

# SHADOWS OF BRIMSTONE

## TOWN VISIT SEQUENCE OF PLAY

(START)

Reset to Full Health & Sanity

Reset to 1 Grit

Count Darkstone and DS icons, roll for Corruption Hits (hit on result of 1, 2, or 3)

Visit small, medium, or large town. Add Travel Hazards based on size, then resolve.

Resolve town type (FT pg. 4)

Gain 1 unwanted attention for every mutation exceeding 3

Resolve Daily Event card

→ Mandatory

- - - Optional

→ Failed Result

→ Successful Result

Small: Each player rolls a D6 & adds a Hazard on a result of 1, 2, or 3

Medium: Each player adds a Hazard

Large: Each player rolls a D6 and adds a Hazard on a result of 1, 2, or 3 & adds 1 hazard per player

If "No Event" drawn while in special town type, resolve special event (see Town Card)

Choose to stay at Hotel or Campsite. Visit Location and resolve Location event.

Resolve Unwanted Attention on result of 7. Roll a D6, result must exceed # of UA tokens

Test Luck 5+

Take D6 x Hero Level Wounds, ignoring Defense & Armor

Gain 1 Unwanted Attention for acquiring any gold at the Gambling Hall or Saloon

Roll for Town/Campsite Event

Leave Town or start new day

