

Come to Immergleich

A city high in the mountains, grown rich on treasures and strange knowledge from its ancient underworld. A city factionalised and dangerous, at the mercy of strange weather and stranger people. A city in delicate balance between chaos and sterility. A city of exciting opportunities for the brave or desperate.

Make money from escapades and dungeon delving! Meet local notables and double-cross them! Worship mad gods and get weird blessings! Try not to get a mutating disease!



Game features:

- ◆ Open table – drop into sessions when you can
- ◆ Rules are *Lamentations of the Flame Princess* – Old School D&D, simpler than 5E
- ◆ A city bigger than York to explore
- ◆ Weird shit monsters; treasures that talk back
- ◆ Get a disease! Grow extra limbs!
- ◆ Keep several characters on the go in case bad things happen

————— Immergleich – it will change you —————