

A Fully Modular Adventure System

A 1-6 player cooperative deck-builder game set in Ancient Greece.



Choose your **Champion**, choose your **Battlefield**, choose your **Nightmare**.

1-6
9+
60-120'

Collaborative play for a fast experience or add a Boss for a more in-depth challenge.



Survive Together, Win Alone: If anyone dies, the party loses—but only the hero with the most glory is crowned the true **Champion**.

Helm is designed to be **collected** and **customized**. Every pack is independent yet fully **cross-compatible**.



Each pack has its own: **Hero Board**, **Monsters**, **Quests**, **Items**



Tactile Tracking: The rotating Leader's Compass passes from player to player, tracking the escalating Threat and Monster Health.



Plug-and-play any Hero into any Location against any Boss.

Now playtesting on **Discord**



Each Pack: ~30 cards, 7 Custom Dice, 1 2-layer board, 7x5 box
Base Game: 6 packs, 1 "compass" cardboard assembly, 1 Rulebook

Premium Upgrades Available: Neoprene Mats, Metal Dice/Coins, Upgraded Boxes



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