

# Freigewand

Evil. Has. Won.



**Madhouse  
Interactive**



## What Is Kriegmund?

Kriegmund is a module, or new area, for the long-running, turn-based multiplayer fantasy game - DungeonWorld. In order to play you will need to have read the DungeonWorld rules and understand the nature of this type of game. Some experience of the game would also be helpful, but is not absolutely necessary.

## About Kriegmund

This module runs as part of the main DungeonWorld game, with turns produced once every two weeks. However, this module is quite separate to the rest of the game and although travel to this area is possible within the game - it is a long, arduous and difficult task.

## Adults Only, Participant Discretion Advised.

Most of the DungeonWorld game is family-friendly. However, Kriegmund explores some adult themes and depicts a quite horrific fantasy world. For this reason we have a strict rule that this module is only open to over-18s.

Further, we would warn that some people might find the subject matter shocking or offensive and if you are of that sort of disposition we would politely ask you not to take part.

The Kriegmund setting is a very dark place indeed. By far the darkest so far depicted within the DungeonWorld game. As the byline says - it is a place where "Evil. Has. Won." With that in mind it should be very clear the sort of game atmosphere you will be taking part in. Madhouse would like to make patently clear that we do not condone any of the horrible things going on in Kriegmund and that it is **ONLY A GAME**. If you don't like it, please don't play it.



## Free & Commercial Play

It is possible to play a single-character in Kriegmund for free, forever. There are some limitations on which character types you can take for a free position, but other than that there are no other in-game limitations. A free-play can be converted a commercial position any time you like.

A commercial position is charged at the normal rate for DungeonWorld and always has at least two main characters. Commercial positions have a wider range of character options and can be as large as 15 main characters.



## The Kriegmund Setting

Many hundreds of years ago settlers arrived in the land where Kriegmund is set. Fleeing from some terror in their own homeland they hoped they would find their way to a safe haven.

They stumbled across an ancient city, unknown to them, abandoned. Surrounded on all sides by inhospitable terrain and terrible giant insect monsters they took refuge inside.

They quickly found the city was a place of wonders. Though not a soul lived there it had a magical power source, impressive buildings of amazing alien architecture, incredible devices to improve their lives. And deep in the huge central building, in a vault, upon a grand table, lit by the spectral glow of a thousand neolicturns, there was a book. The title of the book, simply, was The Master Plan.

Within this ancient volume were the words of long-dead scribes which purported to be guidance for creating the perfect society. A set of rules both sublime and profound, for the formulation of a demos so perfect, so good, so fair - that all would live well and prosper in joy forevermore.

Taken with this incredible idea, the original settlers, known as the Early Folk, set about enacting this document's promise. They set about creating utopia.

## Understand This

In Kriegmund, Evil has won. This does not mean every character is relentlessly evil, heartless, cruel and monstrous. That is up to you the player to decide and roleplay. But the setting in which your characters are based does not encourage "good."

Charity is done for political purpose. Honour is seldom more than a facade. Honesty is taken advantage of. Compassion is unnecessary - somebody else's duty. Decency is an affectation. Generosity is for fools.

In Kriegmund, everything takes place according to the Master Plan, whose word is enacted by the Council Of Planning Elders. The Master Plan takes care of everyone and everything. It is perfect and criticising the Master Plan is a capital offence.

All are assigned duties at their age of maturity and expected to work for the Master Plan in their assigned role forever. Most of those roles are prescriptive and isolating. But a handful of roles allow some limited movement about the city. These are the classes from which player's characters are drawn.

Nobody but the Council Of Planning Elders ever sees the Master Plan. But it's definitely working. If it wasn't, things would be much worse. Wouldn't they?



## **The City**

A thousand smoke stacks belch sickly grey smog into a blackened sky as the city's factories pour out everything the citizens need. Or everything the Master Plan decides they need. The city is a rigid place, law enforced harshly and violently. The main streets are safe because those who would make them unsafe do not survive for long.

But off the main streets are the suburbs and back areas where life has taken a wilder turn. Truth is, with a population of several million (nobody knows how many, in truth) the immense city is impossible to fully control. Though no Planman would ever admit such heresy.

The city is split into "quantiles", large areas which are self-maintained. Each quantile is ruled by a Legislator whose word is law within their area. Nine quantiles make up a "legislature" which is ruled by one of the Council Of Planning Elders. There are 25 legislatures in the city. Each legislature is separated by a huge magically-enhanced wall. Travel between legislatures is considered by most to be impossible without official sanction.

While all are considered equal within the city, the truth is that life in is hard for the majority of its denizens; made up primarily of humans. Those who manage to gain prestigious positions are much better off - as long as they do not fall out of favour with those more influential than them.

## **Character Classes**

Initially there are eight classes available to players of Kriegmund. These are the classes which have relatively "free" movement about their quartile and are not precluded from adventure by rigid work timetables or other Plan controls. Free characters can only be beggars, exterminators or harlots.

## **Night Watchman (Male or Female)**

Unfortunately, it's always night in Kriegmund. Not because it really is, but because the sky is so obscured by dark smog that it has not been seen for many years. There are no "morning" and "evening". Just eternal gloom. Somebody has to keep the streets quiet, control the rabble, maybe even keep people safe if you're the mushy sort. That's you.

## **Merchant (Male or Female)**

The Master Plan is very direct about buying and selling things. It is not allowed. Merchants operate with the Planners sanction, their job is mainly distribution of the goods produced by tradesmen, farmers and factories. Nevertheless, a blind eye is turned to the occasional profit as long as its discrete - and the right people get a cut.

## **Dandy (Male or Female)**

Privilege Is something anybody can earn. The Master Plan says so. If it seems that some families pass privilege to their offspring that is simply a coincidence. Those who have always been privileged seldom recognise that their expensive clothes and extravagant ways were not purchased with toil on the factory floor.

## **Beggar (Male or Female)**

The Master Plan is infallible. If some have fallen down cracks or between its all-comforting arms then that is their fault, not the fault of the Plan. Beggars live on the edge, beholden to nobody, survivors in a hard, hard world.

## **Harlot (Female Only)**

There are more men than women in Kriegmund. Nearly twice as many. Nobody knows why. Since everybody is equal the Master Plan instructs that it is unfair that some men lack the physical company of a female partner. The Harlot takes care of that. Of course, some men have no interest in a female partner. But the Master Plan provides them with one anyway. Helpful as it is.



### **Exterminator (Male or Female)**

There are far too many rats, foxes, mice, horrific horse-sized giant insects and other vermin in the city. Somebody has to take care of them. And some vermin are quite tasty in a pie.

### **Psionic (Male or Female)**

Those with the powers of the mind are much-loved by the Planners. The Master Plan apparently makes special provision for a new race, a master race, which will have such gifts. When people are identified with these rare gifts they are tasked with no job and are treated reverently - if with some suspicion. Their physical flaws, which are many, are politely ignored.



### **Planner (Male or Female)**

Planners are those folk who work directly for the Council Of Planning Elders. Dressed in dark red robes they may be lowly functionaries, or may have worked their way up the complicated career ladder. Planners serve as bureaucrats, lawyers, organisers and as an informal type of clergy for a godless nation. They appear to have some minor magical powers, the secrets of which are jealously guarded but are generally believed to relate somehow to their distant association with the Master Plan.

### **Game Starts**

Players begin the game as an 18-year old, having just reached maturity and been assigned their role within the Master Plan.

So as to avoid “family” entanglements and other distractions from their role all newly-tasked young people are assigned to a quartile other than that in which they grew up. Everything is new.

You begin in the Hall Of Civic Duty and may then leave and explore your quartile of the city. Many classes have loose commitments they must try to maintain, but beyond that - what you do is up to you.

### **Other Places**

It is not easy to move between quartiles. It is almost impossible to leave the city (why would you want to - it's instant death out there.) But there are other places to explore. There is a seemingly bottomless maze of sewers, tunnels and caverns beneath the city. And many ancient buildings, holding dark and ancient secrets. Try to stay alive. Try to prosper. Watch your backs. In Kriegmund, it's dog eat dog. By all means make friends. But trust your friends? At your peril.

