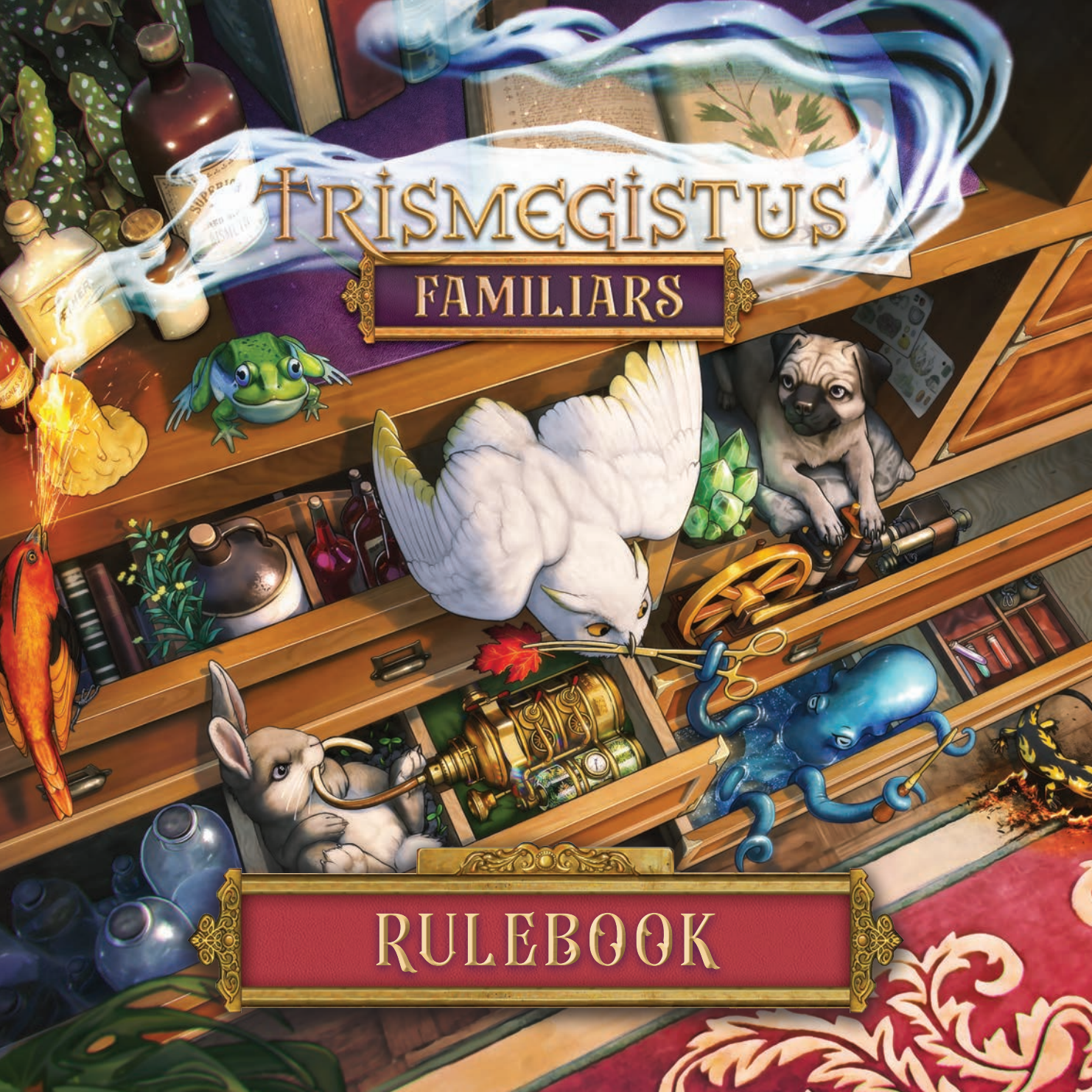




TRISMEGISTUS

FAMILIARS

RULEBOOK

INTRODUCTION

Even during the 19th century, alchemists couldn't secure their labs from mischievous pets. Animals require a lot of attention, and it is well known that if bribed with shiny objects, they would calm down. However, familiars are not just charming common pets—when tamed, they can aid in your work and lend you their unique abilities!

This expansion introduces Familiars to the game. Familiars are tiles gained at the end of the first and second round. Familiars influence the Transmutations in the sections they occupy. At first they show their mischievous side, bringing a disadvantage for players. However, if players choose to spend the resources the Familiars require, they will gain powerful positive effects.

COMPONENTS



8 YOUNG FAMILIAR TILES



8 ADULT FAMILIAR TILES



1 POTENCY SIDEBOARD



4 POTENCY MARKERS



1 HOMUNCULUS FAMILIAR TILE



LIVING RULES PLEDGE

We pledge to support every game well after its initial release. Despite rigorous play testing and multiple rounds of both internal and external proofreading and editing, occasionally the need for rules corrections or minor game play adjustments are discovered only several months or years after the game was manufactured. We promise to produce timely rules updates as necessary, along with expanded FAQ clarifications if needed, available for download from our website in digital PDF format.

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COMPONENTS

SETUP

After preparing the game as described in the core game rules, resolve the following steps:

1. Place all Young Familiar tiles (indicated by I in the bottom right corner) in a stack next to the Experiment decks.
2. Place all Adult Familiar tiles (indicated by II in the bottom right corner) in a stack next to the Experiment decks.
3. Place the Potency sidebar next to the Main board. Each player places their Potency marker on space '0'.

PLAYING THE GAME

The Familiar tiles may be in play on their Mischievous  or Benevolent  side. The Mischievous side comes with a disadvantage, while the Benevolent side provides a benefit to players. During the Action phase you may spend indicated Metals to change Familiars behavior from Mischievous to Benevolent.

PREPARATION PHASE

During the Preparation phase of the **first round**, shuffle all the Young Familiar tiles, draw a number of tiles equal to the number of players, and place them

Mischievous side up (indicated by  in the upper right corner) next to the Potency sidebar. Return all unused Young Familiar tiles to the box.

During the Preparation phase of the **second round**, shuffle all the Adult Familiar tiles, draw a number of tiles equal to the number of players, and place them Mischievous side up (indicated by  in the upper right corner) next to the Potency sidebar. Then, flip all the Benevolent Young Familiar tiles that are in play to their Mischievous side. Return all unused Adult Familiar tiles to the box.

During the Preparation phase of the **third round**, flip all Benevolent Familiar tiles in play to their Mischievous side.

ACTION PHASE

From now on, the Potency of the dice you draft must be tracked on the sidebar. When you draft a new die during the Action phase of the 1st and 2nd round of the game, move your Potency marker on the sidebar a number of steps equal to the Potency of that die.

At the end of the Action phase in rounds 1 and 2, after each player has passed, but before proceeding to the Preparation phase of the next round, each player takes a Familiar tile and places it below their Player board in the same manner as you do with the Artifacts. It does not affect the 2 Artifact limit and you may end up with 2 Familiars in the same section.

Starting with the player that took the most Potent dice (the player that is highest on the Potency track) and

proceeding with the next player lower on the Potency track, each player takes the Familiar **with the highest value** (shown in the upper right corner of the tile). In case of a tie, the player earlier in the turn order takes the Familiar with the higher value.

After taking a tile, each player places it below their Player board below the Transmutation section matching the color of which they have the most dice. In case of a tie, they may decide in which section they place the Familiar tile. Always place it Mischievous side up below the Artifact tiles in that section.

Finally, when all players have placed their Familiar tiles, reset their Potency markers on the Potency sideboard to "0" space.

EXAMPLE: The red player is the 1st on the Potency track so they take the Familiar tile with the highest number, which is 6.

They place it below their Player board in the white section because the majority of their exhausted dice are white.

The next player on the Potency track takes the Familiar tile with the second highest number: 4

Finally, the last player takes the only remaining tile: 1.



FAMILIAR TILES

At any time during your turn as a Free action, you may spend the required Metal(s) in order to flip the Familiar tile to its Benevolent side.

Each time you Transmute in a section with a Familiar, resolve its effect. While on its Mischievous side, Familiars add an additional cost, requirement, or other disadvantage. If you cannot meet the requirement, you cannot perform the Transmutation. While on the Benevolent side, Familiars provide you with an additional reward or a passive positive effect you may gain during a Transmutation in the corresponding section.

All Familiar effects apply only to the section they are in!

EXAMPLE 1: The red player performs a Transmutation in the White section **1**. Since they have not flipped the Familiar tile, they must pay an additional cost **2**. They spend 1 Aqua Regia.

If they did not have it, they could not perform the Transmutation.



EXAMPLE 2: The red player decides to flip the Familiar tile. They pay the cost, in this case 2 unrefined Metals **2** **1**, and flip the Familiar tile to its Benevolent side **2**. From now on, whenever they perform the Transmutation action in the white section they may perform an extra Transmutation in that section.



SOLO MODE

All animals seem to avoid the Homunculus. It watches them, puzzled by the commotion they cause in the workshop. It must have noticed that Familiars can be helpful when calmed. One day, the Homunculus comes into the lab looking... agitated. In its hands rests a strange package—a small cage draped with a red cloth. What kind of creature might it conceal? Time will tell. For now, you have more than enough to worry about.

COMPONENTS



1 HOMUNCULUS FAMILIAR TILE

SETUP

Resolve according to the normal rules. Place Homunculus Potency marker on the “0” space of the Potency sideboard. Place Homunculus Familiar tile next to Homunculus’s player board face down.

PLAYING THE GAME

In Preparation phase of the 1st and 2nd round display 2 Familiars, as you normally would in a 2-player game. You need to track your and Homunculus’s Potency.

At the end of the 1st and 2nd round resolve the following:

- If the Homunculus is the highest player on the Potency sideboard, it discards the Familiar tile with a higher number, and places 1 Element marker on the Homunculus Familiar tile (flip it face up if needed).
- If the Homunculus is not the highest player on the Potency sideboard, it discards the Familiar tile with a lower number, and places 2 Element markers on the Homunculus Familiar tile (flip it face up if needed).

During the Action phase, when the Homunculus resolves a Decision card that requires exhausting an Artifact and there is at least one Element marker

on Homunculus Familiar tile, discard that marker to double the effect from the Decision card. When there are no more Element markers on the Homunculus Familiar tile, flip it face down.

EXAMPLE: According to the current Decision card, the Homunculus must exhaust one Artifact to gain an advancement on the Fire Mastery track and 2 VP **1**. As there is an Element marker on the Homunculus Familiar tile, it is discarded and Homunculus gains 2 advancements and 4 VP **2** (but only 1 Artifact tile is exhausted).



APPENDIX

YOUNG FAMILIARS



MISCHIEVOUS SIDE:

Spend an additional 1 Essence. (This does not advance your marker on a Mastery track).

BENEVOLENT SIDE:

Refine any 1 Metal.



MISCHIEVOUS SIDE:

Lose 1 VP (to a minimum of 0).

BENEVOLENT SIDE:

You may perform 1 Transmutation via a black path. You may choose not to pay an Essence or Mercury, but if you do so, you do not advance on the Mastery tracks.



MISCHIEVOUS SIDE:

Instead of advancing on the Mastery track corresponding to a spent Essence or Mercury, advance on your lowest Mastery track.

BENEVOLENT SIDE:

Gain 1 Aqua Regia.



MISCHIEVOUS SIDE:

Spend additional 1 Essence. (This does not advance your marker on a Mastery track).

BENEVOLENT SIDE:

Gain 1 VP.



MISCHIEVOUS SIDE:

✧ effects allow you to only Transmute via paths in a color matching the section with this Familiar.

BENEVOLENT SIDE:

You may perform 1 Transmutation via a red path. You may choose not to pay an Essence or Mercury, but if you do so, you do not advance on the Mastery tracks.



MISCHIEVOUS SIDE:

Spend 1 Aqua Regia.

BENEVOLENT SIDE:

You may perform 1 additional Transmutation via path in a color matching this Familiar (regular rules apply).



MISCHIEVOUS SIDE:

Instead of advancing on the Mastery track corresponding to a spent Essence or Mercury, advance on your lowest Mastery track.

BENEVOLENT SIDE:

Gain 1 Extra Potency token.



MISCHIEVOUS SIDE:

Spend 1 Potency (each Transmutation in this section effectively costs 2 Potency).

BENEVOLENT SIDE:

You may move the Metal you Transmuted via the next path, even if it moves that Metal to another section (you spend ✧ / ♀ as normal).

ADULT FAMILIARS



MISCHIEVOUS SIDE:

Lose 2 VP
(to a minimum of 0).

BENEVOLENT SIDE:

Advance on the Earth
Mastery track.



MISCHIEVOUS SIDE:

You may only
Transmute if you move
a Metal of a type you
have more of (both
unrefined, and refined)
than the type it is
Transmuted to.

(Example: You want
to Transmute Tin to
Mercury. You have 2
Tin, 1 Mercury, and 2
Mercury. You may perform this
Transmutation.)

BENEVOLENT SIDE:

Gain 2 VP.



MISCHIEVOUS SIDE:

Spend 1 Aqua Regia.

BENEVOLENT SIDE:

You may move the
Metal you Transmuted
via the next path, even
if it moves that Metal
to another section
(you spend 1 Essence / 1
as normal).



MISCHIEVOUS SIDE:

You cannot use any
Artifact in this section.

BENEVOLENT SIDE:

Gain any 1 Essence.



MISCHIEVOUS SIDE:

Spend an additional
1 Essence. (This does
not advance your
marker on a Mastery
track.)

BENEVOLENT SIDE:

You may perform 1
Transmutation via
a white path. You may
choose not to pay
an Essence or Mercury,
but if you do so, you
do not advance on the
Mastery tracks.



MISCHIEVOUS SIDE:

You cannot use any Artifact in this section.

BENEVOLENT SIDE:

Gain 1 Aqua Regia.



MISCHIEVOUS SIDE:

You may only Transmute if you move a Metal of a type you have more of (both unrefined, and refined) than the type it is Transmuted to.

(Example: You want to Transmute Tin to Mercury. You have 2 , 1 , and 2 . You may perform this Transmutation.)

BENEVOLENT SIDE:

Refine any 1 Metal.



MISCHIEVOUS SIDE:

Spend 1 Potency (each Transmutation in this section effectively costs 2 Potency).

BENEVOLENT SIDE:

You do not have to spend Essence or Mercury when Transmuting (it makes Transmutations easier, but as a result you do not advance on the Mastery track). You may still decide to pay the Essence or Mercury (and advance on the corresponding Mastery track).

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Board&Dice would like to thank the following for their invaluable play testing, advice, and feedback: Janusz Smola, Marcin Cieślowski, Wiktoria Cieślak, Martyna Jarecka, Krzysztof Widera.

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