

A Fully Modular Adventure System

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

1-6 

9+ 

60-120' 

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

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

Custom Deity
Dice



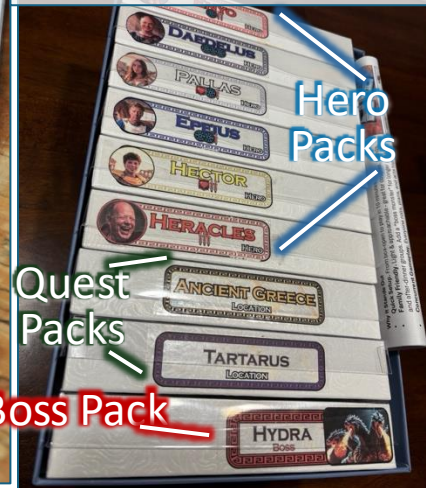
Push-Your-Luck Combat: Spend your hard-earned
'Blessing Dice' to guarantee a kill now, or hoard them for
the Boss? Every roll matters.

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

Hero
Packs

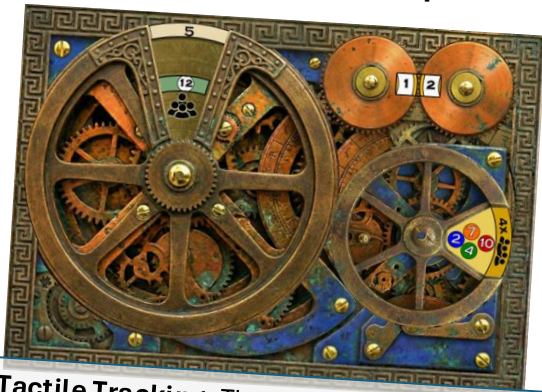
Quest
Packs

Boss Pack

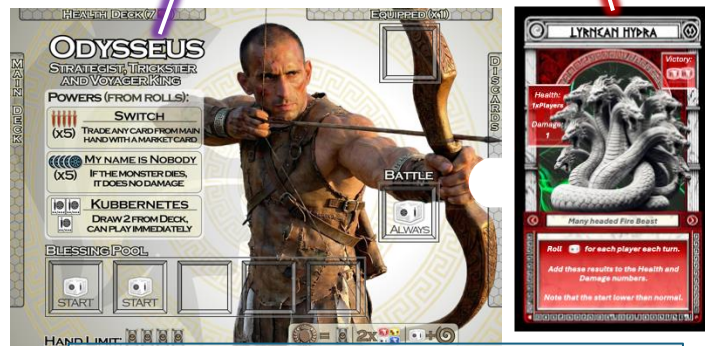


Survive Together, Win Alone: If anyone dies, the
party loses—but only the hero with the most glory is
crowned the true **Champion**.

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" carboard assembly, 1 Rulebook
Premium Upgrades Available: Neoprene Mats, Metal Dice/Coins, Upgraded Boxes



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