



THE
CITY
OF
KINGS

ANCIENT ALLIES

YANNA + KUMA

RULEBOOK

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COMPONENTS

CHARACTERS



2 Character Sheets with Miniatures and matching Tokens.

CREATURES



2 Boss Tokens with matching Templates.



7 Easy, 10 Medium, and 7 Hard Creature Ability Tokens.

CARDS



22 Story

TOKENS



10 Eggs



2 NPC Pair



4 Darkvine

OTHER BITS



5 stands



1 Pet (Ekka)

STORIES

The three stories included within this Character Pack can be played before, after, or alongside any other stories in The City of Kings. You may use any characters while playing these stories, but we recommend at least one player using either Yanna or Kuma for a more immersive experience.

SET UP

Some Story cards will ask you to set up a Creature Stat Bar that may have already been used or is not the next one on the pile.

If the Creature Stat Bar has already been used, take it from the discard pile and set it up as instructed.

If the Creature Stat Bar is not the next one in the pile, then go through the pile, take out the required Stat bar and then put the rest of the pile back. Do not discard any Creature Stat Bars unless specifically told to do so.

In the unlikely event of the Creature Stat Bar already being in play, use the closest (higher) Stat Bar from the pile instead.

OBJECTIVES

The Yanna & Kuma Character Pack introduces a new objective to The City of Kings, requiring you to protect eggs from the armies of Vesh.



SAVE THE EGGS OBJECTIVE: During the setup phase of a save the egg objective, you will be instructed to place a number of Egg tokens on a Creature Template.

When a creature carrying eggs activates and attempts its basic attack:

- If it has no Priority Target, then the creature will destroy 1 Egg token.
- If it has a Priority Target, then it will perform the basic attack normally and not destroy an egg.

When an Egg token is destroyed, remove 1 Egg token from the Creature Template.

If you ever remove the last Egg token from a Creature Template, you immediately lose the game.

Egg tokens are immune to Attack All and all other forms of damage; they can only be destroyed by a creature's Basic attack.

YANNA STORMTREE

Yanna introduces pets to The City of Kings and comes with a standee for its pet Wyvern, Ekka. When playing as Yanna, you should take the Ekka standee and place it in front of you.

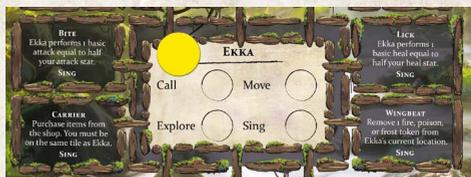
Unlike other characters, Yanna has a maximum  attack and  heal of 8. This is indicated on its Character Sheet.



UNLOCKING EKKA

Before you can use Ekka, you must unlock her by placing a Skill token on the Ekka area of Yanna's Skill tree.

Once Ekka is unlocked, you will have access to her actions.



You can unlock Ekka by placing a Skill token in the Ekka area of Yanna's Skill tree.

EKKA'S ACTIONS

The Ekka area of Yanna's Skill tree features four new actions that can be used during the hero and worker actions phase of your turn. In the same way that you can place an Action token on a Hero or Worker action space, you can place an Action token in the Ekka area to activate her abilities.

CALL: If Ekka is not on the map, call her to your location. Place the Ekka standee on the Map tile Yanna is currently on.

MOVE: Perform a Move action with Ekka. Ekka's Move action uses the same rules as a hero Move action.

EXPLORE: Perform an Explore action with Ekka. Ekka's Explore action uses the same rules as a hero Explore action.

SING: The Sing action is used to perform Ekka's Skills, which can be unlocked on Yanna's Skill tree. Whenever you perform the Sing action with Ekka, she will perform the action and then fly away. Once the action has been completed, remove Ekka's standee from the board and place it back in front of you.



When you perform a Sing action with Ekka, you must remove her standee from the map and place it in front of you.

EKKA'S STATS

Ekka's stats work in the same way a hero's stats work; the stats she has are shared with Yanna.

AVAILABLE STATS

 **RANGE:** Ekka shares  with Yanna. If Yanna has 3 , Ekka has 3 .

 **MOVE:** Ekka shares  with Yanna. If Yanna has 4 , Ekka has 4 .

UNAVAILABLE STATS

 **LUCK:** Ekka does not use .

 **HEALTH:** Ekka does not use ; similar to a worker, Ekka does not take damage.

UNLOCKABLE STATS

Ekka can unlock the ability to attack or heal by placing Skill tokens on Yanna's Skill tree.

 **ATTACK:** Ekka's attack is equal to half of Yanna's attack stat. If Yanna has 4 , Ekka has 2 .

 **HEAL:** Ekka's heal is equal to half of Yanna's heal stat. If Yanna has 5 , Ekka has 3 . Remember, always round up.

YANNA'S SKILL TREE

When you play as Yanna, the first Skill token you earn will always be placed in the Ekka area. Ekka's area connects to all four tier 1 Skills and all three columns of tier 2.

FAQ

- Yanna does not have the option to reset its skills.
- Ekka will never be Priority Target and cannot be targeted by creature abilities.
- Ekka does not take damage, even from reflect.
- Ekka does not get trapped by creatures.
- For all other situations, treat Ekka as if she was a Worker.

KUMA THE OLD

Kuma introduces Prowl to The City of Kings, allowing him to move around the map without being targeted by creatures.

UNLOCKING PROWL

Before you can use Prowl, you must unlock it by placing a Skill token on the Prowl area of Kuma's Skill tree.



You can unlock Prowl by placing a Skill token in the Prowl area of Kuma's Skill tree.

USING PROWL

Prowl is a Transform Skill and follows the normal rules for activating and deactivating Transform Skills.

WHILE TRANSFORMED, YOU CAN:

-  move normally.
-  interact with Map tiles including shops and quest tiles.
-  be affected by fire, poison, and other impairments.

WHILE TRANSFORMED, YOU CANNOT:

-  attack or heal.
-  be targeted by a creature.
-  be targeted by another hero.

HEALTH SKILLS



Health skills will always start with a number, followed by the word Health. To activate a Health skill, you must immediately reduce your current health by the amount shown before resolving the action.

If activating a Health skill would reduce your current health below 1, then you cannot activate the skill.

Example. To activate Grizzled, you must reduce your current health by 1. You cannot spend additional health to perform the skill multiple times.

SPECIAL SKILLS

Several of Kuma's Skills relate to distance or movement; these are explained below.

WOLFSPEED/EARTH BLOOD



WolfSpeed and EarthBlood both increase the effect of an ability by the number of unique Map tiles you have moved onto during your turn. You can see examples of how this is calculated below.

Example 1. If you start on A and move to B, you would move through four unique Map tiles, increasing the effect of the skill by 4.

Example 2. If you start on A and move to F, travelling through B, C, D, and E in order, you would move through six unique Map tiles, increasing the effect of the skill by 6. You count the (A) tile as you cross it travelling from D to E.

EXAMPLE 1



EXAMPLE 2



EARTH FRIEND



Earthfriend increases the effect of an ability by the number of Map tiles between you and your target, not including the tiles you or your target are on. You can see examples of how this is calculated below.

Example 1. If you are on A and your target is on B, there are no map tiles between you and your target, so you do not increase the effect of the skill.

Example 2. If you are on C and your target is on D, there is one map tile between you and your target, increasing the effect of the skill by 1.



SKILL RESET

Kuma may reset his Skill tree like any other hero by placing a Skill token on the Skill Reset box. However, by doing so, Kuma will lose access to the Prowl skill for the rest of the game.

KUMA'S SKILL TREE

When you play as Kuma, the first Skill token you earn will always be placed on the Prowl skill. The Prowl skill connects to the first tier 1 skill on both the left and right sides and all three columns of the second row of tier 1.

CREATURE ABILITIES

The Yanna & Kuma Character Pack comes with a number of new Creature Abilities. You can identify Creature Ability tokens that contain a new ability by looking at the back of the token. If the letters CP₁ are shown, then the token contains an ability introduced by this pack.



BELL RINGER ★

Bell Ringer is the combination of Darkvine All and War Cry, performed in order.

1. DARKVINE ALL (SEE PAGE 8).

Place 1  on all Map tiles with a hero on them that are within  of the creature.

2. WAR CRY (SEE PAGE 9).

If the creature does not have a Priority Target, then place 1  on the Map tile the creature is on.

DARKVINE ★

Place 1  on the Map tile the creature's priority target is on.

DARKVINE ALL ★

Place 1  on all Map tiles with a hero on them that are within  of the creature.

If the creature has Darkvine, and it also has Darkvine All, then only activate Darkvine All.

DARKVINE COUNTER

When this creature takes damage from a basic or special attack, place 1  on the Map tile the attacking hero is on.

HEART OF THE PHOENIX

Heart of the Phoenix is the combination of Heart of Fire and Phoenix, performed in order.

1. HEART OF FIRE (SEE PAGE 4 IN THE QUICK REFERENCE BOOKLET).

When this creature dies, it does damage equal to its  to all heroes in .

2. PHOENIX (SEE PAGE 5 IN THE QUICK REFERENCE BOOKLET).

This creature comes back to life with 50% of its max  and loses all bonus tokens and impairments.

Creatures with Heart of the Phoenix will only come back to life once.

WAR CRY

If the creature does not have a Priority Target, then place 1  on the Map tile the creature is on.

TOKENS

EGG

Egg tokens are a Quest token used by some Quest, Story, and Scenario cards.



Egg tokens do nothing unless otherwise stated by a Quest, Story, or Scenario card.

DARKVINE

When a hero is on a tile with a Darkvine token on it, they can no longer move.



If a hero moves onto a tile with a Darkvine token on it, they must immediately stop moving.

Workers and Creatures are not affected by Darkvine.

There can only be one Darkvine token on a tile at any time. Darkvine tokens have 1 health. They are immune to fire and poison, but any basic or special attack from a hero will remove them from the map.

A Darkvine token cannot survive on a tile without a hero, if a hero dies on a tile with a Darkvine token on it, and there are no other heroes on the tile, remove the Darkvine token from the tile.

NPC PAIR

Some Quest cards may require you to keep track of which NPC the quest is referring to. NPC Pair tokens work the same as normal NPC tokens but come in sets of two and contain a letter.



If you need to track an NPC against a quest, you can place one NPC Pair token on the Quest card and another NPC token with the same letter on the map.

WHERE TO FIND US

ASK A QUESTION

www.thecityofkings.com/help/

FIND US ON FACEBOOK

www.facebook.com/cityofgameshq

FIND US ON TWITTER

www.twitter.com/cityofgameshq

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CREATURE ABILITIES

See page 8 for more details on these Creature Abilities.

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HEART OF THE PHOENIX

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