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Todd draws up a bunch of sketches to explore compositions and resolve any anatomical challenges.



Once a final composition is decided upon, he draws a full-size version on vellum.





At the local copy shop, the drawing is copied onto heavy illustration paper.



After mounting the sheet onto masonite, Todd paints from the background forward. He keeps useful resources, like a visual reference for the birds, nearby.







Cover artist Carlo Arellano chose a captivating Middle Eastern undead hunter as his subject for this evocative piece. A frequent contributor to DRAGON Magazine, I'm sure that after reading this issue you'll approach the creepy parts of your game as freshly as Carlo approaches his subjects. —Peter Whitley

Jon Foster has been widely published in the gaming industry, and it's an honor to have the opportunity to see his interpretation of this adventuring monk.

-Peter Whitley

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ON THE COVER Greg Staples's interpretation of Nebin, the inconic gnome illu-sionist, emphasizes that gnomes, perhaps more than any other PC race, have changed.

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ON THE COVER Wayne Reynolds has the dubious honor of being the most mis-credited illustrator of third edi-tion products. Rayne has had his name dropped or misplaced so many times that it's no longer funny. Mr. Raynolds' art speaks for itself, and we're glad he's still willing to work with us.

ON THE COVER Mark Zug, an outstanding artist who's no stranger to the pages of *DRAGON Magazine*, shows us a new vision of world building on this month's cover.

















































