Conan Exiles Releases Fourth Major Update in the Age of War!

**Conan Exiles keeps up the steady momentum of free\* major updates, this time with Age of War – Chapter 4, adding the Sacred Hunt Event, the Fatality system, and much more!**

**Oslo, Norway – April 2, 2024 –** *Conan Exiles™*, the open world survival game in the world of Conan the Barbarian, has received its final Chapter in the Age of War, after which a new, unannounced Age will take place. For this epic conclusion, developer Funcom is proud to reveal several new features, including a brand-new event – The Sacred Hunt, a journey filled with savage trials that tie into the god of beasts: Jhebbal Sag. Chapter 4 also expands upon the Purge system, adds a brand-new Fatality system, and improves Follower control and Battle Pass Progression.

Along with the free\* content, a new paid Battle Pass and new Bazaar cosmetic items have been introduced, including Lost Dungeon building pieces, complete with a stone gargoyle, new emotes, decorations, pets, cosmetic armors and weapons, and more.

Begin your hunt in a world of awakened savagery with the Chapter 4 Launch Trailer.

[[launch trailer]](https://youtu.be/OmxpweI07OM)

The Sacred Hunt Event, with its new hub area, new enemies, and story, makes use of other features introduced in the Age of War, such as the Player Tavern. This marks one of the recent foundations upon which future updates can build, where new characters from far and wide can drop by for the player to interact with. If you build your tavern, one such character will arrive in Chapter 4, shedding light upon the presence of strange new beasts stalking the wild. Followers are another foundation which Chapter 4 has improved, through more intuitive behavior, controls, and commands.

The world of Conan the Barbarian is brutal, and with the new Fatality system, it is on full display. In this feature inspired by the fatalities in *Age of Conan*, players can finish off dazed enemies with bloody spectacle through a variety of unique new animations, depending on the weapon used.

The Purge system has also been expanded. Slay powerful sorcerers before they drop a conflagration of meteors upon your base, and stop lock-picking thieves that open the way for the rest of the purge. Wield new defenses such as the powerful ballista to hold back the enemy.

To give players far more freedom, the Battle Pass progression system has been overhauled, making almost all common actions in the game provide Battle Pass experience, such as harvesting resources.

Since *Conan Exiles* introduced the system of Ages, a huge amount of free\* content and improvements have been added to the game. Funcom are thrilled to continue this in the following Age, which is yet to be revealed.

Age of War – Chapter 4 is now available on PC, PlayStation 4, PlayStation 5, Xbox X|S, Xbox One, and Xbox Game Pass.

\* Requires the Conan Exiles base game, sold separately.

**ABOUT FUNCOM**
**Funcom is a developer and publisher of online games for PC and consoles. Funcom has provided outstanding entertainment since 1993 and continues to expand its track-record of more than twenty released games. Titles include ‘Conan Exiles‘, ‘Secret World Legends, ‘Age of Conan: Hyborian Adventures’, ‘The Longest Journey', 'Anarchy Online', 'The Park', and 'Dreamfall: The Longest Journey'. For corporate information please visit** [**www.funcom.com**](http://www.funcom.com)**.**

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