



Alternate Earth Art List

HinterWelt Enterprises

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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

Alternate Earth is an alternate history role-playing game which is set in various time periods in earth history. Although some elements in history will be changed it is essentially earth history of that period. Many times the alterations which take place involve magic or the addition of magical creatures.

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.

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 first run rights. 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
¼ page B&W illustration	\$15 U.S.D.	First run rights
¼ page B&W	\$20 U.S.D.	First run rights
½ page B&W	\$40 U.S.D.	First run rights
Full page B&W	\$80 U.S.D.	First run 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 but acknowledge the possible need for multiple artists. We are prepared to work with 1 to 4 artists.

Project Setting

The core rules, which is the focus of this project, is set in 1938 just before World War II. The flavor of the setting is the covert use of magic by secret organizations and individuals. Magic is not widely known although certain individuals and organizations use it. The world is that of earth poised on the verge of war. Gestapo scour the world in search of supernatural advantages for the Nazi power while a branch of the O.S.S. called Department 12 does its best to stop them. The Dragon Clan, a secret organization of ancient Chinese origin does the unknowable will of an ancient Dragon which was trapped here 4 millennia in the past. The ancient guard of Babar of India battles the Thugee threat in the Middle East. Shamans in the depths of Africa perform their magic calling on their animal spirit guides to do their will on the world. The ancient Egyptian cult of Isis works their magic in an attempt to resurrect their goddess. There are many other organizations at work throughout the world.

Look and Feel

Much of the art for this book will reflect World War II war propaganda posters. All interior art will be black and white.

Art Descriptions



Piece #: 1

Title: Soldier Cover

Size: ½ page

Type: Color

Description: As shown above, a soldier running carrying weapons. In this piece, the soldier should be changing to a wolf man while being pursued by zombies in ragged German WWII uniforms.

Piece #: 2

Title: Dragon Clan

Size: Full Page

Type: B&W

Description: In the Far East there is a clan of highly organized Chinese operatives. They will have tattoos of Chinese style dragons on their bodies. In this piece, the clan is gathered in an oriental temple paying homage to a coiled oriental dragon. A scar on the neck of the dragon should be evident.

Piece #: 3

Title: Department 12

Size: ½ page

Type: B&W

Description: Department 12 is a secret branch of the O.S.S. that recruits people with the ability to cast spells and then employs them in the field against their German and Japanese counterparts. In this piece, a distinguished agent in a suit stands behind protective glass as a girl throws a sphere of flame at a concrete target.

Piece #: 4

Title: Indian Guru

Size: ½ page

Type: B&W

Description: In India, the last of the descendants of Babar's personal guard fight a battle against Thug ruffians. In this piece, a Guard of Babar summons a tornado to deal with his Thug attackers. He is standing in front of a ruined and overgrown temple in the jungle.

Piece #: 5

Title: Gestapo

Size: ½ page

Type: B&W

Description: The Gestapo use horrible means to extract information and their evil is only enhanced by magic. In this piece, a Gestapo officer stands over a victim who has been horribly beaten. The officer's hand glows as it is upraised to strike. The officer's face

should be contorted in rage and malice. This piece should be horrific and depict the raw evil of the Gestapo.

Piece #: 6 Title: African Shaman
Size: ½ page Type: B&W
Description: African shamans use nature to help them maintain a balance in the world. In this piece, a shaman, with his arm around a lion, crouches over a poacher. The savannah should stretch away behind him.

Piece #: 7 Title: Nazi Zombie
Size: ¼ page, illustration Type: B&W
Description: The Gestapo does not let you stop serving the Reich just because you die. In this piece, a zombie SS trooper throws a German grenade.

Piece #: 8 Title: Gestapo Officer Skeleton
Size: ¼ page, illustration Type: B&W
Description: Gestapo officers that distinguish themselves are often “rewarded” by being raised to serve the Reich. This piece should show a skeleton in a Gestapo uniform.

Piece #: 9 Title: Lesser Gestapo Skeleton
Size: ¼ page, illustration Type: B&W
Description: This piece would be a skeletal Gestapo holding a luger machine gun.

Piece #: 10 Title: Werewolf
Size: ¼ page, illustration Type: B&W
Description: This piece would be a werewolf dressed in rags.

Piece #: 11 Title: Mummy from the Crypt
Size: ¼ page, illustration Type: B&W
Description: This piece would be a mummy rising from its crypt. The mummy would be tightly wrapped in strips of cloth looking very much like a mummy from movies of the 1940s.

Piece #: 12 Title: Agents
Size: ¼ page Type: B&W
Description: A group of Dept. 12 agents gathered around the obvious remains of a winged demon. In the background a cordon of police keep bystanders from seeing anything. One officer should be looking over his shoulder.

Piece #: 13 Title: Babar Council
Size: ¼ page Type: B&W
Description: A number of the Guard of Babar sit around a table while gazing into a glowing sphere. If possible, the sphere should show some image such as a bandit, or countryside or a bandit lair.

Piece #: 14 Title: Hitler and the Devil

Size: ¼ page

Type: B&W

Description: Hitler discusses politics with Lucifer. Hitler should be emphatically arguing his point while Lucifer looks bored. Lucifer could appear as a well-dressed man with small horns and pointed devilish appearance. Alternately, he could appear as a looming classical demon rising from a pit to address Hitler.

Piece #: 15

Title: Gestapo and their Prey

Size: ¼ page

Type: B&W

Description: A skeletal Gestapo officer commands his zombie SS troopers to attack a civilian in the foreground. Perspective could be used for emphasis; i.e. the victim reaching out of the drawing for help. The skeletal Gestapo officer should be in the background.

Piece #: 16

Title: China Dive

Size: ½ page

Type: B&W

Description: One of the Dragon Clan just lost in Mahjong in a seedy noodle bar in Shanghai. He gestures towards the victor and a faint beam emanates from his fingers as the victor clutches his chest. Everyone should be focused on the dying man except for one individual who glares suspiciously at the Dragon clan member from the shadows.

Piece #: 17

Title: Act of Passion

Size: ½ page

Type: B&W

Description: A civilian man in a western setting being pulled off of a frozen man. The civilian has a look of horror on his face but his hands still burn steam and those touching him look surprised and in pain as ice spreads from him.

Piece #: 18

Title: Ghosts

Size: ½ page

Type: B&W

Description: A woman in a nurse's uniform is screaming in tears at the specter that haunts her. The spirit of a slain police officer haunts her. She may be clawing at him with her hand passing through it.

Piece #: 19

Title: Ghost

Size: ¼ page, illustration

Type: B&W

Description: This piece is a ghost in a WWI German uniform, spiked helmet and all.

Piece #: 20

Title: Gremlin

Size: ¼ page, illustration

Type: B&W

Description: A gremlin looks like a pointed eared imp. He would have a pointed tale and be crouched over possibly gnawing on a carburetor or other piece of an engine.

Piece #: 21

Title: Vampiric Resistance

Size: ¼ page, illustration

Type: B&W

Description: A female member of the French Resistance with visible fangs is grabbing a German soldier from behind. She is either actively putting the munch on her hapless victim or is in the act of pouncing.

Piece #: 22
Size: ½ page
Description: Three hairy monsters are on a snowy ridge, about to rain monstrous snow-boulders down on a supply convoy.

Title: When Yeti Attack
Type: B&W

Piece #: 23
Size: ¼ page
Description: A small group of Indiana Jones type fortune seekers are confronted by a four-legged lizard the size of a pony. The lizard is looking at one man who is turning into sludge (or stone). Another man is trying to get behind the creature, while a third is trying to aim a gun using a mirror (or possibly is shooting with his eyes closed or head turned).

Title: Beware the Basilisk
Type: B&W

Piece #: 24
Size: Full page
Description: The Gates of Ptah are two obelisks sitting in a cavern in the Sahara desert. Very few know the actual location of the Gate but the Neter, a secret organization of Egyptian clerics, has guarded it since its discovery. The Gates open passageways to other dimensions as well as being able to travel back and forward in time. In this piece, the discovery of the Gates is met with disaster. Coming out of the shimmering pool are giant (6-8 feet) jackal headed men. They are attacking the clerics who have found the Gates but one of the temple guards fights like a madman and saves the day. He founds the order of the Neter.

Title: Gates of Ptah
Type: B&W

Piece #: 25
Size: ¼ page, illustration
Description: This is a German artifact that resembles a snow globe with two silver spikes on it. It is used to draw spiritual energy from victim and then store it. When it is full it will glow with a soft light.

Title: Die LagerungKugel
Type: B&W