

TOP-1135

TOTEMS

WELCOME TO TOTEMS ABOUT THE WORLD

Totems takes place in a fantasy world that revolves around nature and a magic energy called mana. Mana is a foundational element within this world, and it can give life to amazing and powerful creature called spirit animals.

Mana

The Power of Life

All living things radiate an energy called mana. This energy is undetectable and intangible to the average person or creature, but specialized individuals may learn to sense and make use of it.

Druids

Nature Diviners

Druids practice the disciplines of detecting and channeling mana. They are also stewards of their land, tasked with environmental control, disease management, animal husbandry, and more.

While druids can detect mana and perform many tasks unaided, they are rarely found without their prized tool and weapon, the totem.

Totems

Harness Mana

Totems are magic staffs that can collect and utilize mana. Each totem is a unique product of the druid that made it, and a result of several laborious rituals.

In order to use their totems, druids will need to enter a meditative state. This can be done to enhance their senses beyond their normal range, and to unleash mana in forms of elemental magic.

During combat, this meditative state will force the druid to remain stationary. As a result, they will have to rely on their spirit animals for mobility and protection.

Elemental Powers

Raw Power

Druids can use mana to erupt powerful element totems from the ground. Based on their element, these totems can attack nearby threats with stones, barbs, lighting, fire, ice, wind and more.

Spirit Animals

Mana Manifested

Under mysterious circumstances, mana will manifest itself in the form of a spirit animal. Similar to druids, they can also detect and use mana.

These spirits will inhabit the planet to some unknown end. Some spirits may guard locations, or they may join druids to fulfill a mission.



Earth Spirits

Strength and Resilience

Earth spirits have the enhanced ability to consume the materials in their environment and use them to reinforce their bodies. As a result, they will resemble the environment that they come from, and they will be larger and stronger than their spirit counterparts.

During combat, they will use their size, weight, and indomitable will to overpower their opponents.

Storm Spirits

Speed and Agility

Storm spirits are as elusive as the wind and they can absorb electricity from the moisture in the air. This will give them a constant source of energy and a potent electrical charge that they can use to attack.

They are smaller and weaker than their spirit counterparts. As a result, they have to rely on their speed and agility to outmaneuver more powerful foes.

Thermal Spirits

Power and Adaptation

Thermal spirits have the incredible ability to regulate their internal body temperature to extreme degrees. This will allow them to survive in hostile environments.

They also have special glands that can shoot a liquid capable of being frozen or ignited depending on their body temperature. However, if they are not careful, it is possible for them to erupt in a flurry of fire or ice.

TOTEMS




SPIRIT CARDS CARD DETAILS

Spirit cards are used for both the board game and the card game. The Totems: Core Box will provide enough cards for [2] players, but additional spirit cards can be introduced. See below for more details.

Rarities

Located Above Spirit Name

Each card can come in 1-of-4 rarities. The Druid Pack will offer common and uncommon cards, but rarer cards can be found in the Spirit Deck.

-  — Common
-  — Uncommon
-  — Rare
-  — Legendary



Strength Dice

Brute Force

Each spirit card will have [1-2] dice depicted on the bottom their card. This will determine which dice they will use during combat. When [2] dice are depicted, roll both dice and combine the value.

Elements

Earth, Storm, and Thermal

Every spirit will have [3] variants that are based on an element type. This element will be included before the animal name. Based on this element, each spirit will have different benefits available to them (see [page 7](#) for more details).

Types of Dice

[2] Full Sets of RPG Dice

This game uses the full array of polyhedral dice, the same often used for tabletop RPGs. These will be used to simulate unpredictable events and the different strengths of various spirit animals.

Adaptive Combat

Strength vs. Mana

Each spirit's Strength Dice will affect the outcome of a battle. However, high dice values are not necessarily beneficial. Players can influence the direction of a battle by deciding if a high or low value will be required for victory (see [page 6](#), column 3, for more details).

Visit the Website

www.Totems.Space

Visit the website for more info and to shop for more trading cards.



D4

4-Sided Dice



D6

6-Sided Dice



D8

8-Sided Dice



D10

10-Sided Dice
(D10: 0=10)
(D%: 0=0)



D12

12-Sided Dice



D20

20-Sided Dice



D100

10-Sided Dice
(00=100)

TOTEMS

THE BOARD GAME PREPARATION

Setting up the game should be fun and easy following a few simple steps. While doing so, players should take a moment to familiarize themselves with the contents of the box in order to better understand the rules.

Game Pieces

Account for Game Pieces

Each player will need [28] totems, [9] spirit cards, [1] spirit pawn, and [1] set of dice. See below for more details about each game piece.

Key Totems

[1] per Team



The Key Totem is the main objective and a secondary spawn location for spirits. This should be protected.

Mana Totems

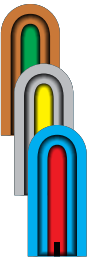
[15] per Team



Mana Totems are minor obstacles for enemy spirits and they are a resource for Mana Powers.

Element Totems

[3] per Element, [9] per Team



- Earth (green/brown)
- Storm (yellow/grey)
- Thermal (red/blue)

These totems are potent defenses and the primary spawn locations for new spirit animals.

Trap Totems

[3] per Team



Trap Totems are powerful defenses that will eliminate the enemy spirit regardless of their element type.

Spirit Pawns

[1] per Team



Each team should have [1] spirit pawn. These will be used to represent spirits on the board.

Spirit Animals

[3] per Element, [9] per Team



Each team should have [9] spirit animal cards, [3] from each element. These will be used to represent spirits in battle.

Game Board & Dice

Varies

[1] game board will be required. Both players should have their own complete dice set, but [1] set can be shared if necessary.

Preparation

Prepare Table for Play

Take a moment to separate the game pieces by team and to prepare the game board.

1) Assemble Game Pieces

Before a game can begin, all of the game pieces should be accounted for. The core game box will have everything necessary, but outside spirit cards can be introduced.

2) Create Spirit Teams

Both players will need to build a team of spirit animals by selecting [3] spirit cards from each element (earth, storm, thermal) for a total team size of [9].

3) Create Totem Fields

While keeping the identity of their totem pawns a secret, each player can begin to place them inside of their area-of-influence, or the light gray spaces on their side of the board.

Only [1] totem pawn can occupy a space, and players do not need to take turns for this step.

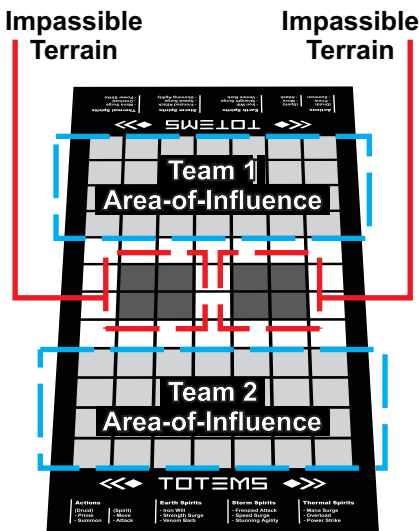
!!! Reminder !!!

Game Board Anatomy Area-of-Influence (AOI)

Designated areas where players can place their totems and spirits.

Impossible Terrain

Spaces that spirits cannot land on nor pass through.



TOTEMS

THE BOARD GAME STANDARD RULES

The game is broken down into turns in order to structure gameplay and track time. Within a turn, both players will be given a chance to perform [2] Actions based on the turn order. These actions cannot be skipped or delayed.

The Objective

Attack Opponent's Key Totem

[1] player will achieve victory when they have attacked their opponent's Key Totem.

The game will end in a draw if both player's spirit teams have been depleted while both Key Totems are still present.

The Turn Order

Order of Operations

The Turn Order will determine who goes first for each turn. This order will be resolved with a Roll-Off.

Roll-Off

Both players will roll a D%, or a combination of the D100 and D10. The player that rolls the highest result will go first.



Summoning Spirits

Max [1] Active Spirit

Players cannot move or go on the offensive without summoning a spirit. In order to summon a spirit, the player must use the actions Prime and Summon (see Actions).

Each team can only have [1] spirit animal active at a time. When a spirit loses a fight to a spirit or totem, they must be removed from the table. If a spirit is eliminated with an action available, then that action can be used to Prime.

Actions

[2] Actions per Turn

When it is their turn, players must perform [2] Actions. The same action can be used twice, but players cannot pass on or alternate actions. An action can be [1] of the following:

Prime

This is the first step [1/2] for summoning a spirit. Select the desired Element Totem and turn it around in place so that it can be seen by the other player.

Primed totems are still vulnerable to attacks, and multiple totems can be Primed at the same time.

Summon

This is the final step [2/2] for summoning a spirit. The spirit must be summoned at a Primed totem.

When summoned at an Element Totem, the new spirit must match its element type and the totem pawn will be replaced with the spirit pawn.

Any spirit can be summoned at the Key Totem and its pawn will remain primed and in place.

Move

Move the spirit [1] space. Spirits can move onto spaces occupied by friendly totems. Spirits cannot move diagonally.

Attack

Attack a totem or spirit [1] space away from the spirit (see page 6). Spirits cannot attack diagonally.

Mana Powers

Sacrifice [1] Mana Totem

Mana Powers can be used to enhance the movement, attacks and defenses of spirits.

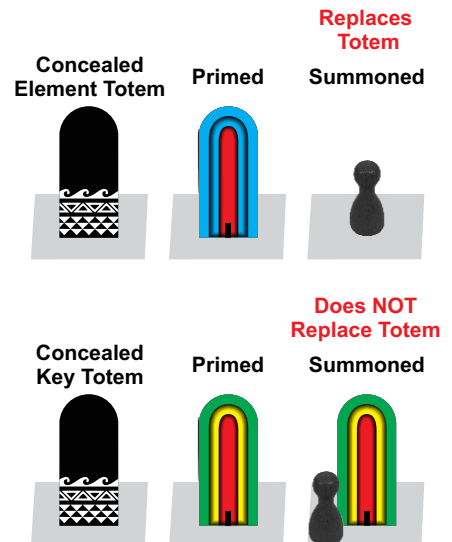
All spirits will have access to the Mana Powers listed under their element type (see page 7). Each power can be used once per turn, but each use will require a sacrifice of [1] Mana Totem.

When using a Mana Power, the player must select and remove [1] Mana Totem from anywhere within their area-of-influence.

!!! Reminder !!!

Spirits May Replace Totems

When summoned, spirit pawns will replace Element Totems, but not Key Totems.



TOTEMS

THE BOARD GAME COMBAT

Attacks are a common action that spirits will be performing throughout the course of the game. However, attacking a totem will be different than attacking a spirit, and each totem will pose a different risk to spirits.

Attacking Totems

Depends on Totem Type

When a spirit attacks a totem, the totem will always be eliminated. This will remove it from the table. However, the type of totem may have a consequence on the spirit attacking it.

Mana Totems

Safe to Attack

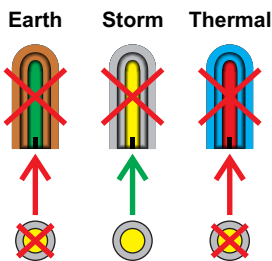


Mana Totems are minor barriers and a form of fog-of-war. They are intended to hide the locations of the other totems, and they are not a threat to the spirit attacking it.

Element Totems

Depends on Element

Element Totems can be potent defenses, but their loss is a significant sacrifice, and their success as a defense isn't guaranteed. When attacked, they may eliminate the spirit if their elements do not match.



If the spirit is a matching element then they will remain unharmed.

Trap Totems

Unsafe to Attack



Trap Totems are the most potent defenses in a totem field. When attacked, these totems will eliminate the spirit, regardless of the spirit's element type or any Mana Powers being used.

Key Totems

The Primary Objective



Key Totems are the main objectives of the game. These are intended to be protected at all costs. When attacked, these will end the game in favor of the attacker.

Victory



Attacking Spirits

Resolved with Dice

When one spirit attacks another they will enter either a Strength Contest or a Mana Contest. The player that makes the Attack action will get to choose.

Strength Contest

The spirit with the highest Strength Dice roll will win the fight.

Mana Contest

The spirit with the lowest Strength Dice roll will win the fight.

Using the contest as the standard, both players will roll the Strength Dice that is depicted on their spirit card. The spirit that loses the roll will be eliminated.

Dice: D4

Dice: D12

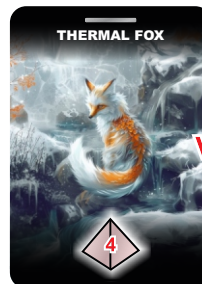
(Attacker Decides)

Suggested:

Mana Contest

Suggested:

Strength Contest



Spirit Defense

Spirits can Defend Totems

A spirit can defend a friendly totem if they occupy the same space. When that space is attacked, a fight will be resolved with the spirit first.

TOTEMS

THE BOARD GAME MANA POWERS

Spirits can use the Mana Powers listed under their element for enhanced abilities. Each power can be used once per turn as long as a Mana Totem is available for sacrifice, but heavy use will deteriorate defenses.

Earth Spirits

Strength and durability

These spirits are incredibly strong, and they are often adorned with tough hides and venomous barbs.

Iron Will

This ability will allow the spirit to survive a failed Attack or Overload roll. When this occurs, the earth spirit must pass a [45%] Survival Test. This will not be applicable if the spirit is eliminated by a totem.

Survival Tests will require the player to roll a D% (D100 + D10), and they must roll the qualifying standard [45%] or lower.

Strength Surge

This power will allow for [1] re-roll if the spirit fails a Strength Contest. Spirits with [2] Strength Dice can re-roll [1] dice of their choosing.

Venom Barb

This ability will allow the spirit to win a tie in a Strength Contest roll.

If both players are using this tie-breaker, then it will have to be resolved with a Roll-Off.



Storm Spirits

Speed and determination

These spirits are masters of agility, and they can control the field with their speed.

Frenzied Attack

This ability will allow the spirit to make [1] extra Attack action during their turn.

Speed Surge

This power will allow the spirit to make [1] extra Move action during their turn.

Stunning Agility

This ability must be combined with the Move action or the Speed Surge power.

This will allow the spirit to temporarily move onto [1] enemy occupied space. However, the spirit will need to move onto an unoccupied space before the end of the turn, or else they will be eliminated.



Thermal Spirits

Power and adaptation

These spirits can harness volatile power, allowing them to overwhelm their opponents with mana.

Mana Surge

This power will allow for [1] re-roll if the spirit fails a Mana Contest. Spirits with [2] Strength Dice can re-roll [1] dice of their choosing.

Overload

This power will allow the spirit to eliminate the enemy spirit if they lose an Attack roll. If this occurs, the opposing player must pass a [55%] Survival Test.

Survival Tests will require the player to roll a D% (D100 + D10), and they must roll the qualifying standard [55%] or lower.

Power Strike

This power will allow the spirit to win a tie in a Mana Contest roll.

If both players are using this tie-breaker, then it will have to be resolved with a Roll-Off.



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THE CARD GAME STANDARD RULES

The Objective

Eliminate The Opponent's Team

[1] player will achieve victory when they have defeated every spirit in their opponent's team.

Preparation

Establish the Battle Line

Before a game can begin, spirit cards will need to be distributed and the Battle Line must be established.

1) Create Spirit Teams

Draw [9] Random Cards

Each player will have a spirit team that consists of [9] spirit cards. These spirits will need to be pulled from a shuffled deck of [18+] cards. Both players can have their own deck, or they can share a deck.

If sharing a deck, both players should take turns pulling [1] card from the top of the pile until they each have [9] cards.

2) Create Battle Line

Arrange [3] Cards in a Row

The first [3] cards drawn for each player will be placed face-up in a row in front of them. Both teams will have their own row, with each card opposing an enemy spirit.



The cards that are opposite of each other will be opponents. Players will be free to look at their hand now.

Combat

Consists of [3] Phases

Battles will cycle through turns, and each turn will consist of [3] phases.

1) Initiative Phase

Participate in Roll-Off

This phase will determine the Initiative Order for the Combat Phase. This will require a Roll-Off.

Both players will roll a D%, or a combination of the D100 and D10. The player with the highest roll will get **1st** and **3rd** initiative, with the other player getting **2nd** initiative.

2) Combat Phase

Choose Rivals and Contest

This phase will resolve the battles between each pair of opposing spirit cards. These battles will be conducted one-at-a-time, based on the Initiative Order.

The player with 1st initiative will select the first pair. They will then choose the contest to resolve the fight with. This contest must be:

Strength Contest

The spirit with the highest Strength Dice roll will win the fight.

Mana Contest

The spirit with the lowest Strength Dice roll will win the fight.

Using the contest as the standard, both players will roll the Strength Dice that is depicted on their spirit card. The spirit that loses the roll will be eliminated.

Ties will result in no elimination, but certain element types may win ties if the contest is suitable (see **Mana Powers**).

The 1st initiative will be complete once the first battle is resolved. The 2nd and 3rd initiatives will then follow using the same process.

3) Summon Phase

Replace Lost Cards

Using the cards remaining in their hand, both players will replace the spirits that have been eliminated.

New Turn

Start a New Turn and Repeat

Begin a new turn and repeat steps 1-3 in Combat. This will continue until one team has been eliminated.

Mana Powers

Battle Enhancements

All spirits will have the abilities listed under their element type.

Earth Powers

Strength Contests: these spirits can re-roll [1] dice if they fail the roll. Unless they oppose another earth spirit, they will also win ties.

Storm Powers

Initiative: Unless they oppose another storm spirit, these spirits can choose the contest, regardless of who has initiative.

Thermal Powers

Mana Contests: these spirits can re-roll [1] dice if they fail the roll. Unless they oppose another thermal spirit, they will also win ties.