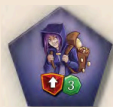


Prisoners



Adventurer

Immediately advance the Dragon marker one space along the Rage Track. Also worth 3 points at the end of the game.



Barbarian

Immediately gain 2 Swords to use on this turn. Also worth 2 points at the end of the game.



Cleric

Immediately heal 1 damage. Also worth 2 points at the end of the game.



Discount Coupon

You may use this token one time while buying an item from the market to pay 5 less Gold. It is not a Prisoner for any purpose (such as Riot, Brave Hero, or the Warrior). (Keep until you use it, then return it to the box.)



Golden Monkey Bot

This counts as a Monkey Idol for all purposes, though it is worth 3 points at the end of the game (instead of 5).



Mayor

Worth 5 points at the end of the game, if you have a mastery token.



Monk

Worth 1 point at the end of the game for each Wayshrine you've marked.



Peasant

Worth 2 points at the end of the game.



Primatologist

Worth 5 points at the end of the game, if you have at least one Monkey Idol (which can be the Golden Monkey Bot).



Prince/Princess

Worth 5 points at the end of the game, if you have a Crown.



Haunted Prisoner

Immediately take a Ghost cube from the Bank and place it in the Clank! area. Also worth 3 points at the end of the game.



Faithful

Immediately take 1 undercoin from the Bank. Also worth 1 point at the end of the game.



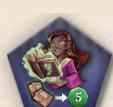
Haunted Myrmidon

Immediately take a Ghost cube from the Bank and place it in the Clank! area. Each turn that you're in the Underworld at any point (including the turn on which you free this prisoner), you gain 1 Sword. Also worth 1 point at the end of the game.



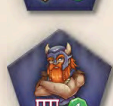
Soul Elixir

Immediately advance the Dragon marker one space along the Rage Track. You may use this token one time while in the Underworld to heal 2 damage. It is not a Prisoner for any purpose. (Keep until you use it, then return it to the box.)



Sorceress

Worth 5 points at the end of the game, if you have at least two Secret Tomes.



Warrior

Worth 1 point at the end of the game for each Prisoner you have freed (including the Warrior himself).

Market Items



Backpack

Allows you to carry an additional Artifact. (Also worth 5 points at the end of the game.)



Blood Amulet

You must have at least 5 damage to buy this item. When you buy it, immediately heal 2 damage. (Also worth 7 points at the end of the game.)



Burglar's Kit

When you buy this, immediately take two Lockpicks from the Bank. (Also worth 2 points at the end of the game.)



Crown

Worth the number of points shown. (Each player takes the most valuable Crown available when they buy one.)



River Lamp

When you buy this, immediately take three undercoins from the Bank. (Also worth 5 points at the end of the game.)

Underworld Market Items

These can only be bought from a market room in the Underworld.



Blood Amulet

This item is the same as the Blood Amulet in CLANK! Catacombs (though it can only be bought in the Underworld). You must have at least 5 damage to buy it. When you buy it, immediately heal 2 damage. (Also worth 7 points at the end of the game.)



Boots of the Wind

Each turn (including the turn in which you buy this item), you gain 1 Boot. (Also worth 1 point at the end of the game.)



Gauntlets of Destiny

When you buy this, immediately draw three cards from the fate deck. Choose one to keep, then return the other two to the bottom of the fate deck. Your fate card limit is increased to two. (Also worth 6 points at the end of the game.)



Jester's Cap

At the end of the game, this is worth 7 points for each Stumble card you have. It also counts as a crown. Corbin has the Jester's Cap. He scores 6 points for The Empress fate card at the end of the game, because the Cap counts as a crown.



River Boat

For the rest of the game, every time you trash a card, stack it under this item. When counting your score at the end of the game, count those cards as if they were part of your deck (for their own points and any other effects). In addition, River Boat is worth 8 points, plus an additional point for every card in its stack.

Major Secrets



Catacombs Map

Keep this token—for the rest of the game, you may move through one-way tunnels in the opposite direction of the arrow.
(Also worth 5 points at the end of the game.)



Chalice

Keep this token—it is worth 7 points at the end of the game. It is not an Artifact.



Greater Skill Boost

Immediately gain 5 Skill, then return the token to the box.



Greater Treasure

This token counts as 5 Gold. You may keep it until the end of the game or spend it normally.



Potion of Greater Healing

Use during your turn to heal 2 damage.
(Keep until you use it, then return it to the box.)



Book of the Dead

Keep this token until the end of the game. At that time, it is worth 5 points, and also becomes a Secret Tome (it counts when scoring an Imp Assistant).



Greater Potion of Hope

Use during your turn to heal 1 damage (or 2, if you're in the Underworld) and gain 1 Boot.
(Keep until you use it, then return it to the box.)



Undercoin Cache

This token counts as 4 undercoins. You may keep it until the end of the game or spend it normally (getting change from the Bank as needed).

Minor Secrets



Dragon Egg

Keep this token—it is worth 3 points at the end of the game. Advance the Dragon marker one space along the Rage Track.



Lockpick

Immediately return this secret to the box and take a Lockpick from the Bank.



Magic Spring

At the end of this turn, trash a card from your discard pile or play area. Return the card and this token to the box.



Potion of Healing

Use during your turn to heal 1 damage.
(Keep until you use it, then return it to the box.)



Potion of Swiftiness

Use during your turn to gain 1 Boot.
(Keep until you use it, then return it to the box.)



Potion of Strength

Use during your turn to gain 2 Swords.
(Keep until you use it, then return it to the box.)



Puzzle Box

Keep this token until you enter a Wayshrine. There, return the token to the box and take a major secret from the Bank.



Treasure

This token counts as 2 Gold. You may keep it until the end of the game or spend it normally.



Darkiron Ingot You may use this token one time while buying an Underworld market item to pay 3 less Gold.
(Keep until you use it, then return it to the box.) If you don't use it, it is worth 2 points at the end of the game.



Potion of Hope

Use during your turn to gain 1 sword. If you're in the Underworld, you also gain 1 Boot.
(Keep until you use it, then return it to the box.)



Underworld Chute

You may use this token one time while you're in a room that isn't in the Underworld. (Keep until you use it, then place it in the room where you used it.) It becomes an underworld chute that any player may use to descend to (but not return from) the Underworld. If you don't use it, it is worth 1 point at the end of the game.

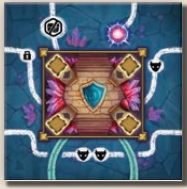
Monkey Idol



When you enter the Monkey Shrine room, immediately take one Monkey Idol and put it in your personal supply. It is worth 5 points at the end of the game. A Monkey Idol is not an artifact.

Lost Chambers

Aegis Shrine



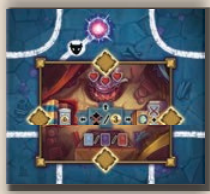
If you have a cube in this lost chamber, then when a Ghost would deal damage to you, you may return that cube to your personal supply to prevent that damage. Although you may have only one cube in the Aegis Shrine at a time, if you remove it to prevent damage, you may place a new one by visiting the room again.

Altar of the Haunted

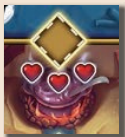


There is only one space to place a cube in this lost chamber. To do so, you must trash a trophy from your personal supply. You then take 2 Gold from the Bank. You may also take an artifact from any room in the dungeon. (You may still only carry one artifact unless you have a Backpack.)

Bizarre Bazaar



Each of the four spaces in this lost chamber is a unique “stall” offering a specific “purchase” when you place your cube. To do so, you must either spend 3 Gold (returning it to the Bank) or trash a trophy from your personal supply. The four stalls and their offerings are:



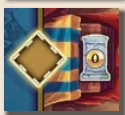
Mystic Stew — Heal 3 damage.



Magic Ointment — Trash a card in your play area or discard pile. Also draw a card. You may do these things in either order.



Display Case — From the Dungeon Row, acquire a card, use a device, or defeat a monster (without paying Skill or Swords).



Stolen Goods — Take an item from the Market Board (without paying additional Gold).

Umbrok Vessna's Hoard

When you enter this lost chamber, take 5 Gold from the Bank and make +2 Clank! (You stealing from the hoard has caught the attention of the dragon.)

When you either take the artifact or pick the chest in this lost chamber, you choose one of the other two rooms on this tile and immediately teleport there.

No cubes are placed in this lost chamber.



Temple of Gold



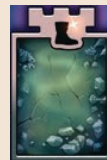
To place a cube on one of the pillars adjoining this lost chamber, you must be in a Wayshrine (the one on this tile, or **any other Wayshrine in the dungeon**). This cube placement requires you to make a “donation” of some amount of Gold from

your personal supply (returning it to the Bank). You then receive the indicated reward. You may only donate to the Temple of Gold once.

The four donations and their rewards are:

- 2 — Heal 1 damage and take a Lockpick from the Bank.
- 3 — Heal 2 damage.
- 5 — Heal 1 damage and take a major secret at random from the Bank.
- 8 — Heal 1 damage. You may also take an artifact from any room in the dungeon. (You may still only carry one artifact unless you have a Backpack.)

If a donation provides you with more than one reward, you do not have to be able to take them all. For example: you could donate 2 Gold to take a Lockpick even if you have no damage to heal, or you could donate 8 Gold to heal damage even if you are unable to take an artifact.



Towers

When you start your turn in a tower room, you get a Boot.

Magic Barriers



When a tunnel is marked with a magic barrier, you can't move through it using Boots if you have an artifact. (However, you may teleport through the tunnel even if you do have an artifact.)

Remember that you can't voluntarily take damage if you have no cubes in your supply, or if doing so would completely fill your Health Meter. In these situations, you can't enter Medusa's Lair. While you have Medusa as a trophy, you ignore tunnel monsters (in addition to the point it gives you for the end of the game).

Lairs



Lair of the Living Statues



DEFEAT: Teleport to another
lair or lost chamber.

TROPHY: 1



Lair of Medusa

When you enter this lair, you must immediately either fight Medusa or **turn to stone** (take 2 damage). You do not take additional damage if you remain in the lair, but you may choose to fight on the same turn or a later one (even if you did not fight Medusa when you first entered).



You must play a Secret Tome
during your turn to fight this.

DEFEAT: Draw two cards.

TROPHY: 1, ignore

tunnel monsters.



Lair of the Sphinx

While you're in this Lair, you have two different ways to defeat the Sphinx: use 4 Swords to fight it, or pay 7 Skill to solve its riddle.



DEFEAT: 7

TROPHY: 1

Fight:

—OR—

Solve the riddle:



7

Underground Lakes



When you enter an underground lake room, you may immediately trash a card in your play area or discard pile. As with other rewards you receive from entering a room, you may do this only once each turn per underground lake room.

Harpies



When you discover a new tile with a harpy room, take a harpy token from the Bank and place it in that room.

When you enter a room with a harpy token, you must immediately fight it (using 2 swords) or take 1 damage.

When you defeat a harpy token, you receive two benefits:

1. Take it as a **trophy**,
2. Take one undercoin from the Bank for each harpy trophy you have (including the one you just defeated).

You do not take additional damage if you remain in a room with a harpy token, but you may choose to fight it on the same turn or a later one (even if you did not fight the harpy when you first entered). Remember that you can't voluntarily take damage if you have no cubes in your supply, or if doing so would completely fill your Health Meter. In these situations, you can't enter a harpy token's room.



Fate Rooms

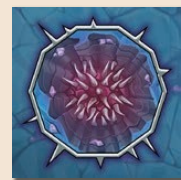
The first time you enter any fate room, draw three cards from the fate deck. Choose one to keep, return the other two to the bottom of the fate deck. You may have only one fate card per game (though the Gauntlets of Destiny market item allows you to have one more).



Pit Traps

The first time each turn that you enter a Pit Trap room, you must either:

- **Fall In:** Take 1 damage, and you also cannot spend any more Boots for the rest of the turn. (You can still move using a teleport.)
- **Evade the Trap:** Trash a non-Stumble card from your hand. (Because it must come from your hand, you may find it wise to discover any new tiles during your turn before playing all your cards. Otherwise, you must Fall In.)



Combining with Lairs and Lost Chambers



You may combine this expansion with CLANK! Catacombs: Lairs and Lost Chambers.

Treat the Underworld Guardian marker and reference card together as a single trophy. The harpies (both the tokens, and the Harpy Matriarch) are also trophies. All of these are used like other trophies in Lairs and Lost Chambers.

Each fate room is a lost chamber (as marked by their golden walls), and thus is affected by cards like Silver Arch and Swap Meet. The Underworld Guardian's room, however, is **not** a lair. (Antimagic properties there prevent the Silver Arch from taking you there.)