



Another Man's Treasure Art List

HinterWelt Enterprises

Art Director: Bill Corrie bilbo@hinterwelt.com

Web Site: www.hinterwelt.com

2200 Texas Ave S

St. Louis Park, MN 55426

PH: 612-619-0395

FAX: 952-797-7487

Talk with Us

We are looking for a partnership and want to work with artists to produce the best possible working experience and art for this project as possible. To that end, please feel free to email us or call us if it will facilitate these goals.

Game Setting Concept

Another Man's Treasure is a Scenario for the Fantasy Role Playing game called Tales of Gaea. A scenario to HinterWelt is a 50-80 page book containing the building blocks and supplemental information to run adventures in the city of Shadazar. Another Man's Treasure is centered around the sewers of the city. Much like the sewers of renaissance Paris, the sewers of Shadazar are enormous in scope.

Drawing Definitions

Illustration – This is a piece meant to describe a creature, person or item. It will have a minimum of background detail if any.

¼ page art – ¼ page art is meant to show simple scenes and quick action. Detail is low. For example, monsters, foes, vehicles and weapons in a simple setting.

Character Illustration – Simple line art illustration of a person.

½ page art – ½ page art may be vertical or horizontal and is meant to describe scenes. Detail is of a medium level. This type of art would be used for character interaction, battle scenes.

Full page art – Full page art is meant to illustrate key points in the game setting and describe major concepts within the game mechanic; i.e. Maps, flow of combat, etc

B&W – Black and white art either inked or pencil.

Project Vitae

Timeline

All art must be completed by June 10.

Rights

Interior art will give HinterWelt shared rights meaning that the HinterWelt reserves the non-exclusive right to use the piece in derivative products. The artist may resell the art or use it in any manner of reproduction. Full reproduction rights for cover art will be retained by HinterWelt Enterprises but the artist will retain the original and the rights to display the art in their portfolio. All artists will be fully credited in the core rules.

Compensation

Type/size	Compensation	Rights Retained by HinterWelt
Cover/Color	Negotiated	Full reproduction rights with the artist retaining original and rights to display the art in their portfolio
Character Illustration	\$10 U.S.D.	Shared Rights
¼ page B&W illustration	\$15 U.S.D.	Shared Rights
¼ page B&W	\$20 U.S.D.	Shared Rights
½ page B&W	\$40 U.S.D.	Shared Rights
Full page B&W	\$80 U.S.D.	Shared Rights. Certain pieces may be negotiated for additional rights.

All artist will be paid upon delivery of their last piece. If you are commissioned to do 8 pieces then you will be paid upon delivery of the 8th piece.

Scope

It is our hope to employ one artist throughout.

Project Setting

Gaea is the name of the world and Narheim the name of the country. The City of Shadazar rests at the southern end of the island. The technology level is that of the Renaissance of earth but without any guns. It is a time of awakening and a blossom of magic. Magic has been developed to fill the gaps that science did on Earth.

Look and Feel

The style should be in the sense of high adventure and involve a feeling of individual character triumph in a realistic style. All interior art will be black and white.

Art Descriptions

Another Man's Treasure
A Guide to Narheim's Largest City

New Classes and Skills
Classes you need to survive in Narheim's most dangerous City. New skills that will aid you in finding the information you need to survive.

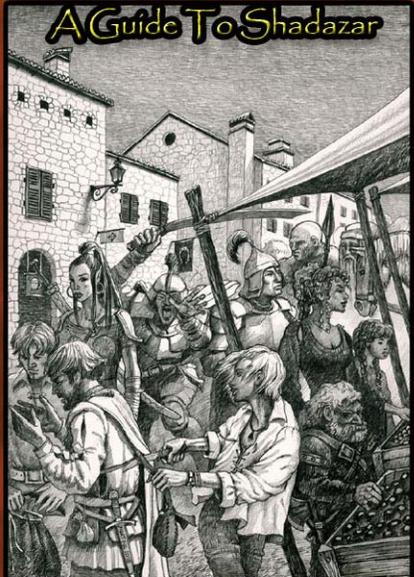
New Foes To Face
Not all monsters live in the sewers, or walk in your dreams. The most dangerous monster you could face is walking the streets or waiting in a tavern.

People and Organizations
The life blood of this city are the people and organizations that serve them. These organizations range from government ministries to Guilds to the company that make them up. Setting characters and their full descriptions wait inside.

Maps and Locales
Where would you be without the seedy tavern to meet the latest underworld informant? How would you know the best escape routes without knowing the layout of the city? Now you will.

 **HinterWelt Enterprises**
www.hinterwelt.com
www.hinterwelt.com/chargen/

MSRP \$30 USD

A Guide To Shadazar

HWE 1100 A Supplement for Tales of Gasca™

Piece #: 1

Title: Rats!

Size: ½ page

Type: Black & White

Description: A were rat attacks a halfling thief in the sewers. As it looks like curtains for the little guy another halfling in armor spears the Rat through the heart with a silver tipped spear. Note: halflings do not have pointed ears in this game.

Were rats: 3-5 feet tall (whatever would look cooler in the piece), feel free to give them muscles but they should be lean and fairly terrifying. I was thinking this piece would work off of the short story at the beginning of AMT.

Halflings: Occasionally chubby but look more like children than candidates for over eater's anonymous. They will look tolkein-esque in this piece since a number of distinguishing points will be covered (unless you figure a way to show their feet in which case they would be wearing shoes). They are about 3 - 3.5 feet tall, slight of frame, do not have pointed ears and no fuzzy feet. I would say they fall in the thin and nimble range. I have no idea what a Faerun halfling is (I am so out of the loop).

The sewer could be 1 of three types. The Dwarven sewers would be square, relatively clean (it is a sewer) and brick and mortar. The Human sewers would be round shaped with fair amount of filth all around. The Elven sewers would almost look like caves or really ancient sewers gone down hill. These would be nasty filthy and may contain plants, either self-illuminating or able to survive in darkness ala mushrooms.

Piece #: 2

Title: Lizards!

Size: ¼ page

Type: B&W

Description: This piece does not need much background. In this piece, a human is being attacked by several small lizard men (2-3 feet tall). The human should be swinging a weapon and even connecting with one lizard man but over all it should look desperate.

Piece #: 3

Title: Lucia Freeman

Size: Character Illustration

Type: B&W

Description: Taken from the description of Lucia in AMT. Lucia should be “beautiful working girl” sort of woman. She is a Rat Catcher after all.

Clayton’s daughter, Lucia, is an experienced and dedicated rat catcher. She learned her craft as a member of the Fighting Harpies, an all female crew that recently disbanded when their leader retired. Lucia convinced her father to buy into the franchise and put her in charge. Lucia is committed to keeping the sewers cleared of vermin. She lets her father run the political matters and concentrates on keeping her crews in shape. She usually goes out with the raw recruits or convicts, leaving the player characters on their own. Lucia believes strongly in keeping her crew safe and will refuse an assignment if she feels her people aren’t up to it. Lucia is the one who usually negotiates deals for the team, and she is a shrewd and bold negotiator. She despises Denethor and loves showing him up on jobs. She has a great deal of respect for Samuel, whose team has aided her on several occasions. Marjeta and Lucia were good friends when they worked together with the Harpies, and are a little uncomfortable with the need for competition now that they both run a crew.

Piece #: 4

Title: Kiefer Grunlyn

Size: Character Illustration

Type: B&W

Description: Kiefer is a dwarf. This makes him between 4 and 5 feet tall, very broad shoulders and well muscled. He is an engineer and will have several pencils, notebooks and possible notes written on his arms. He will have a full beard which may be somewhat unkempt. From the AMT description:

Kiefer is a middle aged green dwarf in charge of the public works of Shadizar. He was appointed to this position over a hundred years ago and absolutely loves his job. Kiefer is a fairly easy going dwarf who enjoys nothing more than tinkering with machinery. He sees the Shadizar sewer system as a technological challenge worthy of his dwarven skills. In fact, he’s probably the only person alive who can piece together the various systems and make them work in a more or less trouble free manner. This gives him tremendous leverage in political dealings, although he rarely stoops to playing politics. Kiefer would rather be where the action is, tinkering with the systems, than spending time at a desk arguing over a budget. It is a little known fact that he is a student of wizardry and alchemy; although he doesn’t actually cast any spells, he understands how they work and can recognize when repairs are needed. Kiefer’s most annoying habit is that he tends to babble on about technical issues, oblivious to everyone else’s lack of interest.

Piece #: 5

Title: Marjeta Yohanson

Size: Character Illustration

Type: B&W

Description: Marheta is a Gnome. Gnomes are 2-3 feet tall and have somewhat pronounced noses. They are usually fairly human in appearance despite their small size. Gnomish women have lustrous hair which they usually wear long.

From the AMT description:

At first glance, Marjeta appears to be an extremely sober and businesslike young gnome, which is true while on the job. However, when not working, she is an avid follower of Gnos, and delights in the merriment and laughter associated with the Gnomish god. In fact, unknown to everyone but her closest friends, Marjeta is in reality a paladin of Gnos. Her crew specializes in removing goblins and other intelligent or magical vermin, usually fairy-folk who are either lost or up to no good. Marjeta prefers to capture and release these creatures when possible, but is not adverse to killing if necessary. She also tries to convert them to Gnos worship. A nasty rumor (started by Denethor) claims she's taken a goblin lover. It's not true, but she does have a goblin assistant/ disciple/snitch who lives in the sewers and helps her crew.

Piece #: 6

Title: Marquis Horrel Orphael

Size: Character Illustration

Type: B&W

Description: Orphael is a human. He is the prime minister for Shadazar.

From the AMT description:

The Marquis is the Prime Minister of Shadazar for the young Duke Jeppa although Horrel served his uncle in his time. Horrel is a portly man with deep set eyes and an unpleasant wheedling voice. He has often been misjudged as weak or incompetent. Quite the contrary, the Marquis Orphael always listens and has a quick wit about him. He is inclined to allow and even encourage the belief that he is infantile and simple then strike with a canny understanding of his opponent's weaknesses. The Orphael family has ruled since the original landing and has always been closer to the ducal family than the crown. The Orphaels have an extensive shipping company dealing with Sulthran and Banqurian imports. They also have interests in the cotton industry.

Piece #: 7

Title: Countess Erin of Diaphan

Size: Character Illustration

Type: B&W

Description: The countess is a half-elf meaning she should be extremely beautiful with slightly pointed ears.

From the AMT description:

The Countess of Diaphan owns the land the Shadazar rests on and as Governor-General administers all the employees and military in the city. She receives funding and planning from the Ministries but has final say in the implementation of these plans. This has made her house an adversary of the Orphael's in the politics of the city. The Diaphans have palaces in Shadazar but hold the biggest sway in Ris. They have extensive mining interests which keep the family solvent and hold the naval contracts for new ships out of their ship yards in Spear.

Piece #: 8

Title: Raphael deMont

Size: Character Illustration

Type: B&W

Description: The richest merchant in Shadazar. He is in his sixties but still has a regal bearing. He is thin with a somewhat broad face.

From the AMT description:

The deMont family are the leaders of the old aristocracy. Their family has lived in Shad for almost 1500 years. They founded the first of the coalmines and the first charcoal factory. Their fortunes have often been linked to rather unreliable science and scientific advance. This has brought them into direct conflict with the wizard's guilds over the centuries but they have been able to fall back on their gift for oratory. Raphael is in his late sixties and is vibrant as ever. He aggressively battles the Ministry of the Interior and is most displeased with the current reforms. His newest invention uses a windmill to power a hoist to pull cartloads of coal from his mines. The Crossed Lightning Guild is not amused. Despite all these enemies, Raphael has endeared himself to his workers by offering better wages and supplemental health care to that provided by the state.

Piece #: 9

Title: Hend Gollip

Size: Character Illustration

Type: B&W

Description: Guild master of the most powerful mages guild in Shadazar. He is an immaculately dressed man .

From the AMT description:

Hend Gollip is one of the less liked guild masters of the Shadazar guilds. He is an immaculately dressed man of 48 years with grey peppered hair and blue eyes. Initially he is engaging but often his smooth manner often builds distrust as you get to know him. He is the guild master of the Crossed Lightning Guild in Shadazar and is in good standing with the national guild. He tries to steer the guild in the direction of moderation and avoid controvertial issues. In a miscalculation, he committed himself to a proposal in the Assembly that would require registration of spell casters within the boundry of Shadazar after the attack on the Tirus Amphitheatre by rebels of the Land Freedom Group. Gollip thought, and initially so, that sympathies would lie with the wounded and dead but public opinion, and more importantly, the opinions of the guild masters lie closer to the LFG. Gollip is not backing down though, and has the support of the nobles.

Hend Gollip has status and respect if not the admiration of the general public. His family is one of the newly landed gentry having held a small plantation of cotton for the past 40 years.