



Darkness in Glücksheim

On the fourth night of the second month following Mordheim cataclysm, a sphere of impenetrable darkness appeared in the heart of the city of Glücksheim.

Strange phenomena started soon afterward across town. Many inhabitants went mad, assembled in large mobs, and caused different mischiefs ranging from vandalism to murder of innocents! Many others, still sane, left the city in a hurry, packing only essentials with them. City officials and guards were struck dead by unknown diseases. Southwestern swamps flooded city sewers for several weeks, bringing all kinds of vermins into town. Vegetation in particular neighborhoods has grown at an alarming rate and has taken over many buildings. A dense and foul fog has settled on each bank of the Bokssa river.

Many groups have been drawn to Glücksheim. Their intentions? Helping inhabitants, finding the source of evil, looting treasures left behind, wrecking havoc, breaking into the Sacred Temple, rescuing prisoners, building a reputation, etc.

A few of these groups or individuals dared venture inside the zone of Darkness during the last months... none ever returned.

Darkness in Glücksheim is a Mordheim campaign based on territory control, experience, and production of resources. It features 4 human Warbands, 10 Campaign Turns, 20 City locations, 8 Wilderness locations, 1 Special location, 13 Powerful Artefacts, customizable Warband Encampments, special scenarios and much more! Join us to follow the adventures of your favorite warband!