

ADVENTURES IN HYBORIA

— KICKSTARTER EDITION —

Your Kickstarter edition of **Adventures in Hyboria** includes extra components, not included in the regular retail edition of the expansion:

- 3 alternate Artifact cards
- 3 Artifact tokens
- 1 alternate Conan Bonus card
- 8 Conan's Chronicle cards
- 16 Conquest cards
- 6 Hyborian God cards
- 4 sets of Hyborian God tokens
- 4 Sorcery cards

In this rulebook, you will find the necessary rules to add these components to your **Age of Conan** games. All components are optional, and they can be used together or separately.

ALTERNATE ARTIFACT AND CONAN BONUS CARD



Artifact cards
(Front and Back)



Artifact tokens

There are two ways to use alternate artifacts and bonus card:

- At the start of the game, players may mutually agree which of the two versions of each artifact (and Conan bonus) to use for this game.
- Both versions are used. Whenever a player receives an artifact, he may decide which of the two versions to use.

Also included in this expansion are three artifact die-cut tokens. You may use these tokens to show more visibly which player holds a specific artifact.

CONAN'S CHRONICLE CARDS



Chronicle card
(Front and Back)

The deck of 8 chronicle cards is used to represent and indicate various moments in Conan's life.

Only one chronicle card is in play at any given moment. As long as the "Conan the Barbarian" chronicle is in play, no special rules are applied. All other chronicle cards modify the rewards and the "Court + Conan" fate die result used by the Conan player, as indicated by the card itself.

Setup

Set the "Conan the Barbarian" chronicle card aside, and shuffle the remaining cards.

At the start of the game, the "Conan the Barbarian" chronicle card is in play. Place it close to the Conan reference board, face up, on the left side of the board.

Then, draw three more chronicle cards, and place them on the right side of the Conan reference board, face up.



How to use Chronicle Cards

Chronicle cards are used together with story cards.

Each story card includes a keyword (Adventurer, Barbarian, Pirate, Sellsword, Spy, Thief, Reaver, and Warlord), indicating Conan's career during that story.

When a player completes a story, he checks if the keyword matches the title of one of the three visible chronicles. If it does, he can claim the rewards indicated on that chronicle, either in addition to ("Additional") or instead of ("Alternative") the normal rewards, as indicated.

That chronicle is now in play: place it on the left side of the board, and reshuffle the chronicle previously in play in the chronicle deck. The rules for the Conan player may change as indicated by the new chronicle card in play.

Then, draw a new chronicle from the deck, to replace the chronicle now in play (so that, at any moment there is one chronicle in play, and three visible chronicles ready to enter play if the appropriate condition is met).

CONQUEST CARDS



Conquest card
(Front and Back)

Conquest cards replace objective cards. Replace the entire deck of objective cards with the deck of conquest cards. Whenever an objective is achieved, the indicated bonus effect is immediately available to the player(s) achieving the objective. A player may always decide not to use the effect, or use it only partially, if he so wishes.

HYBORIAN GODS



Hyborian Gods card
(Front and Back)



Hyborian Gods tokens

These rules represent the influence of supernatural beings on the lives and struggles of the Hyborian kingdoms.

Setup

At the start of the game, each player receives a set of Hyborian god tokens (one for each god, in the color of his kingdom). Then, shuffle the 6 Hyborian god cards together to form one deck.

How to use Hyborian Gods

After the bid for Conan at the start of the game, and at the end of the age change phase in the first and second age, players must determine the dominant deity for the next age.

Three Hyborian god cards are randomly drawn and revealed. Then, each player secretly chooses one of his god tokens, matching one among the three revealed gods. All players' tokens are then shuffled together, in a cup of other opaque container, and one is drawn at random.

The god indicated by the drawn token is ascendant in the next age, and until the beginning of the next age change phase, the indicated effect applies.

The respective owners take back undrawn god tokens. The card of the ascendant god is set aside as a reference, while the other two cards are reshuffled together with the other god cards, for later use.

SORCERY CARDS



Sorcery card
(Front and Back)

These rules replace and extend the use of sorcery tokens in the game. Players draw sorcery tokens using the normal rules, but spend them following the new rules explained here.

Setup

At the start of a game, each player takes the sorcery reference card of his kingdom and places it face-up on the table, in the area where he will later place his play-on-the-table cards.

How to use Sorcery Cards

When a player spends a sorcery token, he places it on one of the three boxes on his sorcery reference card, applying the corresponding spell effect. Follow the instructions on the card closely, to apply the chosen spell correctly.

A player can 'cast' each spell one time, until all three spell boxes on the card have been used once. A player may spend multiple sorcery tokens to activate different spells (for example, to affect the same contest with different spells) at the same time.

When all three boxes on the card have been used, discard all tokens. You are now free to cast all your spells again.

ADVENTURES IN HYBORIA

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