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

You can see that I’ve also provided some initial basing as described in the video series using Vallejo’s Dark Earth Basing paste and some cork rocks:

I’ve decided to give Beorn quite a warm “Barbarian Skin” tone so I’m mixing a base tone using Beige Red mixed with some Orange Brown, Flat Red, and a touch of Black:

I’ve now drawn in some eyes using Deck Tan:

And here I’ve added a black stroke to each eye to create the pupils:
And I’ve now tidied the surrounding area with the skin tone:

I’ve decided to go quite dark for the tunic (to contrast against the skin) so I’m using a roughly equal mix of Brown Leather and Black Leather:

Next I’m painting the hair & beard using a mix of Black and Abyssal Blue, and I’m adding some White Sands to create a lighter tone for the global highlights which I’m wetblending on the figure:
And for the pouch I initially used Arabic Shadow, but later decided to go with the darker Brown Leather:

Next I'm using Iroko for the rope belt:

I am however using the Arabic Shadow for the bracelet as well as the binding on the axe:
For the axe handle I’m using a roughly equal mix of Brown Leather and Black:

And for the axe blade I’m using the same blue-ish grey scale that I used for the hair:

You can see I’ve gone very dark for the sides, but used a lighter tone for the edge:

I’ve now painted the rocks in grey, and I’m providing a light dry brush to the ground:
Next I’m going to shade the belt, bracelet, and the axe binding using a mix of Agrax Earthshade (1), Nuln Oil (1), and Lahmian Medium (2):

I’m also shading the base with the Agrax Earthshade:

I’m now going to highlight the skin, but have first decided to deepen the shadows by adding some Purple and a touch of Black to the base tone:
I'm now beginning to add the highlights heading towards a mid tone of Beige Red and Clear Orange:

This is the Beige Red with Clear Orange mix:
Along the way I’ll be adding a little more red for places like the elbows, nose etc:

For the brighter highlights I’ll be adding Ice Yellow, and maybe some Ivory:
There’s not much room to manoeuvre on small volumes like this, but stippling can make life easier:
Next I’m going to highlight the tunic by adding increasing amounts of Arabic Shadow to the base tone:

I’m mainly using lots of little strokes to create a bit of texture:
And I'm now adding a little Iroko for the smallest, brightest highlights:

This is now pure Arabic Shadow:
Next I'm adding some more specific highlights to the hair using the same grey scale we mixed earlier:

I'm now highlighting the axe with the same tones except I'll be going all the way up to pure White Sands for the brightest glints on the blade:
I’m now going to glaze just a delicate amount of Caribbean Blue onto the blade:

I’ve just used this for the right side, leading up to the primary highlight:

And I’m now using a very thin glaze of Orange Leather to provide some contrast of temperature to the other end of the shiny surface:
I’m also stippling some of this onto the flat side:

And finally I’m adding a few scratches on top:

I’m now going to add a few highlights to the belt by mixing some Thar Brown into the Iroko base tone:
And for the bracelet I’m going to highlight up with Iroko and Tenere Yellow:

And here I’m highlighting the binding on the axe just as I did the belt:
Lastly I decided the pouch was too similar in tone to the belt, so I repainted it firstly with Brown Leather:

And I'm providing one or two final highlights to the skin:

I then highlighted up with Orange Leather:

And a touch of Sahara Yellow:

I'm now adding some grass tufts and flowers by Gamers Grass:
And this completes Beorn!
PAINT LIST

Beige Red (VMC)
Orange Brown (VMC)
Flat Red (VMC)
Black (VMC)
Brown Leather (SC)
Black Leather (SC)
Arabic Shadow (SC)
Black (SC)
Abyssal Blue (SC)
White Sands (SC)
Iroko (SC)
Agrax Earthshade (GW)
Nuln Oil (GW)
Clear Orange (VMC)
Ice Yellow (VMC)
Ivory (VMC)
Caribbean Blue (SC)
Orange Leather (SC)
Thar Brown (SC)
Walnut (SC)
Tenere Yellow (SC)

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

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