



TRISMEGISTUS

ROLL & WRITE

RULEBOOK

WITHIN THE HALLOWED HALLS OF THE ALCHEMIST'S SANCTUM, APPRENTICES GATHER, THEIR EYES GLEAMING WITH AMBITION. UNDER THE WATCHFUL GAZE OF THE ESTEEMED MASTER ALCHEMIST, THEY LABOR AT THEIR WORKBENCHES, SURROUNDED BY BUBBLING CONCOCTIONS AND ARCAINE TOOLS. EACH DAY PRESENTS NEW TRIALS, AS THEY ATTEMPT TO TRANSMUTE BASE ELEMENTS INTO WONDROUS COMPOUNDS. EAGER TO PROVE THEMSELVES, THE APPRENTICES COMPETE NOT ONLY FOR MASTERY OF THE CRAFT BUT FOR THE FAVOR OF THEIR MENTOR. IN THE END, ONLY ONE WILL EARN THE MASTER'S TRUST AND WITH IT, THE SECRETS OF THE SANCTUM.

IN TRISMEGISTUS: ROLL & WRITE, PLAYERS TAKE ON THE ROLE OF APPRENTICES IN THE ALCHEMIST'S SANCTUM. DRAWING FROM A SHARED POOL OF EXPERIMENTS, ARTIFACTS, AND DICE, EACH APPRENTICE WORKS INDEPENDENTLY TO IMPRESS THEIR ESTEEMED MENTOR. THE GAME TAKES FIVE ROUNDS, ENDING WITH A FINAL SCORING PHASE. THE APPRENTICE WITH THE MOST VICTORY POINTS IS DECLARED THE WINNER.

COMPONENTS



8 DRY ERASED PLAYER SHEETS
(4 MASTERY SHEETS, 4 WORKSHOP SHEETS)



3 DICE
(1 BLACK, 1 WHITE, 1 RED)



4 DRY ERASE MARKERS



24 EXPERIMENT/
ARTIFACT CARDS
(8 BLACK, 8 WHITE, 8 RED)



1 SCORING
SHEET



1 FIRST PLAYER
MARKER



3 POTENCY TRACK TILES
(1 BLACK, 1 WHITE, 1 RED)

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COMPONENTS

SETUP

1. Place the black, white and red Potency tracks in the middle of the table leaving space for cards to the right of each track.
2. Randomly give each player 1 dry erase marker, 1 Mastery sheet, and 1 Workshop sheet.
3. Divide Experiment/Artifact cards into 3 decks by color (check the bottom of Experiment side of the cards). Shuffle each deck separately and place them Artifact side up next to matching Potency track tiles. Draw the top card from each deck and place it below the respective deck Experiment side up.
4. The player who most recently brewed a potion becomes the first player. Give them the first player marker.

5. The player to the right of the first player rolls all dice. Any die showing ? must be rerolled so that it shows 1 of the 5 Metals. Choose 2 of the dice and gain a Metal of the matching type (see page 5). Pass the dice to the next player to the right, who repeats the process. Eventually, all the players should have 3 Metals marked on their Workshop sheets (including the printed mark in Lead tube).
6. Roll the dice again. Place each die on the matching Potency track in a space corresponding to the number of players.

	BLACK	WHITE	RED
2 	2	2	1
3 	3	2	2
4 	4	3	2

7. Each Player marks with "X" the 1st round in the left top corner of their Workshop sheet.
8. Each player marks with "X" the leftmost  on their board.



SETUP

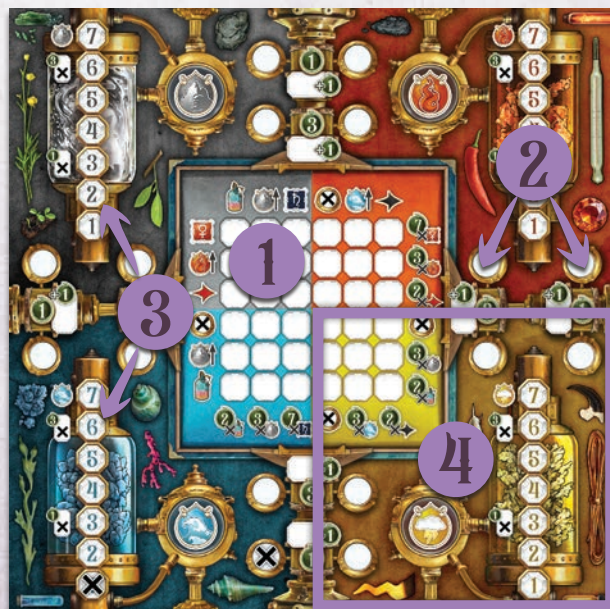
PLAYING THE GAME

Trismegistus: Roll&Write is played over 5 rounds. In each round players take turns in clockwise order until every player has taken 2 turns. On your turn perform the following steps in order:

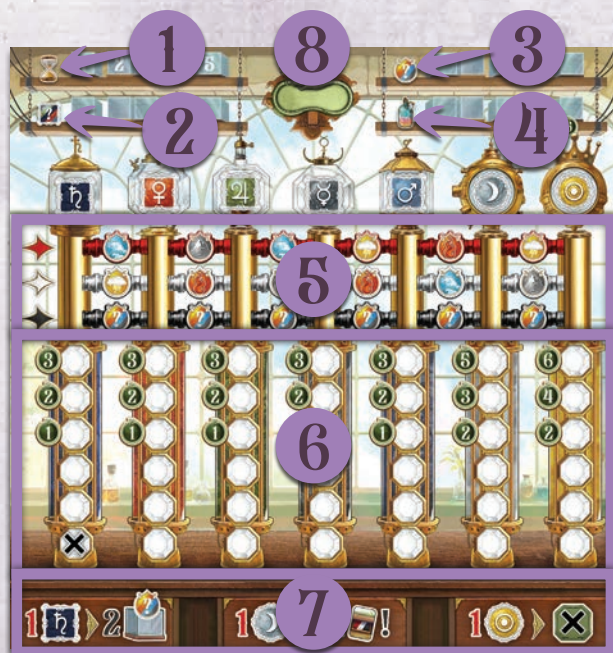
1. Choose a die that still has Potency (is not on  space)
2. Move that die down by 1 space on the track (reducing its potency).
3. Either get 2 Metals depicted on the chosen die (for  you can choose any Metal aside from  and ) **or** perform one Transmutation following the color of the chosen die.
4. Advance on the Element Mastery track depicted at the bottom of the Artifact card next to the chosen die.
5. Carry out the Experiment **or** activate the Artifact corresponding to the chosen die.
6. Cycle a card - take the Artifact card from the deck matching the chosen die and place it with the Experiment side face up on top of the Experiment deck. If the Artifact deck is empty, immediately reshuffle all the cards from the Experiment deck **apart from the top one** to create a new Artifact deck.

IMPORTANT: Steps 1, 2 and 6 are **mandatory**, while all effects in steps 3-5 that are positive for the player (like activating an Artifact or gaining a Metal) are optional and may be forfeited with no compensation.

PLAYER SHEETS ANATOMY



- 1** Philosopher's Stone grid
- 2** Knowledge circles
- 3** Mastery tracks
- 4** Element section (air)



- 1 Round track
- 2 Wild Reagent
- 3 Elemental Reduction
- 4 Aqua Regia
- 5 Transmutation paths
- 6 Tubes for Metals
- 7 Exhaust abilities (one is unique on each Workshop sheet)
- 8 Victory Points

KEY CONCEPTS

VICTORY POINTS

Whenever you gain Victory Points (VP) during the game (either from Experiments or Artifacts), add the gained VP to your current VP value by updating the number written in the corresponding section of your Workshop sheet.

GAINING A METAL

There are 7 Metals in the game:



On the dice there is also ? symbol which allows you to gain any Metal aside from Silver and Gold.

$$? = \text{♁} / \text{♀} / \text{♂} / \text{☿} / \text{♂}$$

Whenever you gain a Metal, mark it with an “X” in the lowest empty space in the tube for that Metal. If you were to gain a Metal and the corresponding tube is already filled, the effect is lost.

EXAMPLE: A player gains 2 Metals from the chosen die with a Copper symbol. They mark it in the corresponding column on their Workshop sheet.



EXHAUSTING A METAL

1 Sometimes Metals can be exhausted for powerful benefits. Whenever you need to exhaust a Metal, fill the lowest circle in this Metal's tube that is marked with an “X” (covering it whole). The exhausted Metals are no longer valid when you Carry out an Experiment or resolve Artifact effects, but they still count when you resolve a Transmutation.

Each Workshop sheet has one **special ability** that requires you to exhaust a specific Metal. You may activate this ability at any time during your turn.

EXAMPLE: A player activates a black Artifact that allows them to exhaust 1 Lead to gain 1 Gold. They fill the lowest marked space in Lead tube and mark the lowest empty space in Gold tube.



TRANSMUTATIONS



Transmutation allows you to gain new Metals and advance on the Mastery tracks. Each Metal tube (except Gold) has 3 Transmutation paths leading to the next tube on the right, one in each dice color. You can perform a Transmutation if both of the following conditions are met:

- There are more Metals marked (including exhausted) in the chosen column than in the next column.
- The path in the color of your chosen die has not yet been crossed out.

If the conditions are met, mark the lowest empty space in a tube associated with the Metal to the right of the transmuted Metal. Then cross out the path matching the color of the chosen dice. Advance on the Element Mastery track shown on the path you crossed out. **You do not remove or cross out anything in the tube from which you Transmuted!**

EXAMPLE: A player uses a white die to perform a Transmutation. They want to gain Tin. As they have more Copper than Tin, and the white Transmutation path is not yet crossed out, they can perform this Transmutation.



They cross out the Transmutation path, mark the lowest empty space in Tin tube and the next step on the Fire Mastery track.



AQUA REGIA



Players may exhaust Aqua Regia when choosing a die to treat that die as if it had a **different color** for the purpose of both Transmutations and Artifact/Experiment cards. When players gain or exhaust Aqua Regia, they mark them in the same way as Metals in the corresponding section on their player sheet.

ELEMENT MASTERY



There are 4 Elements: Earth , Fire , Water , and Air . Each of them has a corresponding sheet section and a Mastery track. Whenever you advance on the Element Mastery track, mark the lowest empty space on the corresponding track.



When you reach the 3rd and the 6th step on a track, you may mark “+1 VP” in a Knowledge Circles section matching the track’s Element to increase your endgame scoring (see page 10).



USING AN ARTIFACT

Every Artifact card has an effect that players may choose **instead** of carrying out an Experiment. Some Artifacts also have an option to exhaust specific Metals to get a more powerful effect. You may find the description of all Artifacts in the Appendix on page 13.



Once per turn players may exhaust 1 Silver to resolve the Artifact's effect for the second time.

PERFORM AN EXPERIMENT

To Perform an Experiment you have to meet the following conditions:

- You have the Metals required by the Experiment card (marked but not exhausted) - they are listed at the top of the card.
- You meet the requirement of the Element Mastery.

If you do not have the required Metals, but you have any **Wild Reagents**  marked, you may exhaust 1 to use as any 1 missing Metal. You may do this as many times as you wish to providing you have enough Wild Reagents.

Important: When performing the Experiment you **do not exhaust** any Metals, you only need to meet the requirement.

The **Element Mastery** level required to carry out an Experiment is always **equal to the current round number**. You may lower this requirement by exhausting Elemental Reduction. Each Experiment card has a choice of 2 Elements with different rewards assigned to them. You need to choose 1 of them and only have to meet the Element Mastery requirement for that Element. This designates the element of the Experiment, which will affect the rewards you receive. As a reward for successfully carrying out an Experiment you receive:

- Victory Points indicated on the card - add it to your current VP total on your Workshop sheet.

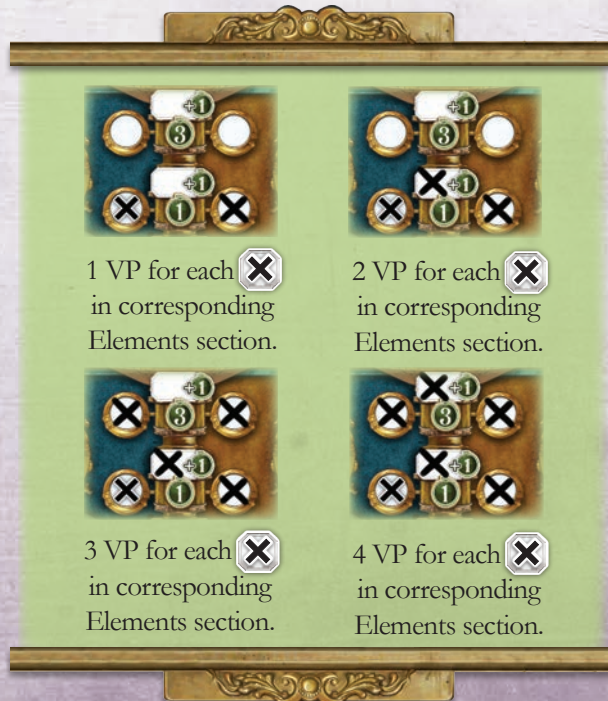
- Knowledge - cross out one of the **Knowledge Circles** matching the designated Element of the Experiment.
- Part of the **Philosopher's Stone**.



KNOWLEDGE CIRCLES



Every time you complete the Experiment, you may fill a Knowledge Circle matching the designated Element. Every Element has 2 pairs of circles connected to circles of 2 other Elements. Within those pairings, you need to first fill the Circle next to 1 Victory Point before filling the one with 3 Victory Points of the same Element. The connected marked Circles determine how much you will score for the Philosopher's Stone (see page 10)



KEY CONCEPTS

PHILOSOPHER'S STONE

The progress of your work on the Philosopher's Stone is marked on a 6x6 Grid divided into 4 3x3 sections corresponding to each of the four Elements. When you complete an Experiment, you get to cross out a specific polyomino shape as a reward. A shape **cannot be rotated**, and at least 1 part of it has to be marked in a section matching the designated Element of the Experiment. You may always cross out the shape that is marked with an "X" on the card (1). However, if you **exhaust 1 Gold**, you may cross out additional spaces shown in green (2). **The shape must fit into the grid. It may overlap already marked spaces, but there is no compensation for overlapping spaces.**



When you complete an entire row or column, **immediately** gain the rewards shown at both ends. Some of these rewards grant VP based on specific conditions. Crossed out squares in each section are also scored at the end of the game based on your marked Knowledge Circles.

EXAMPLE: It is a third round and a player carries out a white Experiment. They have the required Metals, and they choose to use the Water Element, as they meet the Mastery track requirement for that Element.



They add 4 VP to their score and mark the Water Knowledge Circle. Then, they exhaust 1 Gold, to mark a bigger shape (4 squares instead of 2).



As a result, they completed the column, gaining 1 Aqua Regia and immediately scoring 2 VP per their marked Aqua Regia (including exhausted).



ELEMENTAL REDUCTION AND WILD REAGENT

When players gain Elemental Reduction or Wild Reagent, they mark them in the same way as Metals in the corresponding section on their Workshop sheet. Players may exhaust them to lower the requirements when carrying out an Experiment.

-  an Elemental Reduction lowers the Element Mastery requirement by 1.
-  Wild Reagent acts as any 1 Metal (except Silver and Gold).

END OF THE ROUND

Round ends when all players have resolved 2 turns. Reroll all dice and place them on the Potency tracks in the same manner as during the setup. Pass the first player token to the next player to the left.

END OF THE GAME

The game ends after the 5th round. Before proceeding to the final scoring you may exhaust your remaining Gold to cross out one space  in your Philosopher's Stone grid for each of them. If you complete a row or/and a column you **do not gain** the rewards. Then, count the Victory Points in the following way:

1. Start with your VP gained during the game (from Experiments, etc.)
 2. Add the highest VP value you reached in each Metal tube.
 3. Add the highest VP value you reached in the Aqua Regia shelf.
 4. Determine the VP for each Element:
 - A. Victory Points value depends on both Knowledge Circles being filled next to the value (0 VP if there are no pairs complete, and up to 4 if both Circles are marked as well as both corresponding "+1 VP" spaces).
 - B. Multiply that VP value by the number of squares crossed out in both corresponding Element sections on the grid (0-18 squares).
- Repeat the procedure for all the Elements and sum up your final score.

The player with the most VP is the winner and must be titled Master Alchemist until the next game of Trismegistus Roll&Write.

FINAL SCORING EXAMPLE: A player collected 23 VP during the game. They spend the remaining 1 Gold to cross out one more square on the grid in the Water section.

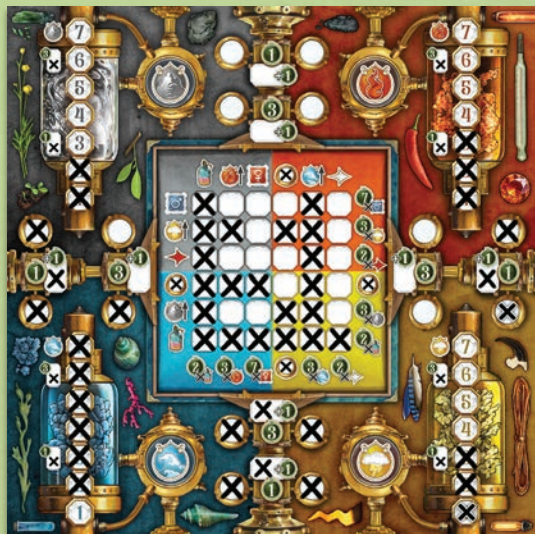
They add 10 for the Metal tubes.

They add 3 VP for Aqua Regia shelf.

For Knowledge Circles going clockwise from top they gain:

- 0 VP for Earth and Fire
- 2 VP x 10 = 20 VP for Fire and Air
- 4 VP x 13 = 52 VP for Water and Air
- 2 VP x 11 = 22 VP for Earth and Water.

Their Final score is 130 VP.



END OF THE GAME

SOLO MODE

Your last experiment was a disaster. And the one before that didn't go much better. The specter of expulsion from the Sanctum looms over you. Other students have begun to avoid you. Whispers circulate behind your back—a rumor that you might be cursed.

But you won't give up on your dream. Not yet.

Your plea is heard. The Master Alchemist grants you one final chance to prove yourself.

Don't waste it.

Trismegistus Roll & Write can also be played solo. In this mode, you compete only against yourself, aiming to achieve the highest score possible. To evaluate your performance, refer to the table at the end of the solo rules section.

SETUP

Prepare the game according to the standard rules on page 3. You only need one Workshop sheet and one Mastery sheet. In step 6 of the setup, place each die on its matching Potency track, following the table below.

	BLACK	WHITE	RED
1 	2	1	1

PLAYING THE GAME

Play the game according to all standard rules, with the following changes:

- In rounds 1-4 you take 2 turns, and in the 5th round you may take 3 turns.
- Once per round, you may exhaust 1 Aqua Regia to cycle any card. The card associated with the activated die will still cycle as usual at the end of your turn.
- End of the round: Cycle the cards that were not cycled (i.e., you used black and white dice, then cycle the red card; you used black die twice, cycle white and red).

END OF THE GAME

After resolving the final scoring, refer to the table to determine your Fate—expulsion or possible access to the Sanctum's secrets.

	OUTCOME
<80	Expulsion! Leave the Sanctum's grounds before sunset!
81-110	The Master Alchemist smacks his lips disapprovingly. “You may stay,” he says at last. “However, one more misstep will be your last,” he adds.
111-140	The Master Alchemist sighs—you hope it was relief you heard. “You’ve redeemed yourself. For now.”
141-170	The Master Alchemist nods with approval. “It took you some time,” he says, “but you’ve learned your lesson. There is still a future for you in the Sanctum.”
171+	The Master Alchemist raised a brow, a glimpse of amusement flashed through his eyes for a second. “Well done,” his voice is calm and unwavering, “If you put your heart to it, you may surpass your classmates sooner than anybody would anticipate.”

APPENDIX

ARTIFACTS



Exhaust 1 Iron to cross out 2 squares on the Philosopher's Stone grid.



Exhaust 1 Mercury to gain 1 Lead and 1 Copper.



Exhaust 1 Lead to gain 1 Gold.



Exhaust 1 Copper to gain 1 Aqua Regia and advance twice on any combination of Mastery tracks.



Exhaust 1 Tin to perform 2 Transmutations. Mark them, but do not advance on the corresponding Mastery tracks.



Exhaust 1 Lead to gain 1 Silver and advance once on any Mastery track.



Exhaust 1 Copper to gain 3 Aqua Regia.



Exhaust 1 Mercury to gain 2 Iron.

ARTIFACTS

	Perform 1 Transmutation, but instead of marking the space to the next tube, skip the number of tubes equal to the highest Mastery track step you reached (or skip as many tubes as possible). You still cross the path only next to the Metal you picked as a starting one.
	Gain 1 VP for each Metal you have in the tube with the most marked spaces.
	Cross out 1 square in the Philosopher's Stone grid. Gain 2 VP for each crossed out square in a section with the least crossed out squares.
	Gain 1 Aqua Regia for each Philosopher's Stone section with at least 1 crossed out square.
	Gain Wild Reagent for each advancement you have on the Mastery track with the least advancements.
	Perform 1 Transmutation, but instead of marking a space in the tube, skip the number of tubes equal to the number of Aqua Regia you have (or skip as many tubes as possible). Nevertheless, only cross out the path next to the Metal you picked as a starting one.
	Gain 1 Gold. Gain 1 VP for each Silver you have marked but not exhausted.
	Gain Elemental Reduction and Aqua Regia per each crossed out Transmutation path in a color you have crossed out the least.
	Resolve 1 Transmutation via a black Transmutation path.
	Gain 1 Aqua Regia.
	Gain 3 VP.
	Gain an advancement on the Mastery track on which you have advanced the least.
	Cross out a square in a section of Philosopher's Stone in which you have crossed out the most squares.
	Resolve a Transmutation via any Transmutation path. Mark it, but do not advance on the corresponding Mastery track.
	Gain 1 Gold.
	Cross out 2 squares in a Philosopher's Stone section in which you have crossed out the least squares.

PHILOSOPHER'S STONE



Gain VP for each marked Metal of the indicated type.

EXAMPLE:

7 VP x 3 Coppers = 21 VP



Gain VP for each marked space on the indicated Mastery track.

EXAMPLE:

3 VP x 4 spaces on Fire Mastery track = 12 VP



Gain VP for each marked Transmutation of the indicated type.

EXAMPLE:

2 VP x 3 red Transmutations = 6 VP



Gain VP for each marked Aqua Regia.

EXAMPLE:

2 VP x 4 Aqua Regia = 8 VP



Gain VP for each marked space on the chosen Mastery track.



Mark any Knowledge Circle.



LEAD



COPPER



TIN



MERCURY



IRON



SILVER



GOLD



ANY METAL
(NOT SILVER OR GOLD)



TRANSMUTATION



ELEMENTAL
REDUCTION



WILD
REAGENT



MARK
A SQUARE ON
PHILOSOPHER'S
STONE GRID



ELEMENT MASTERY
TRACK (EARTH, FIRE,
AIR, WATER)



ADVANCE ON
ANY MASTERY
TRACK



ADVANCE ON
THE LOWEST
MASTERY TRACK



DO NOT ADVANCE
ON THE INDICATED
MASTERY TRACK



AQUA REGIA



LOWEST/HIGHEST
(THE LEAST/THE MOST)



EXHAUST



GAIN (ON
ARTIFACTS)/HAVE
(ON EXPERIMENTS)



VICTORY POINT



KNOWLEDGE
CIRCLE

ICONS