

# Terms

[Brimstone](#) is a game about [Heroes](#) fighting for survival in a ruined world. This page supplies definitions of all game terms in rather terse form. Note, none of the crunchy game play terms can be found here, these are basic ideas only. Those more specific terms are defined as needed in the rules pages.

[Art](#), [Aspect](#), [Chip](#), [Demon](#), [Destiny](#), [Dragon](#), [Draw](#), [Fate](#), [Fervor](#), [Fire](#), [Hero](#), [Hero Type](#), [Legend](#), [Rank](#), [Security](#), [Sheep](#), [Society](#), [Victory](#), [Weird](#), [Wonder](#)

## **Art**

## **Aspect**

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## **Demon**

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## **Dragon**

## **Draw**

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## **Fire**

## **Hero**

## **Hero Type**

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