Game by Michał Gołębiowski and Filip Miłuński
Written by Rafał Wojda-Wołkowycki

DESTINIES

Sea of Sand

Rulebook

EXPANSION

Introduction

Embark on an epic journey to reach Mahdia - a pirate fortress on the sandy shores of North Africa. Is your army strong enough to break the walls of Mahdia? Or will the African heat, merciless pirate fighters, and the legendary Arabic creature - the Ifrit - make your dreams of glory sink in the sea of sand forever?

9 Destiny Cards

Components

40 Map tiles

1 oversized Boss Miniature

46 Item cards

Lamp 2
Saracen, Fire

Always

Each time you explore you may refresh 1 🎲.

109

15 Miniatures

The Campaign

The Sea of Sand expansion comes with 3 scenarios which form a campaign that should be played in the suggested order. We recommend playing the whole campaign with the same group of players, but this is not mandatory. Scenarios are linked together, and each unveils the next steps of a bigger plot, but each scenario is a separate story, and knowing previous scenarios should not give a player any unfair advantage.

Game Flow

The Sea of Sand campaign follows all the rules of Destinies. Please refer to the base game rules on how to set up and play the game. Below we present the new unique features of Sea of Sand.

Point of Interest Option - Dungeon

Some Points of Interest might lead you into underground dungeons 🚪, where you will have to choose your way at every intersection. Each corridor can lead you to unknown encounters, valuable treasures, or hidden keys to your destiny. Tread lightly and try to remember the path you chose, so that next time you can explore different parts of the dungeon... or return to where you left some unfinished business.

Point of Interest Option - Maze

Mazes 🌀 are other types of Point of Interest built especially to mislead unwelcome guests. Mazes have a warning at the entrance - they can have numerous dead ends, which will only waste your precious time, but there is always a solution somewhere else, which lets you learn the correct path. Mazes are usually bigger than dungeons. You might blindly find your way through a maze, depending on your luck, or perhaps it is worth seeking the solution first, before venturing to a maze.

Submaps

To represent the vast distances of the Saharan desert, players may travel between separate smaller maps, which represent the more interesting areas in the sea of emptiness. To travel to another map elsewhere in the desert, a player can interact with Points of Interest named "Travel". The player selects their destination and embarks on a journey which will take the rest of their turn. At first, the list of destinations might be very short, but in time, as more and more parts of the desert are discovered, the list of destinations might expand considerably. All "Travel" Points of Interest are connected to each other, so a player can go from any "Travel" Point to any other.

TRAVEL-OASIS

You can join the caravan and travel to other destinations across the desert.

🔄••• Travel to the caravanserai.

Travel Points are the main way to travel from one submap to another, but there are other hidden ways. Hiring a guide might lead you directly to a completely new map, revealing a previously unknown "Travel" Point of Interest. Alert players will discover additional less obvious ways!

Some items let you travel instantly to any tile; these let you travel even to a different map, and they can be very valuable in such situations!

Destiny Hints

Usually players gain information about their characters' destiny by talking with various NPCs they encounter. Sea of Sand introduces additional ways of obtaining insight into one's destiny: by examining murals and researching in libraries for clues.

Credits

Game Design:	Michał Gołębiowski, Filip Miłuński
Development:	Michał Gołębiowski
Writing:	Rafał Wojda-Wołkowycki
Programming:	Marcin Musiał
Illustration:	Da Yu, Karolina Jędrzejak, Mateusz Michalski, Joanna Kozioł, Matijos Gebreselassie, Lena Pantyukhina, Mateusz Michalski, Piotr Arendzikowski, Mythic Games team
Sculpts:	Ireneusz Zieliński, Hexy Studio team, Mythic Games team
Art Direction:	Mateusz Komada
Graphic Design:	Katarzyna Kosobucka, Mateusz Komada
Producer:	Vincent Vergonjeanne
Project Manager:	Przemek Dołęgowski
Playtest Manager:	Tomasz Napierała
Playtesting:	Wojciech Giżyński
Editing:	Russ Williams