

Player's Booklet

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Player's Booklet

Dedication

This game is dedicated to all the creative thinkers that bring fantasy RPGs alive, game masters and players alike. *Helm's Slain* allows you to gather with your family and friends to share in the thrill of a dungeon crawl, to fight against challenging foes, to work as a team, and to supply your characters with the best loot that gold pieces can buy. *Helm's Slain* is a board game, but after playing everyone feels like they have played an RPG game.

This game is strong enough for a hardcore FRPG player but gentle enough for a casual board game player. Even hardcore fantasy RPG players, like myself, sometimes just want to casually gather with friends and roll dice.

Helm's Slain does this by handling all the adventuring chores of a GM while also providing a unique combat system and a simplified spell system. *Helm's Slain* is the perfect game for you to share your love of RPG gaming to family and friends in a rules lite format.

–Hans E. Mills, designer of Helm's Slain

Calling the Courageous and Clever!

For years, the kingdom of Helm has suffered under relentless attacks from the evil monsters lurking in the underground halls of the Blade Mountains. These monsters have repeatedly raided the kingdom, causing countless lives to be lost to their swords and axes.



Although the citizens of Helm stormed the dungeon to defend their kingdom, the fearsome foes proved too formidable, adding even more victims to the massacre known as *Helm's Slain*.

But now, the time for retribution has come. A few brave and clever souls must rise to the challenge, striking back together in the name of justice—and in memory of *Helm's Slain*.

Game Style

Helm's Slain isn't just a game – it's a journey! It's a campaign game you can play again and again. Dive in for a few hours, take a break, then pick up right where you left off, with every triumph and misfortune still shaping your path forward. Make it through Level 9 of the dungeon, and you'll claim ultimate victory, completing the 30-40 hour campaign. But the adventure doesn't end there – each replay brings fresh challenges and new twists, making every campaign a unique experience! New players can join new sessions throughout a campaign, and the Game Master can even swap out.



Campaign **Ages 12+** **1-12 Players**

About this Booklet

This is a two-part booklet:

1. **How to Play** - rules, components, and combat system
2. **Player's Guide** - building characters, gaining levels, spending gold

If you are not familiar with fantasy role-playing games, welcome! You may find it useful to check the Terminology section at the end of this booklet for more details on terms used within this booklet that may be new to you.



How To Play

Game Object

Players band together to defeat monsters, earn experience points, and collect treasure. With each monster vanquished, your character will gain experience points, collect treasure, and grow stronger. But can your party outlast the countless foes and truly avenge *Helm's Slain*? Or will you too fall and join those who came before? Only those who conquer dungeon Level 9 can claim victory, freeing the kingdom of Helm from the clutches of evil. Are you ready to face the monsters of the dungeon and bring hope back to Helm?

Game Concept

Drawing on the innovations of over 50 years of tabletop role-playing games (TRPGs), *Helm's Slain* introduces a modernized combat system using paired d6 dice for combat resolution. While the game retains the spirit of early fantasy combat, it has been streamlined to provide a more accessible, engaging dungeon crawl experience—combining the depth of a TRPG with the structure of a board game. Strategically align your d6 dice rolls to turn the tide of battle and lead your party to victory. It's time to rethink your approach—and roll for glory!



Game Components

- 1 Game Board
- 1 Game Token
- 31 Monster Standees
- 18 Player Standees
- 4 Battle Boards
- 24 Spell Cards
- 52 Winds of Fate Cards
- 14 Victory Cards
- 5 Shield Tokens
- 24 Skull Tokens
- 24 Marbled Dice D6
- 2 Encounter Dice
- 2 Search Dice
- 26 Pre-generated Characters
- Campaign Record
- Game Master Booklet
- Monster Booklet
- Encounter Booklet
- Player's Booklet
- 4 Equipment Booklets
- Downloadable Assets



How to Play

Game Setup

1. Select a player to be the Game Master (GM). This player performs all the die rolls for the monsters, and reviews the **Game Master Booklet, Monster Booklet,** and **Encounter Booklet** *before* play begins. If players would like to review these booklets as well, they may do so, but it is not required for them.
2. Before playing, both the GM and the players should review this guide, the **Player's Booklet**.
3. Each player chooses a pre-generated character or rolls up a character, and fills out a character sheet. See the **Character Generation section** in this booklet for details.
4. Distribute the appropriate Spell Cards to any players who can cast duration spells.
5. Leave the Winds of Fate and Victory card decks in their boxes. The GM will use these cards later.
6. Each player selects a player standee.
7. Select a player to maintain the player battle board. That player arranges the player standees, as described in the **Battle Board section** in this booklet.
8. Select a player to keep track of monster Armor Class (AC) with a shield token, as described in the **Combat System section** in this booklet.
9. Select a player to move the game token on the gameboard, as described in the **Movement section** in this booklet.

Character Generation Overview

Before diving into the dungeon adventure, every player (except the Game Master) will need a character. The Game Master (GM) oversees the game, while all other participants (players) will need characters. Each player is a fantasy character. Your character will join together with others playing the game to explore the dungeon and avenge *Helm's Slain*.

We've crafted 26 pre-generated characters, each with their own unique backgrounds and abilities, ready for you to step into their role! These characters and more are also available at:

https://www.boxofdice.com/HelmsSlainCharacters.aspx



Don't forget to name your character

You can start your journey by selecting one of the pre-generated characters or, if you're well-versed in fantasy role-playing, create your own unique hero from scratch! Don't forget to give your character a name—it's your story, and every great legend deserves one!

Creating Your Own Character



Details on how to roll up and create characters can be found in the **Character Generation Steps** in the Player's Guide section of this booklet.

Game Master Notes



At the start of a new campaign, randomly give one potion of healing to one character.

If no players have chosen a cleric, remind the players that at least one cleric in a group could be the difference between glory and, well... an early exit from the unforgivable dungeon depths!

If no one wants the role of cleric (such as in smaller groups or with younger players) the Game Master can step in and play a cleric character alongside guiding the game.


I trust you did not plan on leaving me behind on this adventure.



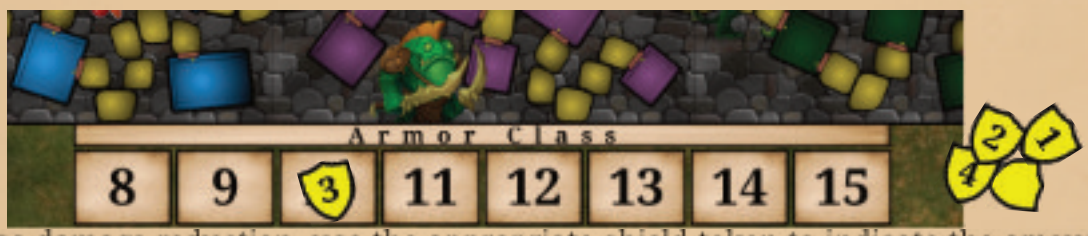
Tips from an Old Pro

Greetings, adventurers! My name's Melton, and I've survived over 40 years of adventuring—not because I'm the toughest or the bravest, but because I learned how to survive. And now, I want to pass along a few tips to you. Upgrading your armor is important, very important, but before saving up too much of your gold for some fancy armor, buy yourself a healing potion. Remember, you can't take all that gold with you, so use it to keep yourself alive! And here's another thing: when you're down for the count and a fellow adventuring mate needs to pour a potion of healing down your throat, it should be yours that they use, not theirs. It's downright discourteous to force someone else to use their potion that they paid for with their own hard-earned gold. Take it from an old pro: respect your gear, respect your gold, and respect your friends. You'll go further than you think.

Combat System

As you gear up for battle, it's essential to understand the challenges that await you. Each monster you encounter has an Armor Class (AC) number that indicates its toughness and how difficult it will be for you to land a successful hit.

When combat begins, the Game Master will announce the monster's AC. Place a shield token on the designated Armor Class area of the game board to correspond to the monster's AC. For example, if the monster AC is 10, place a shield token on the 10 space. This visual cue will help the entire party remember the number they are trying to reach to achieve a hit.



If the monster has damage reduction, use the appropriate shield token to indicate the amount of DR. For example, if the monster's AC is 10 and its DR is 3, use the shield marked with a 3, placing it on the number 10 AC square on the game board. If there is no DR, use any shield token with the blank side face up.

If your character is attacking the monster, roll your attack dice and add the to-hit bonus, which is based on the character level, weapons, dexterity, or other attributes. To land a successful hit on the monster, your total must be greater than or equal to the monster's AC. For example, if you're fighting a monster with an AC of 10, you'll need to roll a total of 10 or higher to break through the monster's defenses. When you roll for damage, subtract the monster's DR (if there is any) and announce the true damage to the GM. For example, if you roll 6 damage on a monster with DR 3, say "3 damage true", so that the GM knows you've accounted for the DR. The minimum amount of damage is 1 point of damage.

As characters reach higher levels, they roll more dice when attacking! However, ***remember that your to-hit totals are always calculated using pairs of dice.*** If you are rolling an odd number of dice, discard the lowest die. Roll the number of six-sided dice that corresponds to your character level (check **Class Progress** in the Player's Guide section of this booklet for specifics), and then pair up the dice strategically to maximize your ability to achieve a hit. Once you've achieved a hit, it's time to unleash your fury – roll a six-sided die for damage.

Example Combat System Scenarios

Let's break it down with some examples!

Meet Bronx, a **Level 1** human fighter. As a fighter, Bronx's base attack is 2 six-sided dice (2d6) +1. With a dexterity score of 13, Bronx gains an additional +1, for a total of +2. When wielding a sword, Bronx gains another +1 bonus for effective weapon use, increasing the total attack bonus to +3. Each bonus contributes to the roll for total attack points.

Level 1 Fighter	Extra Attack Points
Fighter progress table, attack column	+1
Dexterity bonus	+1
Using a sword	+1
Total attack points	**2d6 +3**



Bronx has a strength of 16, gaining +2 damage on all melee attacks. When attacking a monster with an armor class of 10, Bronx rolls 2d6 and adds 3. If the result is 10 or more, Bronx achieves a hit and rolls for damage! All melee damage rolls use 1d6 + Strength bonus, so Bronx deals 1d6 +2 damage on a successful hit.

Level 1 Fighter	Extra Damage Points
Strength bonus	+2
Total damage point	**1d6 +2**

Upon reaching **Level 2**, Bronx gains an additional attack die, increasing the chance to land a successful strike. Bronx now rolls 3d6, discards the lowest die, and keeps the best two results. The total attack bonus of +3 is added to the kept dice. If the final result is 10 or higher, Bronx scores a hit and rolls for damage.

Upon reaching **Level 3**, Bronx's combat skill improves again, allowing a total of four attack dice (4d6). The four dice are split into pairs. After rolling all four dice, Bronx arranges the results into two pairs. If either pair totals 10 or higher, the attack hits—potentially landing two hits if both pairs succeed. The +3 attack bonus functions as a **bonus pool** that can be divided between the two pairs in any way desired. Pairing dice effectively and distributing the bonus pool wisely can turn an average roll into a powerful combination, giving Bronx a tactical edge in battle!

Roll of four dice



Bronx rolls 5, 4, 4, and 4 on four attack dice against a target with Armor Class (AC) 10.

Roll of four dice, must be split into pairs



Pair total of 9 to-hit points +1 (of the fighter's 3 extra to-hit points) = 10 to hit



Pair total of 8 to-hit points +2 (of the fighter's 3 extra to-hit points) = 10 to hit

Bronx cleverly combines the 5 & one of the 4's, then adds one of the three attack pluses to achieve a hit. Next, Bronx combines the remaining two 4's and adds the last two attack pluses to achieve a second hit. With skillful strategy, Bronx has managed to strike twice!

Each successful hit inflicts 1d6 damage plus the Bronx's strength bonus. If the damage from the first hit kills the opponent, then the second damage roll can be applied to another opponent.

For instance, let's say Bronx has scored two hits against monsters with 7 hit points each. For the first hit, Bronx rolls a 5 on the 1d6, adds +2 for Strength, dealing 7 total damage—enough to defeat the first monster. For the second hit, Bronx rolls a 2 on the 1d6, adds +2 for Strength, for a total of 4 damage to a second monster. With one powerful attack, Bronx takes down one monster and leaves another wounded!

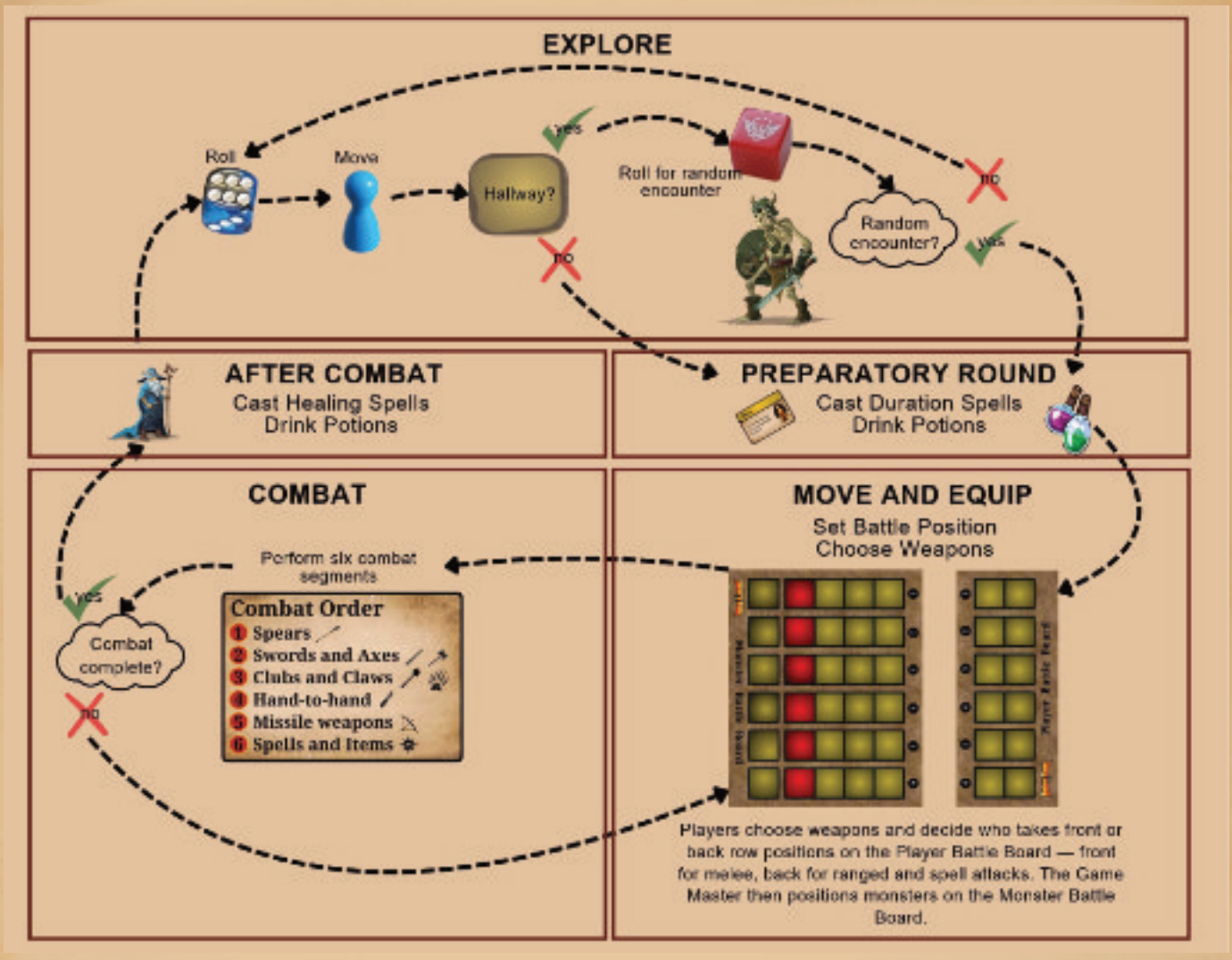
Starting the Game

Select a player to move the game token. It represents your entire group of heroes. Place the token at the dungeon entrance on the game board to kick off your adventure. From there, roll for movement, and prepare for what lies ahead! When you encounter foes, proceed to the **Encounters and Combat** section in this booklet to learn how your party will face the battle ahead.



Movement and Combat at a Glance

Throughout your adventure, you may find it helpful to refer to this diagram as a quick refresher of the game play, movement, and combat sequences. Dive into this booklet to uncover more details and ensure your group is ready for whatever challenges lie ahead!









Movement

Movement: Choose a player to roll the movement die. They will roll a single d6, and the game token can be moved up to that many spaces. The token may move fewer spaces if desired.



Entrance/Exit/Foyer: Place the token at the dungeon entrance. This is the space where characters both enter and exit the dungeon to return to the kingdom of Helm for healing and supplies. Characters can move through the entrance space without leaving the dungeon entirely, meaning it acts like a foyer within the dungeon during the crawl. It is not a room or chamber, so no random encounters occur in the foyer. Monsters shy away from the natural sunlight filtering in through the foyer, preferring the dark, treacherous depths of the dungeon.

Rooms: In the dungeon, rooms are indicated as rectangles on the map. Monsters are always lurking in the rooms of dungeon levels that have not yet been cleared, just waiting to pounce! When the game token enters a room, movement halts, and a monster encounter begins. Check the **Encounters and Combat** section in this booklet for all the details on what happens next. After defeating the monsters, your brave characters will be rewarded with experience points and treasure. Place three skull tokens in the now cleared out room.

Hallways: Choose a player to roll for random encounters. If the game token ends its movement in a hallway, the player will roll the Encounter Die. If the die roll shows a monster face, brace yourself – a random encounter is about to occur!

Chambers: On the dungeon map, chambers are shown as circles. Each time you enter a chamber, movement ends, and a random encounter awaits!

Secret Doors: To move through a secret door (as indicated on the game board map legend), the player moving the game token must roll one Search Die. If the die roll reveals an eye, congratulations! The secret door was discovered and the game token continues moving. If not, movement halts, and the player rolls one Encounter die to determine if a random encounter awaits.



Monsters and Treasure

Monsters encountered randomly in hallways or chambers do not carry treasure, but don't be discouraged. Your characters will still earn valuable experience points for vanquishing them. Each victory brings you one step closer to leveling up!

Encounters and Combat

When your band of heroes faces a monster encounter it is up to the Game Master to generate it. The Game Master will check the **Encounter Booklet**, find the encounter table corresponding to the dungeon level the characters are in, and roll the dice to determine the encounter. If you are the Game Master it is your role to keep the excitement alive! If an encounter feels too similar to a previous one, feel free to roll again or select one that promises more fun and excitement!



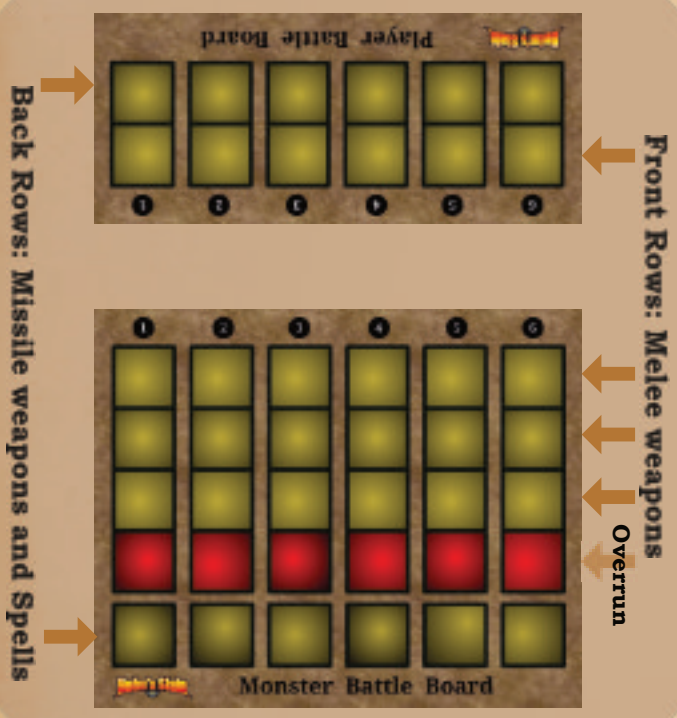
Game Master Notes

Be a descriptive storyteller about the monsters encountered, but do not provide details such as hit points, armor class or attack dice. The monster's armor class is revealed when the first attacking player needs to know.



Battle Boards

Combat in Helm's Slain uses an abstract positioning system. Either a standee is in the front row in melee, or they are in the back row where they do not participate in melee but can perform ranged attacks or throw spells. Ranged attacks and spells cannot be performed in the front row. Players and monsters each use their own battle board. Strategy is key – position yourself wisely to maximize your impact in battle! During gameplay the boards would face each other (it can be across the table) with the numbered side (front row) facing the opponents' battle board.



Player Battle Board

Player standees are placed in columns 1–6 on the battle board. Player standees in the front row are in melee, player standees in the back row are not in melee and cannot make melee attacks but can make ranged attacks or cast spells. Ranged attacks and spells cannot be performed in the front row. A second set of boards cover columns 7–12 for larger parties.

Monster Battle Board

If there are enough monsters for each front-row player, each one is targeted. If there are fewer, the Game Master randomly assigns monsters to players and places them in the matching numbered columns on the Monster Battle Board.

Only front-row player standees are valid targets for melee attacks.

Monsters in melee spread themselves out as evenly as possible against the melee players, potentially attacking each melee player up to 4 times. Extra monsters are assigned randomly.

Monsters also have a back row for ranged or spell attacks. Players in any row (front or back) are valid targets for monsters in the back row. Back-row monsters do not align with specific player targets.

The maximum number of melee-attacking monsters per player is four.

Overrun Rule



If a player is assigned four monsters, place the fourth in the red square to trigger an Overrun Event. In an overrun, ***all players are forced into the front row,*** and monsters spread their melee attacks as evenly as possible.

Battle Board Arrangement

Select a player to be responsible for maintaining the player battle board, where the action will unfold! Arrange the player standees from left to right, reflecting the player seating order around the table, from the Game Master's perspective. This setup makes it easy for the GM to identify which token belongs to each player. Meanwhile, the GM will handle the monster battle board.



Character standees should be positioned side by side on the battle board, with only one standee per numbered column. This means that no character standees will be directly in front or behind one another during battle. If you have more than six players, simply set up an extra battle board alongside the first to accommodate everyone!

Combat unfolds in a series of rounds, continuing until the monsters are defeated or the players retreat. At the start of each combat round, characters who prefer to avoid melee can simply declare that they are in the back row, where they can only attack using missile weapons or spells.

Game Master Notes



The Game Master will need a scrap sheet of paper to keep track of the monster's hit points. Keep the game flowing smoothly by writing down each player's armor class in the same order as they are seated around the table. This way, when you roll attacks for monsters, you will know the AC of each player's character without asking every time. It's a simple trick that helps maintain the pace of the game and keeps everyone immersed in the action!

Overrun!



Players should be mindful of the number of monsters they face. If the total number of monsters exceeds the number of characters in the front row by more than three to one, the monsters will overrun the front line, plunging all characters into melee combat! For example, a group with 4 characters in the front row that is up against more than 12 total monsters, will find themselves in an overrun situation. Stay alert and strategize wisely to avoid overruns!

Once the players have determined who is in the front row, the monsters will position themselves in their own front row. Keep in mind that spellcasting monsters will always remain in the back row, ready to unleash their spells from a safe distance.

A Little Help Here?



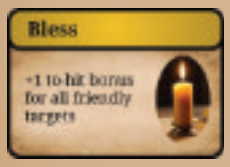
During battle board arrangement characters can hand off potions they own with another character. However, those potions cannot be used until the Spell segment of combat, so strategize wisely!

Combat Round Sequence

Preparatory Round

Before the clash of combat begins, the GM reveals only the enemy name or description and number of enemies to the players, placing monster tokens on the monster battle board to set the scene. Both characters and monsters now have the opportunity to perform a spell action. This is the ideal moment to cast duration spells, drink potions, or read scrolls. Duration spells and potions used will last for the entire encounter (all rounds of combat), giving everyone an edge as the fight unfolds!

Duration Spell Cards

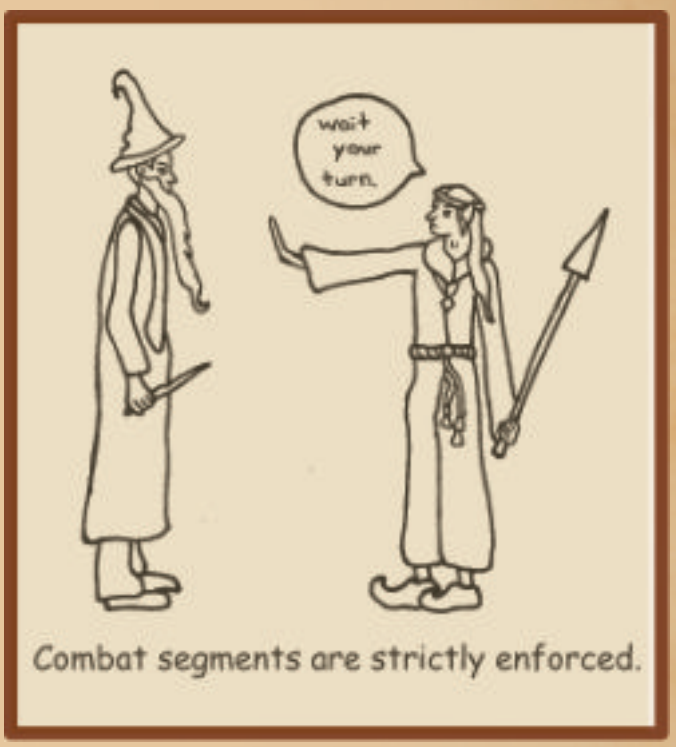


Helm's Slain includes spell cards only to represent duration spells. Players using a duration spell should place the corresponding spell card on the game board to remind everyone that the spell is in effect for the entire encounter. After combat, the spell card is returned to the player for reuse. Remember to update the spell usage on the character sheet.

Combat Rounds

The GM will announce the monster AC after the preparatory round (never before), and then combat begins. Each combat round unfolds in six segments, with each type of weapon strike or action taking place in a specific order:

1. **Spears:** All melee attackers using spears or halberds will attack simultaneously.
2. **Swords and Axes:** All melee attackers using swords, 2-handed swords, axes or battle axes will attack simultaneously.
3. **Clubs and Claws:** All melee attackers using maces, morningstars, or unarmed monsters will attack simultaneously.
4. **Hand-to-Hand:** All melee attackers using daggers and humanoid hand-to-hand will attack simultaneously.
5. **Missiles:** All non-melee attackers using bows, crossbows, or monster range attacks will attack simultaneously.
6. **Spells and Items:** All spells, potions, scrolls, lay of hands, and monster special actions will attack simultaneously. Potions and lay of hands can be used while in the front row.



In each segment the attacks are simultaneous. These six segments are repeated for as many rounds as needed to defeat the monsters, unless characters decide to retreat. **Remember, each character can only perform one action in one round of combat.** For example, if a wizard opts to fire missiles during a round of combat, they won't be able to cast spells during that same round. Be clever in your choice of action to maximize your party's battle strength!



When a monster or character is killed or incapacitated during a segment, they still get the opportunity to take an action during that segment, and only in that segment. If a monster kills or incapacitates a character during segment 2 for instance, the same character can return attacks during segment 2, but not during later segments. As another example, if a wizard is incapacitated during segment 1, the wizard can not cast spells in segment 6.

The Game Master applies damage to monsters in the most efficient manner for the players. Players can choose to target a specific monster, allowing for focused strategies against tougher foes.

Damage in Combat



All melee combat hits cause 1d6 damage plus strength bonus. All missile weapons cause 1d6 damage with no plusses on damage.

If, during a combat round, the entire front line is killed or unconscious, all remaining melee attacks will target the back row. The back row now becomes the new front row and is drawn directly into melee combat. Keep in mind, missiles and spells cannot be used in melee, so protect your back row when strategizing your battles!

Game Master Notes

Damage to monsters should be applied in the most beneficial method for the players. If a single hit is enough to kill an undamaged monster, remove a monster from the battle board. If a single hit is not enough to kill an undamaged monster, the Game Master will need to keep a running tally of damage done to the monster until enough damage has been done to defeat the monster.



The Game Master should tell the players when a monster has lost half or more of its hit points and is **bloodied**, and also let the players know if the monster has just 1 or 2 hit points left and is **staggering.**

If there are still surviving monsters after all 6 combat segments, another round of combat begins!





Tips from the Front Line

This is Melton again, back with some wisdom for you front-line fighters—the brave souls holding the line and keeping our spellcasters safe. Let's face it, those wizards walk into battle wearing nothing more than pajamas, so it's up to you to hold the front line. Sure, swords and axes are great weapons – but don't be afraid to branch out and try maces and spears. At times an early thrust with a spear can finish off a foe before it gets a chance to strike. And don't overlook the mace! It's one of the easiest weapons to swing; no need to worry about hitting with the pointy end. Just swing, smash, and watch your foes crumble. So, next time you see me at the tavern be sure to sit down, have a drink and swap stories with me. And don't bother leaving your weapon at the door—bring it in! I want to see who's got the best gear in the room!

Retreat

At the start of each combat round, players can decide together whether to stand their ground or retreat. If they choose to retreat, the original set of monsters will repopulate, heal, and stay in the area at full health. When the group returns to that space later, they will face the same monsters once again, ready for another battle!

If the party chooses to retreat, the monsters immediately get one round of attacks on the characters. **Each player will lose 100 gold pieces per encounter level.** For example, retreating from a level 4 encounter each player loses 400 gold pieces. If a player does not have enough gold to retreat, they will lose whatever gold they do have, but can still make a swift exit!

When the party retreats, move the game token to any available area adjacent to the one they are leaving. During retreat, the areas blocked by secret doors are off-limits and cannot be used as escape routes.



Retreating is not for free!

Character Incapacitation

Incapacitation occurs at the end of the combat segment. This could be caused by paralysis, unconsciousness, or 'death'. Paralysis results from attacks by monsters with paralyzing or stunning abilities. A character becomes unconscious when their hit points reach 0 or drop into the negatives. If a character's hit points fall below the Death Limit, they are 'dead', but hope isn't lost! If healing spells or potions are applied before the end of the round, they may be saved.



Healing in Melee

Potions and Lay of Hands can be used while in melee if the healer delays their action until the spell segment.

On the battle board, place the player standee face down when a character is unconscious or 'dead'. Turn the token 90 degrees if the character is paralyzed. Adjust tokens back to normal positions when characters recover.

If a character's hit points are still below the Death Limit at the end of the round (after the spell segment), then the character is dead.

Character Death

Character death happens when a character has less than their Death Limit in hit points. Death happens after the Spell segment. When the character's hit points are 0 or negative, then the character is unconscious. If hit points are below the Death Limit at the end of the round, then the character is dead. If a character's hit points fall below the Death Limit but is healed before the end of the round, the character does not die.



Death is permanent, but the player can create a new character to continue the adventure.

When the new character joins, they inherit any gold left by the fallen character, as well as half the value of their equipment. The new character can join the group upon their return to town.

If an entire group is wiped out, the game ends in defeat, and the monsters reign victorious. The characters have now joined the ranks of *Helm's Slain*.

Optional Rule - Resurrection

When a character dies, the player may choose to have that character resurrected instead of starting over with a new one. Resurrection comes at a **cost in experience points**. After the battle, calculate how many experience points the character would have earned. The cost of resurrection is five times that amount, deducted from the character's current total XP. If the loss in experience points would reduce the character's total to less than the required amount for their current level they retain their current level.

After Combat

When combat concludes, the Game Master announces the experience points earned and the gold gained, if any. Duration spell cards that were in effect during combat are returned to the player who cast them. Take the opportunity after combat to cast healing spells or drink potions if you have them, so you'll be ready for the challenges ahead!



Clearing a Room

If the encounter was in a room, the Game Master marks the room with three skull tokens. The room can now be traveled through as if it were a hallway.



Clearing out a Dungeon Level

The dungeon has nine levels, each with multiple rooms teeming with monsters. When the group clears a room by defeating all monsters within, place three skull tokens on that room's spot on the game board to show it has been conquered.

If the group leaves the dungeon before clearing an entire dungeon level, remove one skull token from each room. Be cautious! Frequent trips to town will gradually deplete these skull tokens. If a room loses all its skull tokens, it will repopulate with a fresh monster encounter.

When every room of a dungeon level contains at least one skull token, that level is considered cleared, bringing the kingdom of Helm one step closer to freedom! Each character earns a **Dungeon Level Clearing Bonus** in experience points. Skull tokens remaining on the cleared level can be collected and used for future levels.

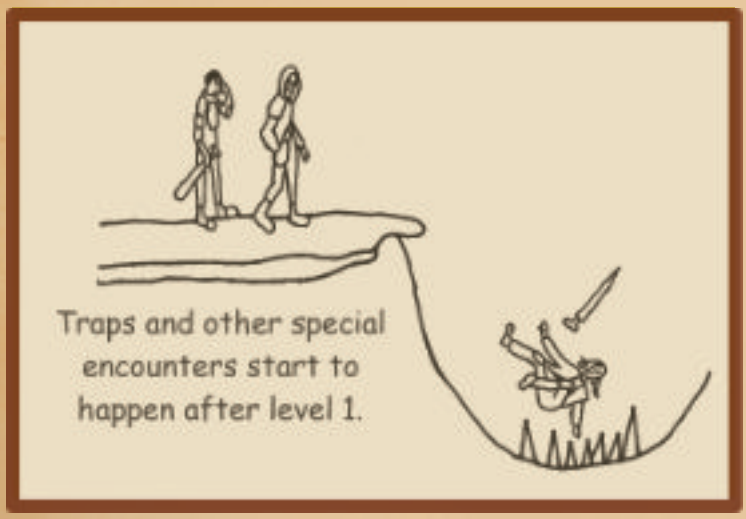
After you clear a dungeon level, the original monsters will not return to its rooms. However, random encounters may still happen in cleared rooms, just as they do in hallways. Keep your guard up, danger could still be lurking in the shadows!



Monsters from the next highest level wander into all the empty levels populating them as random encounters.

After a dungeon level is cleared, and the characters return to the dungeon after a town visit, the challenge intensifies! **All random encounters in the rooms, chambers, and hallways of cleared dungeon levels will involve monsters that are one level higher than the highest dungeon level you've cleared.** For instance, if your group has cleared dungeon Levels 1 and 2, any random encounter on those levels will now involve a Level 3 monster. The deeper you go, the greater the threat that awaits – even in familiar territory!

Exploring after Dungeon Level 1



Monster encounters after clearing dungeon Level 1 have the possibility of being **special encounters.** The Game Master will roll for each encounter to determine whether it is a special encounter, and will explain to the players just what makes that encounter special. In this context, remember that the word "special" does not usually have positive connotations.



Pausing the Game

Helm's Slain is a campaign style game, designed to unfold over multiple game sessions. You can pause a game session at any time you choose, but leaving the dungeon and returning to town makes for a natural stopping point to pause the game.

The Campaign Record Sheet is provided so you can keep track of where you were when you paused. When you pause the game, use a pencil to write down the number of skull tokens that were in each room of the level you are exploring. Next time you play, use the information on the sheet to get started where you left off. Place the correct number of skull tokens back on the game board and get back to the fun! If you cleared one or more dungeon levels during this session, record this milestone on the Campaign Record Sheet by noting the date that your group cleared the level!


Campaign Record

Player Name	Dates Played

Campaign Highlights

Leaving the Dungeon



When the group decides to return to Helm for healing and supplies, the player designated to roll the movement die will roll and the group will decide the path to navigate the token back to the dungeon exit. Beware— stops along the way could trigger encounters. When an encounter occurs, proceed to the **Encounters and Combat** section for details on how to deal with the battles that lie in wait for your home-bound group!

Once the game token reaches the dungeon exit, the characters rest and recover fully overnight, completing a day. By resting, **all wounds are healed, spell limits reset, and characters with enough experience may level up.** Paladins reset their Lay of Hands power, and the group has a chance to buy and sell equipment. New characters can also join the group at this point.

See the **Player's Guide** section in this booklet for more details about gaining character levels.

The Cost of Leaving the Dungeon

Every time the group leaves the dungeon, the Game Master or a designated player will remove one skull token from each room. If a room runs out of skull tokens it will repopulate with a new monster encounter.

Winds of Fate

After dungeon Level 2 has been cleared, and for the remainder of the game, the Winds of Fate cards will bring new twists to the game. These cards, whether blessings or challenges, add a fresh layer of excitement to the journey. Upon each return to Helm, if there are no Winds of Fate cards in play, the GM draws a new Winds of Fate card, and announces the event to the players at the time instructed to do so by the card. Once the event's duration is complete, the GM places that card face down at the bottom of the deck.



Game End

Winning the Game

Victory comes with clearing dungeon Level 9, where at least one character must survive the final battle to secure the win, even if other characters have fallen, or if earlier dungeon levels remain uncleared. If there is at least one survivor, the whole group wins the game. Every player involved in the final victory draws a Victory Card. The battling warriors have struck fear into the hearts of the remaining monsters, who flee into the wastelands of the great desert Nalgatha, leaving the Kingdom of Helm rejoicing and at peace!

Losing the Game

If all characters are unconscious or killed during combat, the game ends with the monsters claiming victory. The characters become numbered among the other countless victims of *Helm's Slain* – lost heroes who dared to challenge the darkness and met their end in the dungeon depths.

Gameplay Options

Helm's Slain offers flexible gameplay modes to suit every adventurer's style:

Classic Mode: Embrace a traditional journey through Helm's Slain, with one dedicated Game Master guiding the group through the dungeon levels.

Round Robin Mode: Share the monsters' side of the story! Here, every player gets a turn as the Game Master, directing monsters and controlling their own character. Pass the Game Master role to another player after each encounter, each level, or each game night—it's up to you! This style keeps the experience fresh, collaborative, and full of surprises.

Few Players Mode: It is suggested that the smallest group of adventurers is 4 characters. If there are less than 4 players some or all players may control multiple characters.

Solo Play: Since *Helm's Slain* is ultimately a player vs. environment game, you can embark on a solo quest, taking on both hero and monster roles as you explore *Helm's Slain* at your own pace. Control as many characters as you like and face off against the game's environment for a full adventure experience that's equally challenging and rewarding. During solo play it is suggested that all 5 character classes are used.

Helm's Slain Companion App: The Helm's Slain Companion App is completely optional and never required to play. Two modes are available: GM Mode and Player Mode. GM mode is designed for tablet use. Acting as a lightweight digital Game Master, it is ideal for solo players, duos, or any group that prefers not to run the game manually. GM mode manages encounter selection, guides players through each turn phase, rolls monster attacks, and tracks enemy damage. Player mode is crafted for mobile devices, and makes stat tracking quick and effortless for any players who prefer not to use paper and pencil tracking. Whether leading a full party or delving alone, the Helm's Slain Companion App brings an extra layer of convenience to the adventure. Available for iOS and Android, on the Apple App Store or Google Play Store.

Player's Guide

This section of the Player's Booklet explains how to generate your character, level up, and spend gold on weapons, spells, and equipment. You'll need this information before starting the game and will refer to it whenever your band of heroes emerges from the dungeon.

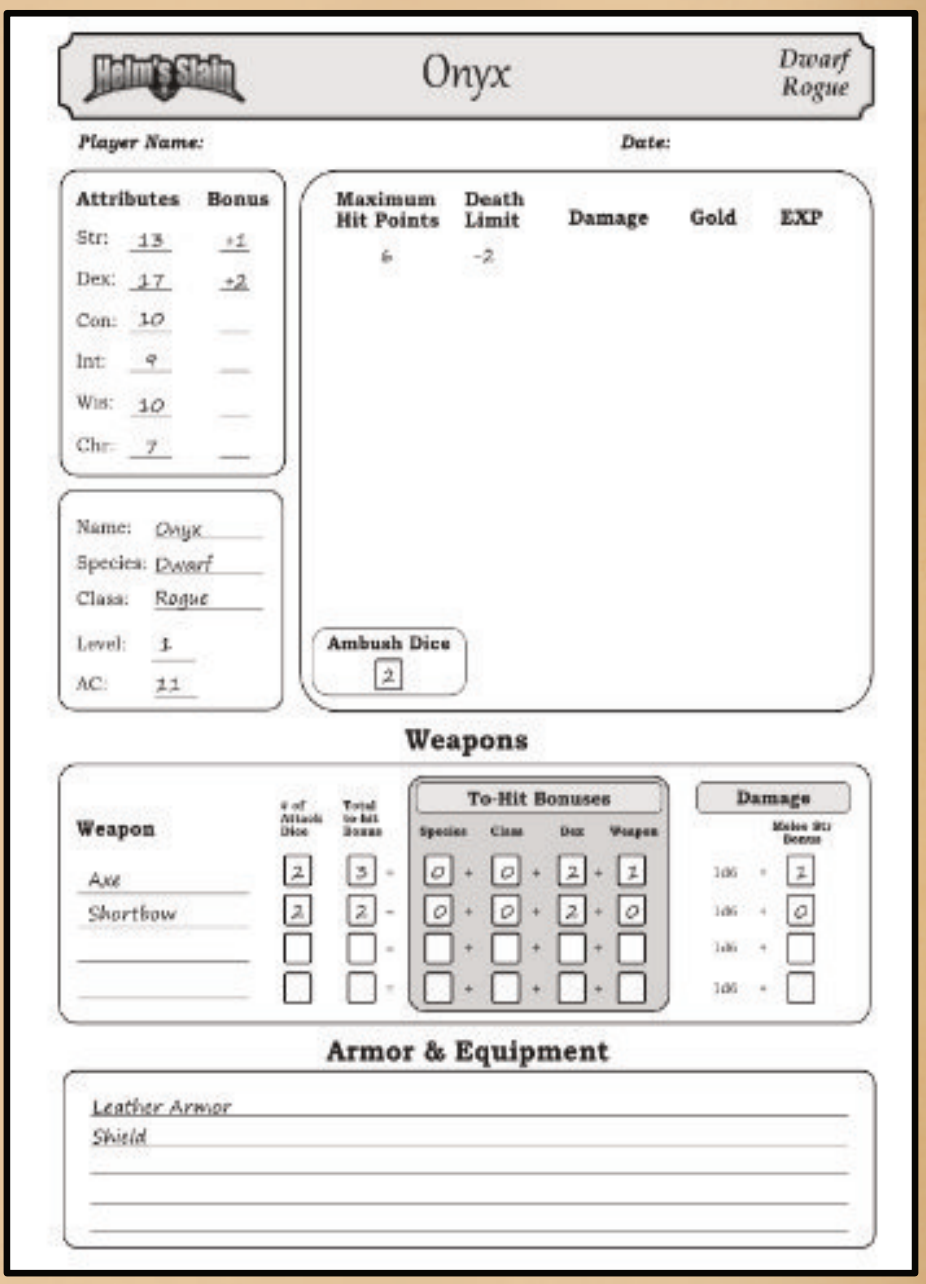
Character Creation: Your Adventure Awaits!

Before diving into the dungeon adventure, every player (except the Game Master) will need a character. We've crafted 26 pre-generated characters, each with their own unique backgrounds and abilities, ready for you to step into their role!

If you prefer, you may roll up a new character, using the Character Generation Steps.

Choosing a pre-generated character? Great news! But you still may want to look over the Character Generation Steps to familiarize yourself with the concepts.





Helm's Slain — Onyx — Dwarf Rogue

Player Name: Date:

Attributes	Bonus
Str: 13	+1
Dex: 17	+2
Con: 10	
Int: 9	
Wis: 10	
Chr: 7	

Name: Onyx
Species: Dwarf
Class: Rogue
Level: 1
AC: 11

Maximum Hit Points	Death Limit	Damage	Gold	EXP
6	-2			

Ambush Dice: 2

Weapons

Weapon	# of Attack Dice	Total to-hit Bonus	To-Hit Bonuses: Species	Class	Dex	Weapon	Damage: Melee Bonus
Axe	2	3	0	0	2	1	2
Shortbow	2	2	0	0	2	0	0

Armor & Equipment

Leather Armor
Shield

All 26 pre-generated characters, generic character sheets and more are available at

https://www.boxofdice.com/HelmsSlainCharacters.aspx.

Character Generation Steps

These steps guide players in creating their own characters. Follow them to bring your hero to life!

1. Select a character type (species and class) you think would be most fun to play.
2. Roll the attributes scores
3. Assign the attributes scores
4. Purchase your equipment
5. Finish filling in your Character Sheet

Let's dive into details on each step!

Character Creation

Step 1: Select a Character Type

Each character has a species and a class. For your character, choose whatever combination sparks your imagination!

Character Species: Choose Your Heritage!

There are 3 character species: Humans, Elves, and Dwarves.

- **Humans** - As the most adaptable and resilient of the species, Humans boast higher hit points, giving them the best chance to survive the treacherous dungeon challenges. Their versatility allows them to thrive in any role, making them excellent choices.
- **Elves** - Graceful and swift, Elves possess a natural affinity for combat, gaining a +1 bonus when attacking. With their keen senses and agility, they excel in precision strikes and can often outmaneuver their foes, making them deadly opponents in battle.
- **Dwarves** - Stout and sturdy, Dwarves are renowned for their toughness, receiving a +1 bonus to their armor class, with a maximum of 12 AC. Their unyielding nature and battle-hardened experience make them formidable defenders, perfect for withstanding the fiercest of assaults.







Character Classes: Define Your Role!

There are 5 character classes: Fighter, Paladin, Rogue, Cleric, and Wizard.

- **Fighter** - Masters of combat, Fighters are the toughest warriors on the battlefield. With unmatched skill and resilience, they lead the charge, capable of enduring and dealing devastating blows to their enemies.

- **Paladin** - Noble and devoted, Paladins not only excel in combat but also receive reduced damage taken. Their divine touch allows them to perform Lay of Hands, a powerful healing ability that can restore health to themselves or their allies, making them invaluable companions.

- **Rogue** - Cunning and stealthy, Rogues shine in the first round of combat by launching ambushes, adding extra attack dice to catch their enemies off guard. They can also tap into the mystical powers of Cleric or Wizard scrolls to cast spells, blending stealth with magic to confound their foes.

- **Cleric** - Clerics are the party's healers and spellcasters. They wield powerful healing spells and various enchantments to support their allies, ensuring that everyone remains in fighting shape as they navigate the perils ahead.

- **Wizard** - Masters of arcane magic, Wizards prefer to keep their distance from melee combat. Without the ability to wear armor, they rely on their intelligence and cunning to cast powerful attack spells, dealing damage from afar while strategizing the best course of action in battle.

Character Type Benefits

Character	Benefit
Human Fighter	+3 Hit points
Human Paladin	+2 Hit points
Human Rogue	+2 Hit points
Human Cleric	+2 Hit points
Human Wizard	+2 Hit points
Elf Fighter	+1 to-hit bonus
Elf Paladin	+1 to-hit bonus
Elf Rogue	+1 to-hit bonus
Elf Wizard	+1 AC, max 12
Dwarf Fighter	+1 AC, max 12
Dwarf Paladin	+1 AC, max 12
Dwarf Rogue	+1 AC, max 12
Dwarf Cleric	+1 AC, max 12



Leveling Up

A full description of each character class and how they progress through character levels is available in the **Class Progress** section of this booklet.

Step 2: Roll the Attributes Scores

Roll 3d6 six times and write down the six resulting score totals on a piece of scratch paper or in the margins of the Character Sheet.

Ones Happen



If none of the die rolls are at least a 13, erase this set of scores and re-roll all six score totals. Every player deserves at least one solid roll when creating a character to brave the dungeon and avenge *Helm's Slain*!

Once you have a set of six die rolls with at least one score of 13 or higher, you're ready to move on to Step 3—using this set of six scores to determine your character's attributes.



Step 3: Assign the Attributes Scores

Use the Attributes section of the Character Sheet to assign each attribute a score from the set of six die rolls. Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), Charisma (Chr).

Rolling low attribute scores will result in penalties while rolling high attribute scores will result in bonus points for that character's attributes.

Attribute Bonuses

Attribute Score	Bonus
3-6	-1
7-12	0
13-15	+1
16-17	+2
18	+3



Assign each of your 6 die roll results to a character's attribute on the character sheet. Next to the attribute, write in the bonus for easy reference. You can choose how to distribute each of the six scores to each of the six attributes based on the considerations and impacts listed below.

Character Attribute Benefits

Attribute	Definition	Game Considerations and Bonus Impacts
Strength (Str)	How much damage a character does when in melee	Strength bonuses increase the damage done for melee attacks. Each melee hit inflicts 1d6 damage plus strength bonus. Missile weapons do 1d6 damage and do not get the strength bonus.
Dexterity (Dex)	The character's ability to hit an opponent when in combat	Dexterity bonuses increase the to-hit bonus for all melee attacks and missile attacks.The bonus is added to the to-hit bonus pool for each round of combat when pairing dice.
Constitution (Con)	The ability of the character to take a hit; determines how many hit points a character has	Constitution bonuses increase hit points. The hit points bonus formula is: (Character Level) multiplied by (Constitution bonus).
Intelligence (Int)	The ability of the character to make intelligent decisions	Intelligence bonuses are for Wizards and Rogues. Add the bonus to the spell damage for each target.
Wisdom (Wis)	The fairness and soundness of judgment of a character	Wisdom bonuses are for Clerics and Rogues. Add the bonus to healing spells for each target.
Charisma (Chr)	The likability and leadership potential of a character	Charisma bonuses are for the Paladin's special powers of healing and damage reduction.







Step 4: Purchase Equipment and Spells

You'll want to equip your new character with the best armor, shields, and weapons your gold pieces can buy! Equipment can be standard or magical. We'll cover some basics about standard equipment here, and dig deeper into the magical equipment later in the **Equipment For Purchase** booklet. Before you can buy anything, let's talk about gold.

Gold Pieces

Gold pieces are the currency that fuels your adventure! To determine how much gold your character starts with, roll 3d6 and multiply the result by 10. This is your starting fortune. But don't worry—there's more gold waiting to be discovered as you adventure through the dungeon.

Each character's gold and equipment belong solely to them—no sharing allowed! The only exception is potions, which can be shared in times of need.

The **Equipment for Purchase Booklet** lists all the armor, weapons, potions, and scrolls, along with their costs in GP. Some of the basics in that booklet are also provided here to help you get started with your spending spree!



Armor & Shields

All characters except wizards can wear armor for protection. Platemail is the best armor, followed by Chainmail and then Leather Armor. As new characters, the best you can afford is Leather Armor for 20 gold pieces.



Standard Armor & Shields

Equipment	Cost in GP	AC
No Armor	-	8
Robes	0	8
Leather Armor	20	+1
Chainmail	500	+2
Plate Mail	1,000	+3
Shield	20	+1

All characters except Wizards can use shields to enhance their armor protection. Shields increase a character's armor class.

Melee Weapons

All melee weapons cause 1d6 of damage plus the strength bonus. Different weapons have better pluses to hit when attacking.

- Wizards can only use daggers and magical swords.
- Clerics can only use maces and morningstars.
- Fighters, Paladins and Rogues can use any melee weapon.

Missile Weapons

All missile weapons cause 1d6 of damage, with no strength bonuses. Different weapons have better pluses to hit when attacking.

- Clerics cannot use any missile weapons.
- Wizards and Rogues can use bows but not crossbows.
- Fighters and Paladins can use any missile weapon.

Standard Melee Weapons

Item	Combat Segment	Cost in GP	To-Hit Bonus
Spear	1	1	+0
Halberd (2H)	1	7	+1
Sword	2	10	+1
Two-Handed Sword (2H)	2	15	+2
Axe	2	3	+1
Battle Axe (2H)	2	7	+2
Mace	3	5	+2
Morningstar (2H)	3	6	+3
Dagger	4	3	+0

Standard Missile Weapons

Item	Combat Segment	Cost in GP	To-Hit Bonus
Shortbow (2H)	5	25	+0
Longbow (2H)	5	60	+1
Composite Bow (2h)	5	100	+2
Light Crossbow (2H)	5	25	+2
Heavy Crossbow (2H)	5	75	+3



Weapon names marked (2H) indicate 2-handed weapons. When these weapons are used, the character cannot use a shield.

Step 5: Finish Filling in Your Character Sheet

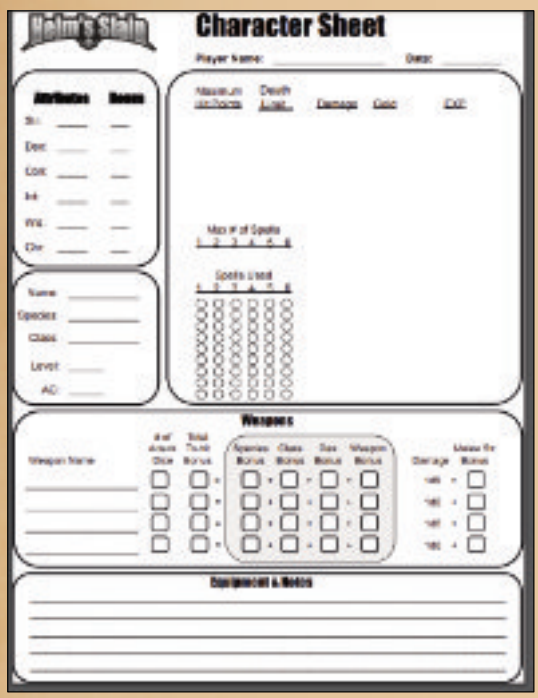
Use the generic character sheet downloaded from our website. All new characters are level 1.

Your Character - Make note of name, species, class, character level, and AC for your character. Name your character whatever you like.

Your Tally - Use the large box on the upper right to keep track of your character's maximum hit points, Death Limit, damage, and other stats, which will change during the game as your character goes through battles or levels up.

Attributes - Write in the bonuses, if any, for each attribute for quick reference. These may impact combat and spell abilities.

Weapons and Equipment - You'll roll dice to find out how much gold you have to purchase weapons and equipment. As your character levels up, you'll be able to purchase more equipment and track it on the character sheet.



Use the **armor table** (in Step 4) to determine the character's **armor class (AC)**. Be sure to include the character's AC bonus for their character type benefit (in Step 1). *Helm's Slain* characters have **maximum 12 AC**.

Use your **Class Progress table** to determine your starting **hit points (HP)**. Add any character type bonuses and Con bonuses to that number and write it under **Maximum Hit Points.** This is the maximum hit points you can have.

Use your **Class Progress table** and write down the **Death Limit** listed at character level 1.

Damage starts at 0. Use the Damage column to keep track of damage or how many hit points are left. When the character takes damage, reduce the number of hit points but don't erase the maximum hit points. When the character is healed, the character's maximum hit points are the maximum amount of healing that the character can take.

Write the balance of your character's gold pieces under the **Gold** column.

Experience (EXP) starts at 0 for all characters.

Use the **Max # of Spells** to record how many spells (by spell level) that a Wizard or Cleric can cast. 1st level Wizards and Clerics can cast three (3) 1st level spells as indicated on their **Class Progress table.** Keep track of how many spells have been cast under **Spells Used**. More details are in the **Spell Usage** section of this booklet.

In the **Weapons** box write down the weapons you have purchased. Next to each weapon write your attack dice and bonus values.

- The number of attack dice is listed in your Class Progress table.
- The number of bonuses is the sum total of four items: the plus for the character type, the plus listed in the Class Progress table, the plus for the character's Dex bonus, and the plus listed for the weapon.

Next to the weapon's attack dice write the damage done by the weapon. All missile attacks do 1d6, melee weapons do 1d6 plus the character's Str bonus.

In the **Equipment & Notes** write down the armor type and shield you have purchased.

Leveling Up

All characters start the game at character Level 1. When a character earns enough experience points they will gain one or more character level(s) upon exiting the dungeon. To level up:

- Calculate a **new hit point total** by re-rolling. Roll the number of dice indicated on the **Class Progress** table. If your newly calculated total hit points is lower or equal to your old max hit point total, add one to your old max hit point value for the new total. Add these up:
  - Sum of the dice rolled
  - Plus species bonus
  - Plus constitution bonus times the character level
- Increase the Death Limit as indicated on the Class Progress table.
- Adjust the Weapons attack dice.
- Adjust the Maximum number of spells.



Hit Points - Level 1 Example

At 1st level, the character Bronx, a human fighter, has 11 max hit points.

Level 1 Fighter	Hit Points
Fighter Base	7
Human Bonus	+3
Con bonus +1 per level, for a constitution of 15	+1
Max hit points	**11**

Hit Points - Level 2 Example

When Bronx reaches 2nd level, the player playing the Bronx character will re-roll for hit points. The player rolls 2d6, getting 2 and 3 for a total of 5, adding in hit point bonuses for a total of 10. However, since 10 is less than or equal to Bronx's current max hit points of 11, the player instead boosts Bronx's hit points by 1. Bronx's new max hit points at level 2 becomes 12.

Level 2 Fighter	Hit Points
Dice Results	5
Human Bonus	+3
Con bonus +1 per level, for a constitution of 15	+2
Total hit points rolled	**10**
New max hit points	**12**

Hit Points - Level 3 Example

When Bronx reaches 3rd level, the player rolls 3d6 for hit points, with results of 6, 4, and 5, totaling 15. At this level, the player decides to increase Bronx's Constitution to 16, granting a +2 bonus to hit points per level. Adding this bonus to the total brings Bronx's hit points to 24, which is higher than the previous max of 12. Bronx's new max hit points for level 3 is now 24, making him tougher than ever!

Level 3 Fighter	Hit Points
Dice Results	15
Human Bonus	+3
Con bonus +2 per level, for a constitution of 16	+6
Total hit points rolled	**24**
New max hit points	**24**

Fighter Class Progress

Fighters can use any armor and any weapon.

Fighter Level	HP	Death Limit	Attack	EXP
1	7	-3	2 dice +1	
2	2d6 +1	-4	3 dice +1	2,000
3*	3d6 +2	-5	4 dice +1	4,000
4	4d6 +2	-6	5 dice +1	8,000
5	5d6 +3	-7	6 dice +1	16,000
6*	6d6 +3	-8	7 dice +1	32,000
7	7d6 +4	-9	8 dice +1	64,000
8	8d6 +4	-10	9 dice +1	100,000
9*	9d6 +5	-11	10 dice +1	200,000
10	10d6 +5	-12	11 dice +1	320,000
11	11d6 +6	-13	12 dice +1	460,000
12*	12d6 +6	-14	13 dice +1	620,000
13	13d6 +7	-15	13 dice +2	800,000
14	14d6 +7	-16	13 dice +3	1,000,000
15*	15d6 +8	-17	13 dice +4	1,220,000
16	16d6 +8	-18	13 dice +5	1,460,000
17	17d6 +9	-19	13 dice +6	1,720,000
18*	18d6 +9	-20	13 dice +7	2,000,000

**On gaining levels 3, 6, 9, 12, 15, and 18 one attribute score is increased by 1, if the chosen attribute is less than 14 then the attribute is increased by 2.*



Paladin Class Progress

Paladins can use any armor and any weapon. Paladins have Spiritual Protection, which means that for each point of charisma bonus they gain 1 point of damage reduction per hit received. The damage cannot be reduced to less than 1. All hits do at least 1 point of damage.

Twice per dungeon run a paladin can use a special ability called "lay of hands". Lay of hands heals any person that the paladin touches. The amount of healing is the paladin's level times the paladin's charisma bonus. During a combat round, lay of hands can be performed by the paladin instead of attacking (the paladin must choose one or the other). A paladin that does not attack may use lay of hands during the Spells segment of the combat round even if the paladin is in the front row of the battle board. A paladin can choose to use both lay of hands at the same time on the same target.

Paladin Level	HP	Death Limit	Attack	EXP
1	6	-2	2 dice	
2	2d6	-3	3 dice	2,250
3*	2d6 +1	-4	3 dice +1	4,500
4	3d6	-5	4 dice	9,000
5	4d6	-6	5 dice	18,000
6*	4d6 +1	-7	5 dice +1	33,500
7	5d6	-8	6 dice	67,000
8	6d6	-9	7 dice	125,000
9*	6d6 +1	-10	7 dice +1	225,000
10	7d6	-11	8 dice	345,000
11	8d6	-12	9 dice	485,000
12*	8d6 +1	-13	9 dice +1	645,000
13	9d6	-14	9 dice +2	825,000
14	9d6 +1	-15	9 dice +3	1,025,000
15*	10d6	-15	9 dice +4	1,245,000
16	11d6	-15	9 dice +5	1,485,000
17	11d6 +1	-15	9 dice +6	1,745,000
18*	12d6	-15	9 dice +7	2,025,000

**On gaining levels 3, 6, 9, 12, 15, and 18 one attribute score is increased by 1, if the chosen attribute is less than 14 then the attribute is increased by 2.*



Rogue Class Progress

Rogues can wear robes, leather, chainmail and shields as armor. Rogues can use any weapons except crossbows.

In the 1st round of combat, rogues perform an ambush attack, using **extra attack dice** called "ambush dice", as indicated in the progress table below. Ambush is good for both melee and non-melee combat.

Rogues can use scrolls of clerical or wizard spells.

Rogue Level	HP	Death Limit	Attack	Ambush Dice	EXP
1	6	-2	2 dice	2	
2	2d6	-3	3 dice	2	1,750
3*	2d6 +1	-4	3 dice +1	2	3,500
4	3d6	-5	4 dice	2	7,000
5	4d6	-6	5 dice	3	14,000
6*	4d6 +1	-7	5 dice +1	3	28,000
7	5d6	-8	6 dice	3	57,000
8	6d6	-9	7 dice	3	100,000
9*	6d6 +1	-10	7 dice +1	4	200,000
10	7d6	-11	8 dice	4	320,000
11	8d6	-12	9 dice	4	460,000
12*	8d6 +1	-13	9 dice +1	4	620,000
13	9d6	-14	9 dice +2	5	800,000
14	9d6 +1	-15	9 dice +3	5	1,000,000
15*	10d6	-15	9 dice +4	5	1,220,000
16	11d6	-15	9 dice +5	5	1,460,000
17	11d6 +1	-15	9 dice +6	6	1,720,000
18*	12d6	-15	9 dice +7	6	2,000,000

**On gaining levels 3, 6, 9, 12, 15, and 18 one attribute score is increased by 1, if the chosen attribute is less than 14 then the attribute is increased by 2.*



Cleric Class Progress

Clerics can only use a mace or morningstar as a weapon, and they can use any armor.

Clerics are the only class that can use magical staff. A magical staff's bonus is added to the dice total for healing spells for each target.

Clerics can use any level scroll of cleric spells.

Cleric Level	HP	Death Limit	Attack	Spells	EXP
1	6	-2	2 dice	3 – – – – –	
2	2d6	-3	3 dice	4 – – – – –	2,500
3*	2d6 +1	-4	3 dice +1	4 2 – – – –	5,000
4	3d6	-5	4 dice	5 3 – – – –	10,000
5	4d6	-6	5 dice	5 3 2 – – –	20,000
6*	4d6 +1	-7	5 dice +1	6 4 3 – – –	35,000
7	5d6	-8	6 dice	6 4 3 2 – –	70,000
8	6d6	-9	7 dice	7 5 4 3 – –	150,000
9*	6d6 +1	-10	7 dice +1	7 5 4 3 2 –	250,000
10	7d6	-11	8 dice	8 6 5 4 3 –	370,000
11	8d6	-12	9 dice	8 6 5 4 3 2	510,000
12*	8d6 +1	-13	9 dice +1	9 7 6 5 4 3	670,000
13	9d6	-14	9 dice +2	9 8 7 6 5 4	850,000
14	9d6 +1	-15	9 dice +3	9 9 8 7 6 5	1,050,000
15*	10d6	-15	9 dice +4	9 9 9 8 7 6	1,270,000
16	11d6	-15	9 dice +5	9 9 9 9 8 7	1,510,000
17	11d6 +1	-15	9 dice +6	9 9 9 9 9 8	1,770,000
18*	12d6	-15	9 dice +7	9 9 9 9 9 9	2,050,000

**On gaining levels 3, 6, 9, 12, 15, and 18 one attribute score is increased by 1, if the chosen attribute is less than 14 then the attribute is increased by 2.*

Spells come in levels 1 through 6. Clerics gain access to more spells and higher-level spells as they gain character levels. Once the cleric gains access to a spell level, all the spells of that level may be used. Spell usage is recorded on the character record sheet.

See also the **Cleric Spells** section at the end of this booklet.



Wizard Class Progress

Wizards cannot use any armor or shields but can wear magical robes.

Wizards can use a dagger, magical sword, or bow as weapons, but not crossbows.

Wizards are the only class that can use magic wands. A magic wand's bonus is added to the spellcaster's spell damage, one extra point of damage to each target for each magical plus of the wand.

Wizards can use any level scroll of wizard spells.

Wizard Level	HP	Death Limit	Attack	Spells	EXP
1	6	-2	2 dice	3 – – – – –	
2	1d6 +1	-3	2 dice +1	4 – – – – –	2,500
3*	2d6	-4	3 dice	4 2 – – – –	5,000
4	2d6 +1	-5	3 dice +1	5 3 – – – –	10,000
5	3d6	-6	4 dice	5 3 2 – – –	20,000
6*	3d6 +1	-7	4 dice +1	6 4 3 – – –	35,000
7	4d6	-8	5 dice	6 4 3 2 – –	70,000
8	4d6 +1	-9	5 dice +1	7 5 4 3 – –	150,000
9*	5d6	-10	6 dice	7 5 4 3 2 –	250,000
10	5d6 +1	-11	6 dice +1	8 6 5 4 3 –	370,000
11	6d6	-12	7 dice	8 6 5 4 3 2	510,000
12*	6d6 +1	-13	7 dice +1	9 7 6 5 4 3	670,000
13	7d6	-14	7 dice +2	9 8 7 6 5 4	850,000
14	7d6 +1	-15	7 dice +3	9 9 8 7 6 5	1,050,000
15*	8d6	-15	7 dice +4	9 9 9 8 7 6	1,270,000
16	8d6 +1	-15	7 dice +5	9 9 9 9 8 7	1,510,000
17	9d6	-15	7 dice +6	9 9 9 9 9 8	1,770,000
18*	9d6 +1	-15	7 dice +7	9 9 9 9 9 9	2,050,000

**On gaining levels 3, 6, 9, 12, 15, and 18 one attribute score is increased by 1, if the chosen attribute is less than 14 then the attribute is increased by 2.*

Spells come in levels 1 through 6. Wizards gain access to more spells and higher-level spells as they gain character levels. Once the wizard gains access to a spell level, all the spells of that level may be used. Spell usage is recorded on the character record sheet.

See also the **Wizard Spells** section at the end of this booklet.



Spell Usage

Spellcasters (Wizards and Clerics) learn to cast increasingly powerful spells as they rise in level. Each allotted spell can be cast as many times as desired, as long as the spellcaster does not exceed the total spell slots for that spell level. For example, a 1st Level Character can cast 3 first-level spells, and a 5th Level Character can cast 5 first-level spells, 3 second-level spells, and 2 third-level spells.

Spellcasting Progression

Character Level	1st-Level Spells	2nd-Level Spells	3rd-Level Spells	4th-Level Spells	5th-Level Spells	6th-Level Spells
1st	3	-	-	-	-	-
2nd	4	-	-	-	-	-
3rd	4	2	-	-	-	-
4th	5	3	-	-	-	-
5th	5	3	2	-	-	-
6th	6	4	3	-	-	-
7th	6	4	3	2	-	-
8th	7	5	4	3	-	-
9th	7	5	4	3	2	-
10th	8	6	5	4	3	-
11th	8	6	5	4	3	2
12th	9	8	7	6	5	4
13th	9	9	8	7	6	5
14th	9	9	9	8	7	6
15th	9	9	9	9	8	7
16th	9	9	9	9	9	8
17th	9	9	9	9	9	9



The **Spells Used** section of the character sheet helps track how many spells have been cast. Each column corresponds to a spell level. When a spell is cast, place a mark in one of the bubbles in the column for that spell level. Continue marking bubbles as spells are cast. This area is useful to keep track of the number of spells used. When spells have been recovered, erase the marks to reset the spell count.

No Spells Used

Spells Used

1	2	3	4	5	6
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○

Two 1st Level Spells Used

Spells Used

1	2	3	4	5	6
X	○	○	○	○	○
X	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○

Two 1st Level Spells and a 2nd Level Spell Used

Spells Used

1	2	3	4	5	6
X	X	○	○	○	○
X	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○

Spells

Wizard Spells List

Level 1 - Magic Missile: 1d6+1 + Int bonus damage, 1 target.

Level 1 - Shield: Caster gains AC 12 for the entire encounter.

Level 2 - Burning Hands: 1d6+1 + Int bonus damage, 3 targets.

Level 2 - Strength: +1d6 melee damage for the entire encounter. 1 friendly target.

Level 3 - Fireball: 3d6 + Int bonus damage, 5 targets.

Level 3 - Lightning Bolt: 5d6 + Int bonus damage, 3 targets.

Level 4 - Force Field: Caster gains AC 14 and damage reduction 2 for the entire encounter. Plus damage reduction 6 from ranged attacks.

Level 4 - Ice Storm: 7d6 + Int bonus damage, 3 targets.

Level 5 - Cone of Cold: 9d6 + Int bonus damage, 3 targets.

Level 5 - Cloudkill: 1d6 + Int bonus damage every round for the entire encounter, all enemy targets.

Level 6 - Disintegrate: 11d6 + Int bonus damage, 1 target.

Level 6 - Shape Change: The caster gains 20 hp, has AC 12 and attacks as a monster at 15 dice + 5 for the entire encounter. Cannot cast spells or use weapons while shape changed. The attack dice are adjusted by the caster's Dex and Str modifiers. Bonuses from magical equipment carry over to the new form.

Cleric Spells List

Level 1 - Bless: +1 to-hit bonus for all friendly targets for the entire encounter.

Level 1 - Cure Light Wounds: Heals 1d6+1 + Wis bonus to 1 friendly target.

Level 2 - Spiritual Hammer: An extra missile attack every round, first round included for the entire encounter. The attack is as if the cleric made a physical attack.

Level 2 - Healing Wave: Heals all friendly targets 1d6 + Wis bonus.

Level 2 - Lesser Protection: Damage reduction 1 for all friendly targets for the entire encounter.

Level 3 - Cure Serious Wounds: Heals 3d6+3 + Wis bonus to 1 friendly target.

Level 3 - Prayer: +2 to-hit bonus for all friendly targets for the entire encounter.

Level 4 - Cleansing Wave: Heals all friendly targets 2d6+1 + Wis bonus.

Level 4 - Protection: Damage reduction 2 for all friendly targets for the entire encounter.

Level 5 - Cure Critical Wounds: Heals 5d6+5 + Wis bonus to 1 friendly target.

Level 5 - Sanctify: +3 to-hit bonus for all friendly targets for the entire encounter.

Level 6 - Greater Protection: Damage reduction 3 for all friendly targets for the entire encounter.

Level 6 - Spiritual Wave: Heals all friendly targets 3d6+2 + Wis bonus.

All duration spells remain in effect for the duration of one encounter.

Duration spells that have the same affect do not stack. The higher level spell overrides the lower level spell.

When a spell affects multiple targets the caster can choose to roll once and affect all targets by the die result or choose to roll separately for each target. Targets can be chosen from the front or back row in any combination.



Terminology

The terms below appear across various *Helm's Slain* booklets and share the same meaning wherever they are used.

2H - Weapon names marked (2H) indicate 2-handed weapons. When these weapons are used, the character cannot use a shield.

Armor Class (AC) - the number representing what it will take to break through armor and be able to then roll for damage. Both characters and monsters each have an AC value. For example, if a character is battling a monster with an armor class of 12, the player will need to achieve 12 or greater to know that they have hit, and then they can roll to determine the damage of the hit.

d2 - Roll a die. A result of 1, 2, or 3 is a 1. A result of 4, 5, 6 is a 2.

d3 - Roll a die. A result of 1 or 2 is a 1. A result of 3 or 4 is a 2. A result of 5 or 6 is a 3.

d6 - A six-sided die, the traditional cube style die. When referring to more than one d6 a number before d6 indicates the number of dice being used. For example, "roll 3d6" means roll three six-sided dice.

Damage Reduction (DR) - the number representing a reduction in how much damage a hit from an opponent will cause. For example, if a monster has damage reduction of 3, and a character hits that monster with 12 points of damage, the monster will only take 9 points of damage.

Dungeon Run - A dungeon run starts after entering the dungeon and ends after leaving the dungeon.

GM - Game Master, the player who rolls for the monsters.

GP - Gold pieces, collected after battles and used to buy equipment.

Hit Points - the number representing how much damage a monster or character can sustain when under attack. For example, if a monster has 10 hit points, a player will need to roll enough damage to total 10 or more points in order to defeat the monster.

To-Hit Bonus - the pool of pluses (+s) that are applied to your attack dice. The pool total can be split across pairs of dice.

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HELM'S SLAIN
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