



# **UNOFFICIAL ADDENDUM II: TOTEMS**



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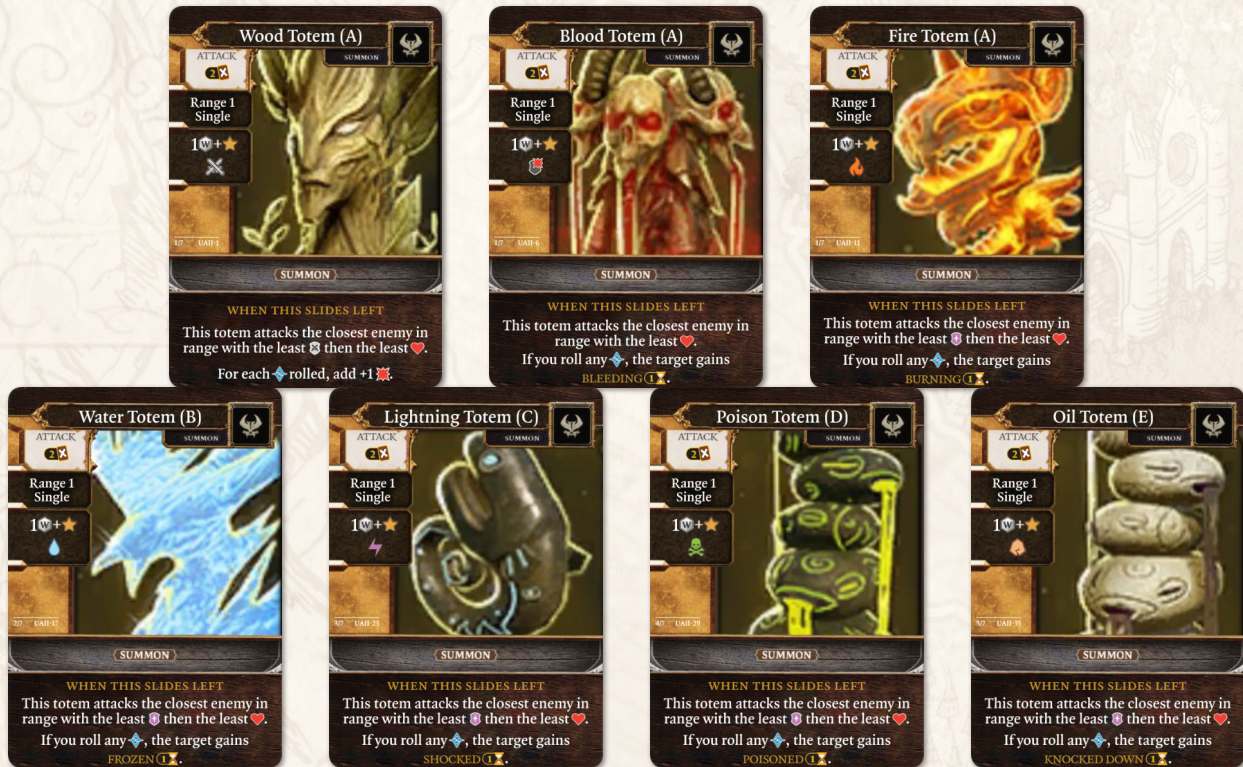
# COMPONENTS



(35) Totem Tokens  
5 Each (A-E) of Wood, Blood, Fire, Water, Lightning, Poison, and Oil Totems



(2) Summon Totem Cards



(35) Totem Cards  
5 Each (A-E) of Wood, Blood, Fire, Water, Lightning, Poison, and Oil Totems

# PLAYING WITH THIS ADDENDUM

**Unofficial Addendum II** adds totem summoning to the game, including variants of all totem types from *Divinity: Original Sin 2*.

## Totem Summoning

**Unofficial Addendum II** adds a new summoning skill to the game, allowing Origins to summon totems to aid them in combat. Totems don't deal much damage, but their contribution can add up. Origins are able to place basic Wood Totems as well as Blood, Fire, Water, Lightning, Poison, and Oil Totems in certain circumstances. The new skill can be added to the game with no restrictions and is available to players from level 1.

## Setup

To play with this expansion, set up the game as in the base rules. Then, sort the **totem cards** by type and stack them to form a deck. Place this **totem deck** and the **totem tokens** nearby.



# NEW RULES



## Conjure Totem Skill

**Unofficial Addendum II** includes the new Conjure Totem skill. When cast, select any space within Range 1 and place a totem. Origins may share **tactical spaces** with any number of totems. The totem type placed will vary based as follows:

- ▶ If there are any enemy minions or Origins on the target space with the **BLEEDING** status, you may place a Blood Totem.
- ▶ If there is an elemental **environment effect** on the target space, place an elemental totem of the same type. The summoner may choose to place either an elemental totem **or** a Blood Totem if both conditions are met.
- ▶ If neither of the above conditions are met, place a basic Wood Totem.

The quantity of active totems on the map is limited only by the amount of totem cards available. For example, if all five Wood Totems are already placed, then no new Wood Totems can be placed. However, Origins can still cast the skill to place different totems if possible.

## Totem Cards

There are five cards for totems of each type with matching tokens. Totems are summons, but they differ from the existing summons in the game in two ways:

- ▶ **Totem cards** do not get placed in an Origin's active summon slot. Instead, **totem cards** are placed on the summoner's **cooldown track**.
- ▶ Totems have a physical presence on the map and, as such, may be destroyed by single or area attacks. Totems are considered as having 1 ♥. When destroyed, immediately remove the **totem token** and return its associated **totem card** to the **totem deck**.

Minions and Bosses will not target totems directly, but Origins may choose to target totems.

When a totem slides left on the **cooldown track**, it will make an automated attack. Totems will always attack the nearest valid enemy with the least **magical armor** ♣ or **physical armor** ✕, depending on the totem's damage type. If multiple enemies meet this criteria, then the totem will choose the one with the least current ♥. If there is still a tie, then the totem's owner gets to choose.

The exception to the targeting rules are Blood Totems since they deal **direct damage** 🔥. Blood Totems will always target the nearest valid enemy with the least current ♥. Ties are broken by the summoner.

When a **totem card** slides left off the player's **cooldown track**, it makes one final attack. Then, the **totem card** is returned to the **totem deck** and that **totem's token** is removed from the board. **Totem cards** and **totem tokens** have matching letters to help players keep track of which **totem token** is associated with which **totem card**.

## Leaving a Location

Any **totem tokens** still on the map are cleared along with their associated **totem cards** when the party resolves an **exit** on a location card.

# NOTES





# CREDITS

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Unofficial Addendum II is a fan-made expansion of Divinity: Original Sin—The Board Game created by Victor Dimitroff. Version 1 (April 2026).

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

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