

REAPER DUNGEON DWELLERS™

Painting the *Bloodbite Goblins*

by Anne Foerster

Welcome to our painting guidelines for anyone who would like to paint their Reaper *Dungeon Dwellers* miniatures just like the Reaper studio models. The *Bloodbite Goblins* were sculpted by Bobby Jackson, who designed the goblins with an old school feel. We asked one of our resident painter extraordinaire, Anne Foerster, to give us her thoughts on the *Bloodbite Goblins* when she painted this pair of classic dungeon creatures.



The new goblins sculpted by Bobby Jackson are a great take on a classic dungeon monster, so we wanted them to feature the orange-toned skin that's been cannon for that race since the 1980s. In addition, I wanted to keep the painting on these pretty simple in terms of techniques used, since most people will be painting them as expendable monsters rather than key NPCs or player characters. In line with that, I used washes to help in quickly shading the models, and opted to use metallic paints for the weapons since it's easier to create decent gaming results quickly with those.

Without further ado, let's jump in!

PREP WORK

I first removed the mold lines from legs, arms, and head, then primed the goblins white. Using a black primer can provide quicker shading, but since I was working with a lighter skin tone that usually has a little less coverage (orange) I thought it would be less headache to start with white and rely on washes for my shading.

I attached the models to the bases after priming, rather than before, since I was using white. I like to keep my bases plain black plastic because the base tends to get handled or dinged up against other models a lot. If it's left plastic, then there's no paint or primer to scratch or wear off down there.

SKIN TONES

I wanted a pretty strong orange for the skin tones on the goblins, but I also didn't want it to be completely unnatural. I ended up using **09111 Burnt Orange** mixed with just a little of my favorite all-purpose skin tone, **09044 Tanned Skin**, in a ratio of around five drops orange to two drops skin. This dulled down the orange just a little and also made it look a bit more like skin—albeit monstrous skin!



Goblin skin basecoated.

I decided I would do each of the goblins slightly differently with the shading. On the melee goblin, I applied a wash of **09199, Russet Brown** (a very warm brown that does well over oranges and leather colors). On the archer goblin, I decided to paint in my shadows where they would belong, instead of putting a wash over the whole model. I also didn't use full-on **Russet Brown**, but instead **Russet Brown** with a little of the skin color mixed in.

The goblin that received the wash ends up looking slightly darker (even after highlights are applied to the skin). The thing you don't see in the photos, however, is that the melee goblin took twice as long to finish the skin of, because I had to paint over the wash with the base coat again and then add highlights—whereas with the archer, I only had to highlight. The bottom line is that though washes can be easy shading, they might not save you any time if you are intending to add highlights.

My highlight color was made by using the base skin color and adding a couple drops of **09075 Buckskin Pale** (a light yellow ochre) and a couple drops of **09039 Pure White**. I chose the Buckskin because when I looked at modern goblins game art, it looked like the skin highlights had a bit of that color in them. The white was added for extra lightening.

In the photos you can see my palette of colors from wash to highlight. Far left, **Russet Brown**; then a mixture of **Russet Brown** and my base skin tone; then my base skin tone, five drops of **Burnt Orange** mixed with two drops of **Tanned Skin**; and finally, on the far right, the base color with the **Buckskin Pale** and **Pure White** added.



Goblin skin palette



Goblin skin with a wash



Goblin skin with painted shadows

BLOCKING OUT THE REST OF THE COLORS

I like to use a limited color set when I paint, so instead of grabbing yet another brown for the leather straps, pouches, and wooden parts of weapons, I simply mixed **Russet Brown** 50:50 with **09037 Pure Black**. I did decide that the studded leather jerkins needed to be slightly different to offer a good contrast, so I used **9109 Ruddy Leather** to add a color darker than the skin but still lighter than the straps and shoes.

I figured goblins wouldn't be too colorful, but I really wanted to put at least one other strong color on the models, so I decided that these are exceptionally well-dressed goblins (maybe they're henchmen for an evil wizard who gives them nicer clothes than they would normally wear!). I opted to not use a blue that was too bright, but instead used **09230 Soft Blue**, which is a blue with a bit of brown in it. It's a good blue for denim or when you want to paint something blue that might be a little more dirty or worn.

The silver is from Bones Ultra-Colors Paints, **09453 Filigree Silver**, chosen because the Bones metallic paints are a bit more shiny than our Core Colors paints and so I figured they would take a wash a little better. Remember to always undercoat your metallic colors with a darker, non-metallic paint! They'll cover a lot better that way. Use a dark grey or black for silvers and steel; a medium to dark brown for gold, bronze, brass, or copper. For the steel here, I used **09089 Cloudy Grey** as an undercoat.

There were a few odd bits where I had to utilize different colors, such as the fletching on the archer's arrows, and the ropes binding his quiver together. The fletching was base-coated in Bones Ultra-Colors **09431 Desert Stone**. For ropes, I actually find that the Blond Hair Triad works perfectly, so I base-coated those in **09257 Blond Hair**.

You can see the completed base coat in the photos below.

THE WASH

Now that all the base colors were down, I decided to put a dark brown wash over all of it (except for the skin). I knew that this would make things look dirtier, but these are goblins, so that's not a bad thing! My wash color was **09064 Brown Liner**, and the ratio used was 1 drop paint, 3 drops **09107 Brush-On Sealer** and two drops water (usually I use three drops, but because a lot of the brown was very dark, I wanted a bit of a stronger wash). You can see the results in the photos below.



Melee Goblin with a wash



Melee Goblin blocked out



Archer Goblin with a wash



Archer Goblin blocked out

THE HIGHLIGHTS

Once again I wanted to use similar colors rather than adding a bunch of extra paints, so to highlight the **Ruddy Leather** I mixed it with a few drops of the same **Burnt Orange** I'd used on the goblins' skin.

To highlight the dark brown straps and shoes, I mixed **Desert Stone** that I'd used on the fletching with **Russet Brown**, and then added a final highlight of pure **Desert Stone**.

To highlight the fletching, I used **09432 Desert Sand** (a color very much made to highlight the **Desert Stone**).

The ropes were highlighted with a 50:50 mix of **Blond Hair** and **Pure White**.

The **Soft Blue** received two highlights—one of a 50:50 mix of **Soft Blue** and **Pure White**, and then another adding four more drops of **Pure White** to that mixture to edge the blue.



Soft blue highlights on the Melee Goblin.

THE EYES

We decided that yellow eyes would be suitably evil, and the goblins' eyes were large enough to support painting an eye color (often, 28mm models have eyes too small to really pull off a colored iris). Once the whites were blocked in, though, I knew that I couldn't just use yellow or it wouldn't show up. So instead I went back to colors I had used before: **Burnt Orange** and **Russet Brown**. I blocked in the iris with this orangey-brown color, and then filled it with white, leaving just a little bit of the darker hue around the edges. Finally I took some **09407 Lantern Yellow** and **09408 Candlelight Yellow**, and colored in the eye.

You can see the process in the photos below.



Whites



Iris outline



Fill in white



Add yellow

THE DUNGEON BASE

Our art director suggested that I show how to create a quick and simple dungeon stones base for these models. I like to use a product called **Aves Apoxie Sculpt** for this sort of thing. It's a two-part putty that you mix together and then sculpt. It works like clay, isn't too sticky, and can be thinned and smoothed with water.

After mixing the putty I used a flat, spoon-like tool to mash it onto the base. I worked in parts because otherwise it's easy to apply too much, and then it's hard to move around. Once I had it all mashed on, then I dipped my tool into water and smoothed the putty, pressing it flat and pulling excess material toward the outside of the base edge. You can cut the ragged edges away with a hobby knife, sharper sculpting tool, or even your fingernail. Make sure to wear gloves or to wash your hands thoroughly after using any sculpting putty—you don't want to eat this stuff!

Once you have a nice, relatively smooth layer on the base, take a sharp-edged sculpting tool or the back of a hobby knife blade and score a grid (it doesn't need to be perfect) into the putty. If this pushes up raised edges at the sides of the tiles, press them back down while the putty is still workable. If you'd like to, you can use a tool to create an irregular pattern to the surface of the stones, too.



Working the Aves Apoxie into the plastic base; once smoothed, the lines were scored into the putty.



I let the Aves cure overnight, then painted the stones with **Cloudy Grey** and washed them with **Brown Liner**. When the wash had dried I went over them again with the **Cloudy Grey** and then mixed 50:50 **Cloudy Grey** and **Pure White** to create a highlight I could apply to pick out the edges of the stones.



Base with wash



Base with first highlight



Base with second highlight

I hope you've enjoyed this write-up and that it's given you some ideas about how to paint your own **Bloodbite Goblins!** Have fun and happy painting!



Here's a complete list of paints that were used in this painting guide:

Master Series Core Colors Paints:

09037 Pure Black
09039 Pure White
09044 Tanned Skin
09064 Brown Liner
09075 Buckskin Pale
09089 Cloudy Grey
09107 Brush-On Sealer
09109 Ruddy Leather
09111 Burnt Orange
09199 Russet Brown
09230 Soft Blue
09257 Blond Hair

Bones Ultra-Colors Paints:

09407 Lantern Yellow
09408 Candlelight Yellow
09431 Desert Stone
09432 Desert Sand
09453 Filigree Silver

You can get all of these paints at your favorite local hobby shop, or online at www.reapermini.com!

Anne Foerster is the winner of several prestigious painting awards, including a Golden Demon and first place at the Gen Con painting contest. She is also Reaper's first staff painter, and the developer of the best-selling Master Series Paint brand. In addition to Reaper, Anne has painted miniatures for Darksword Miniatures, Crocodile Games, and several other companies. When not painting, she's playing Overwatch, spending time with her husband Zak, or traveling with her prize-winning Shiloh Shepherds.