny Tufts:

And I’m finishing the base off with some Burned Tufts:
And this completes Balin!
PAINT LIST

Bugman’s Glow (GW)
Black (VMC)
Rainy Gray (SC)
White Sands (SC)
Flat Brown (VMC)
Buff (VMC)
Black Leather (SC)
Kalahari Orange (SC)
Antares Red (SC)
Dark Sea Blue (VMC)
Japanese Uniform (VMC)
Cadian Fleshtone (GW)
Kislev Flesh (GW)
Sahara Yellow (SC)
Ice Yellow (VMC)
Blue Green (VMC)
Purple (VMC)
Emerald (VMC)

GW = Games Workshop, VMC = Vallejo Model Color, VGC = Vallejo Game Color, S = Schmincke, DR = Daler Rowney,
SW = Secret Weapon

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