



UNOFFICIAL ADDENDUM I: BARRELS



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COMPONENTS



(5) Oil Barrel Tokens



(5) Water Barrel Tokens



(5) Poison Barrel Tokens



(3) Deathfog Barrel Tokens



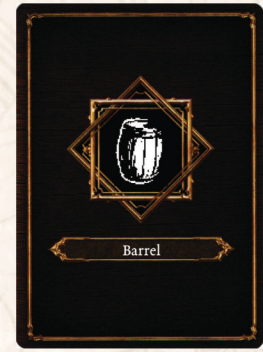
(8) Poison Environment Tokens

Card Changes	
Card Title	Change
Poison Dart (Level 1 Geomancer)	ADD: "Your target's space becomes POISONED ."
Contamination (Level 3 Geomancer)	ADD: "If your target's space is WET , make the space POISONED ."
Searing Daggers (Level 1 Pyrokinetic)	CHANGE: "You may target an ONLY or POISONED space as an area attack..."
Fireball (Level 1 Pyrokinetic)	CHANGE: "If the target space is ONLY or POISONED , ..."
Phoenix Dive (Level 2 Warfare)	CHANGE: "... If it's ONLY or POISONED , it becomes WARM ..."
Undead Pyromancer/ Veteran Undead Pyromancer (Minion)	CHANGE: "... If the target space is ONLY or POISONED , ..."
Poison Grenade (Consumable Grenade)	ADD: "The target space becomes POISONED ."

(4) Reference Cards



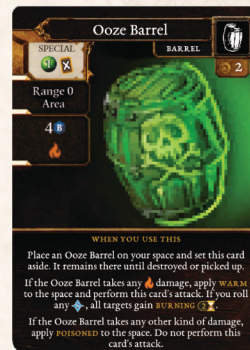
(14) Water Barrel Cards



(3) Deathfog Barrel Cards



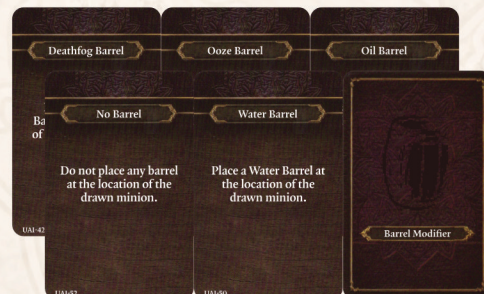
(14) Oil Barrel Cards



(8) Ooze Barrel Cards



(2) Poison Incarnate Cards



(16) Barrel Modifier Cards:
1 Deathfog, 2 Ooze, 3 Oil, 4 Water, 6 No Barrel

PLAYING WITH THIS ADDENDUM

Unofficial Addendum I adds some new content to the game, including a new item type and changes to allow the **POISONED** environment effect to be placed.

New Items

Unofficial Addendum I adds four new items to the game of a new barrel type. These items include Water Barrels, Oil Barrels, Ooze Barrels, and Deathfog Barrels. The water, oil, and ooze barrels can be added to the game with no restrictions. The deathfog barrels should only be added to the game when playing with the *Haunted Keep* expansion since it requires the use of the **DEATHFOG** environment effect.

There are also new **barrel modifier cards** which allow barrels to be used with the **Dungeon Mode** expansion.

Modified Environment Effect

Unofficial Addendum I also suggests some changes to the game regarding the **POISONED** environment effect. In the base game, **POISONED** surfaces are occasionally encountered as printed **environment effects**. This addendum makes changes allowing for new **POISONED** surfaces to be placed. As such, **Unofficial Addendum I** adds new environment tokens for these surfaces. These new tokens can be added to the game without any restrictions. Additionally, this addendum includes some changes to the base cards to make better use of this effect and adds a new Poison Incarnate to round out the Incarnate infusions.

Note that Origins, minions, Bosses and map spaces can be **POISONED**. **POISONED** for Origins, minions, and Bosses refers to the **POISONED** status effect. **POISONED** for a map space refers to the **environment effect**.



NEW RULES

Poison Surfaces

Unofficial Addendum I allows the **POISONED** environment effect to be placed on map spaces. It has the following effect (as in the base game):

POISONED: Each Origin in a poisoned space at the start of their turn gains **POISONED** 2X. This happens before resolving “start of turn” effects.

Card Changes

The following changes may be made to the cards in the base game to make use of the new **POISONED** effect.

Poison Dart (Level 1 Geomancer)

Same as printed with the following addition:

“Your target’s space becomes **POISONED**.”

Contamination (Level 3 Geomancer)

Same as printed with the following addition:

“If your target’s space is **WET**, make the space **POISONED**.”

Searing Daggers (Level 1 Pyrokinetic)

Same as printed with the following change:

“You may target an **OILY** or **POISONED** space as an area attack. ...”

Fireball (Level 3 Pyrokinetic)

Same as printed with the following change:

“If the target space is **OILY** or **POISONED**, ...”

Phoenix Dive (Level 2 Warfare)

Same as printed with the following change:

“... If it’s **OILY** or **POISONED**, it becomes **WARM**. ...”

Undead Pyromancer & Veteran Undead Pyromancer (Minion)

Same as printed with the following change:

“... If the target space is **OILY** or **POISONED**, ...”

Poison Grenade (Consumable Grenade)

Same as printed with the following addition:

“The target space becomes **POISONED**.”

Barrels

Unofficial Addendum I also introduces a new type of item with the addition of barrels. Barrels behave a bit differently from other types of items. In short, barrels can be placed on a particular map space, destroyed to apply a surface and potentially an explosion, or picked up and added to an Origin’s inventory. The exact details of these rules are laid out in the following sections, grouped by the different stages of the game.

Location Setup

When traveling to a new location, complete setup as normal with the following additions. If playing with the *Miniatures Upgrade Set: Part 1*, the barrel tokens in this addendum can be substituted with the appropriate miniatures. For each barrel placed during setup, place a barrel card of that type next to the *Divine Atlas* for reference.

Tutorial

- Torture Chamber (T-1): Place 1 water barrel on ♡3 (Cargo Area).
- Lower Hold (T-2): Place 1 deathfog barrel on ♡5 (Trapped Door).

Level 1

- ▶ Shipwreck (3): Place 1 water barrel on ♡1 (Shallows).
- ▶ Upper Beach (4): Place 1 oil barrel on ♡5 (Wreckage).
- ▶ Fort Joy Entrance (5): Place 1 water barrel on ♡3 (Blacksmith) and ♡5 (Magisters' Quarters). Place 1 oil barrel on ♡2 (Griff).
- ▶ Smugglers' Ship (6): Place 1 ooze barrel on ♡1 (Bloody Beach).
- ▶ Arena (7): Place 1 water, 1 oil, and 1 ooze barrel on ♡1 (Arena Floor).
- ▶ Magisters' Quarters (8): Place 1 water barrel on ♡3 (Mess Hall).

Level 2

- ▶ Dungeon (10): Place 1 oil and 1 ooze barrel on ♡4 (Storeroom). Place 1 water barrel on ♡3 (Guard Station).
- ▶ Front Courtyard (11): Place 1 water barrel on ♡2 (Training Field) and ♡3 (Garden).
- ▶ Secret Lab (13): Place 1 ooze barrel on ♡2 (Alchemical Tanks).
- ▶ Underground Ruins (15): Place 1 oil barrel on ♡5 (Sealed Door).
- ▶ Hidden Docks (16): Place 1 oil barrel on ♡C (Lower Platform) when that location card is revealed.
- ▶ City Foundations (17): Place 1 ooze barrel on ♡2 (Sewer Gate).

Level 3

- ▶ Swamp (18): Place 1 water barrel on ♡2 (Makeshift Camp). Place 1 ooze barrel on ♡4 (Half-Sunken Wagon).
- ▶ Bountiful Forest (19): Place 1 oil and 1 ooze barrel on ♡4 (Witch's Hut).

- ▶ Hermit (23): Place 1 oil barrel on ♡3 (Front Door). Place 1 water barrel on ♡2 (Hermit's House) and ♡4 (Animal Pens).
- ▶ Abandoned Hut (24): Place 1 water barrel on ♡2 (Main Room).
- ▶ Destroyed Base (25): Place 1 water barrel on ♡1 (Ruined Tents). Place 1 oil barrel on ♡3 (Destroyed Wagons).
- ▶ Mount Cor (27): Place 1 water barrel on ♡5 (Blockade). Place 1 oil barrel on ♡2 (Old Watchtower).

Level 4

- ▶ Magisters' Camp (31): Place 1 water barrel on ♡1 (Wagons) and ♡3 (Quartermaster). Place 1 oil barrel on ♡1 (Wagons).

Level 5

- ▶ Seekers' Base (35): Place 1 water barrel on ♡4 (Sick Beds).
- ▶ Gareth Rescue (37): Place 1 water barrel on ♡5 (Building Rear).
- ▶ Source Well (39): Place 1 water barrel on ♡1 (Campsite).

Level 6

- ▶ Ramparts (40): Place 1 ooze barrel on ♡4 (Supply Room). Place 1 oil barrel on ♡3 (Eastern Wall) and ♡4 (Supply Room). Place 1 water barrel on ♡2 (Smithy) and ♡4 (Supply Room).
- ▶ Smugglers' Landing (41): Place 1 oil barrel on ♡3 (Main Mast). Place 1 water barrel on ♡4 (Stern) and ♡5 (Jetty).
- ▶ Deep Sea (42): Place 1 water barrel on ♡2 (Mid Deck). Place 1 oil barrel on ♡1 (Main Mast).
- ▶ Frozen Fortress (45): Place 1 oil barrel on ♡2 (Weapons Rack) and ♡3 (Armor Rack).

- ▶ Battlefield (48): Place 1 water barrel on ♡2 (Training Field). Place 1 oil barrel on ♡4 (Siege Weapon).

Haunted Keep

- ▶ Entrance Hall: Place 1 deathfog barrel on ♡3 (Cluttered Area).
- ▶ Ancient Crypt: Place 1 oil barrel on ♡4 (Sanctum Entrance).
- ▶ Laboratory: Place 1 deathfog barrel on ♡2 (Wooden Door).
- ▶ Ancient Library: Place 1 water barrel on ♡4 (Dark Passage).

Nemesis

- ▶ Fiery Plains: Place 1 ooze barrel on ♡3 (Toxic Pool).
- ▶ Scorched Cave: Place 1 oil barrel on ♡2 (Demon Nest).
- ▶ Cliffs of the Damned: Place 1 oil barrel on ♡3 (Sheltered Recess).

Explore Rounds

During an **Explore round** as an additional part of their **explore** action, Origins may either:

- ▶ Pick up a barrel from their current space or from an adjacent **tactical** space and add it to their backpack like any other item. To do this, remove the barrel token/mini from the map and take one of the corresponding barrel cards from beside the **Divine Atlas** to place in your backpack.
- ▶ Place a barrel. To do this, choose a barrel card from your backpack and place it beside the **Divine Atlas** with any other barrel cards. Then, place a matching barrel token/mini onto your current space.

Rest Rounds

During a **Rest round**, Origins may:

- ▶ Trade barrels in their backpack like any other items during their turn.
- ▶ Pick up a barrel from their current space or from an adjacent **tactical** space and add it to their backpack like any other item. To do this, remove the barrel token/mini from the map and take one of the corresponding barrel cards from beside the **Divine Atlas** to place in your backpack.
- ▶ Place a barrel as their free skill or item action. To do this, choose a barrel card from your backpack and place it beside the **Divine Atlas** with any other barrel cards. Then, place a matching barrel token/mini onto your current space.

Combat Rounds

During a **Combat round**, Origins may:

- ▶ Use the **Trade** action to trade a barrel with another Origin on their space like with any other item.
- ▶ Use the **Use Card Action** to place a barrel on their current space. To do this, choose a barrel card from your backpack, spend the AP cost on the card, and place it beside the **Divine Atlas** with any other barrel cards. Then, place a matching barrel token/mini onto your current space.
- ▶ Use the **Trade** action to pick up a barrel from their current space and add it to their backpack. To do this, remove the barrel token/mini from the map and take one of the corresponding barrel cards from beside the **Divine Atlas** to place in your backpack.

Note that Origins may pick up a barrel from only their current space during a **Combat round**. This differs from picking up a barrel in **Explore rounds** and **Rest rounds** since Origins are allowed to occupy tactical spaces during **Combat rounds**. Barrels, like minions, are allowed to share **tactical** spaces with an Origin.

- Attack a barrel with a **single** or **area** attack. Barrels are considered as having 1 **health point** and are destroyed when dealt a **hit**. Upon destruction, first fully resolve the Origin or minion attack, then clear the destroyed barrel token/mini from the map and take a corresponding barrel card from beside the **Divine Atlas**. Resolve the card, then discard it. Depending on the type of damage dealt, the barrel may only put down a new **environment effect** or it may explode, resulting in an **area** attack.

Note that barrels can be destroyed by minion **area** attacks, by other barrel explosions, and by Origin attacks.

If multiple barrels would ever be destroyed by an attack, the barrels are resolved one at a time. The Origin who first initiated the attack determines the order. If the barrels were instead initiated by a minion attack, then the party as a whole gets to determine the order.

Leaving a Location

Any barrels still on the map are cleared along with their associated barrel cards next to the **Divine Atlas** when the party resolves an **exit** on a location card.

Interlude Phase

Any barrels in an Origin's backpack can be sold to the Merchant like any other item. However, barrels are not considered a part of the item or consumable decks and as such can never be bought from the Merchant.



Deathfog Changes to Minion Movement

The presence of deathfog in a space will affect minion movement. **UNDEAD** minions are immune to deathfog, so handle their movement as in the standard rules. Otherwise, minions that are not **UNDEAD** will never voluntarily enter a space with deathfog. When determining movement for these minions, simply treat deathfog spaces as though they were locked.

Dungeon Mode

To use this expansion with the **Dungeon Mode** expansion, make use of the new **barrel modifier cards**. After pulling a **formation card**, shuffle all **barrel modifier cards**. For each **minion** that you draw, draw a **barrel modifier card**, and place the drawn barrel (if any) on the same location as the minion.

If playing without the *Haunted Keep* expansion, remove all Deathfog Barrel cards from the barrel modifier deck.



Q & A

Do I place barrels when restarting a location?

Yes. Barrels should be placed when restarting a location according to the **New Location** setup steps listed in these rules.

May I pick up a barrel from an adjacent tactical space along a locked path?

No. If an adjacent **tactical** space is separated from your current space by a locked path, then you may not pick up any barrels from that space until an Origin has found the appropriate key for that path.

Do barrels count towards my backpack limit?

Yes. When you go to add a barrel card to your backpack, treat it as though you were adding any other item your backpack.

Can I use an explore action during an Explore round to place or pick up a barrel even if there are no location cards to resolve?

Yes.

Will a minion ever target a barrel?

No. Minions will never target a barrel. However, barrels can be destroyed by minion **area** attacks targeting Origins in the same space as a barrel. This may lead to a barrel explosion.

Are barrel explosions affected by my Origin's abilities, skills, or talents?

No. Barrel are considered independent, environmental entities. As such, their explosions deal damage indiscriminately and are not affected by any Origins, minions, or Bosses. For example, the Finesse talent has no effect on barrel explosions.

Can I use Finesse to avoid destroying a barrel with an area attack?

Yes.

What is the rarity of barrel types?

Water and oil barrels are the most common. Ooze barrels are uncommon. Deathfog barrels are rare.

Can I use deathfog on Bosses?

Yes. Deathfog can kill any Boss which is not **UNDEAD**. Like minions, Bosses that are not **UNDEAD** will not voluntarily enter deathfog spaces. Note that this could trivialize Boss encounters. For a more balanced experience, you may consider all Bosses to be immune to deathfog. If you do so, Boss movement is done as normal, ignoring deathfog.

CREDITS

Unofficial Addendum I is a fan-made expansion of Divinity: Original Sin—The Board Game created by Victor Dimitroff. Version 1 (August 2025).

Visual assets used in Unofficial Addendum I were created using assets from Divinity: Original Sin—The Board Game and Divinity: Original Sin II.

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CARD CHANGES	
CARD TITLE	CHANGE
Poison Dart (Level 1 Geomancer)	ADD: “Your target’s space becomes POISONED .”
Contamination (Level 3 Geomancer)	ADD: “If your target’s space is WET , make the space POISONED .”
Searing Daggers (Level 1 Pyrokinetic)	CHANGE: “You may target an OILY or POISONED space as an area attack. ...”
Fireball (Level 3 Pyrokinetic)	CHANGE: “If the target space is OILY or POISONED , ...”
Phoenix Dive (Level 2 Warfare)	CHANGE: “... If it’s OILY or POISONED , it becomes WARM”
Undead Pyromancer/Veteran Undead Pyromancer (Minion)	CHANGE: “... If the target space is OILY or POISONED , ...”
Poison Grenade (Consumable Grenade)	ADD: “The target space becomes POISONED .”

BARREL LOCATIONS							
PAGE	NAME	LOC.	BARRELS	PAGE	NAME	LOC.	BARRELS
T-1	Torture Chamber	3	1 Water	24	Abandoned Hut	2	1 Water
T-2	Lower Hold	5	1 Deathfog	25	Destroyed Base	1	1 Water
3	Shipwreck	1	1 Water			3	1 Oil
4	Upper Beach	5	1 Oil	27	Mount Cor	2	1 Oil
5	Fort Joy Entrance	2	1 Oil			5	1 Water
		3	1 Water	31	Magisters’ Camp	1	1 Water, 1 Oil
		5	1 Water			3	1 Water
6	Smugglers’ Ship	1	1 Ooze	35	Seekers’ Base	4	1 Water
7	Arena	1	1 Water, 1 Oil, 1 Ooze	37	Gareth Rescue	5	1 Water
8	Magisters’ Quarters	3	1 Water	39	Source Well	1	1 Water
10	Dungeon	3	1 Water	40	Ramparts	2	1 Water
		4	1 Oil, 1 Ooze			3	1 Oil
11	Front Courtyard	2	1 Water			4	1 Water, 1 Oil, 1 Ooze
		3	1 Water	41	Smugglers’ Landing	3	1 Oil
13	Secret Lab	2	1 Ooze			4	1 Water
15	Underground Ruins	5	1 Oil			5	1 Water
16	Hidden Docks	C	1 Oil	42	Deep Sea	1	1 Oil
17	City Foundations	2	1 Ooze			2	1 Water
18	Swamp	2	1 Water	45	Frozen Fortress	2	1 Oil
		4	1 Ooze			3	1 Oil
19	Bountiful Forest	4	1 Oil, 1 Ooze	48	Battlefield	2	1 Water
23	Hermit	2	1 Water			4	1 Oil
		3	1 Oil				
		4	1 Water				

BARREL LOCATIONS (EXPANSIONS)			
EXPANSION	NAME	LOCATION	BARRELS
Haunted Keep	Entrance Hall	3 - Cluttered Area	1 Deathfog
Haunted Keep	Ancient Crypt	4 - Sanctum Entrance	1 Oil
Haunted Keep	Laboratory	2 - Wooden Door	1 Deathfog
Haunted Keep	Ancient Library	4 - Dark Passage	1 Water
Nemesis	Fiery Plains	3 - Toxic Pool	1 Ooze
Nemesis	Scorched Cave	2 - Demon Nest	1 Oil
Nemesis	Cliffs of the Damned	3 - Sheltered Recess	1 Oil