

Score Sheet

Use this score sheet to tally the players' points. Players can gain or lose points for each of these actions only once.

POINTS BY AREA

	Action	Points	
L1: Entry Caverns	Caused a face to say "aah"	+1	<input type="checkbox"/>
	Asked a face which way to go or used the word "truth"	+1	<input type="checkbox"/>
	Recovered any gems	+1	<input type="checkbox"/>
	Got bit by a stone face	-1	<input type="checkbox"/>
L2: Slate Chamber	Defeated the clay golem	+1	<input type="checkbox"/>
	Removed the sword stuck in the clay golem's chest	+1	<input type="checkbox"/>
L3: Guano-Covered Cave	Defeated the cloaker	+1	<input type="checkbox"/>
	Used the tunnel ledge to access the areas to the north	+1	<input type="checkbox"/>
L4: Littered Cave	Avoided the crushing ceiling trap	+1	<input type="checkbox"/>
	Recovered the treasure	+1	<input type="checkbox"/>
L5: Grotto	Attacked the pechs	-1	<input type="checkbox"/>
	Improved the pechs' mood	+2	<input type="checkbox"/>
	Refused to douse any bright lights	-1	<input type="checkbox"/>
L5: Fungal Cavern	Disturbed the crickets	-1	<input type="checkbox"/>
L7: Slimy Cavern	Gathered or ate contaminated mushrooms	-1	<input type="checkbox"/>
	Recovered the elf corpse's equipment	+1	<input type="checkbox"/>
L8: Stinking Cave	Defeated the trolls	+3	<input type="checkbox"/>
	Found the trolls' loot	+1	<input type="checkbox"/>
L9: Bat Corridor	Disturbed the bats	-1	<input type="checkbox"/>
L10: Long Gallery	Attracted the attention of the fomorians in area L11	-1	<input type="checkbox"/>
	Pulled a cave moray from its burrow	+1	<input type="checkbox"/>
L11: Fomorian Cave	Defeated the fomorians	+3	<input type="checkbox"/>
	Found the fomorians' loot	+1	<input type="checkbox"/>
L12: River Ledge	Learned the boat's command word	+1	<input type="checkbox"/>
L13: Underground Lake	Defeated the chuuls	+2	<input type="checkbox"/>
	Failed a Strength saving throw in any of the rivers	-1	<input type="checkbox"/>
	Cast <i>Control Water</i> , <i>Water Breathing</i> , or <i>Water Walk</i>	+1	<input type="checkbox"/>

L14: Basilisk Den	Defeated the basilisks	+1	<input type="checkbox"/>
	One or more characters gained the petrified condition	-1	<input type="checkbox"/>
	Recovered the treasure near the basilisk's nest	+1	<input type="checkbox"/>
L15: Rainbow Cavern	Defeated Lludd the behir	+3	<input type="checkbox"/>
L16: Boulder Heap	Cleared the rocks to expose the tunnel to the greater caverns	+1	<input type="checkbox"/>
	Discovered the bronze tablet within the hollow boulder	+1	<input type="checkbox"/>
L17: Lavish Parlor	Ate any of the poisoned food or drink	-1	<input type="checkbox"/>
	Defeated Kashem the dao	+2	<input type="checkbox"/>
	Saw through Kashem's illusions before she attacked	+1	<input type="checkbox"/>
L18: Black-Water Lake	Gathered all the garnets on the island	+1	<input type="checkbox"/>
	Received an insult from Iggwilv	+1	<input type="checkbox"/>
	Used a cleric or paladin's Channel Divinity feature against the ghosts	+1	<input type="checkbox"/>
L19: Cave of Crystals	Attacked the xorn	-1	<input type="checkbox"/>
	Sent any xorn home	+2	<input type="checkbox"/>
	Enlisted the help of the xorn	+1	<input type="checkbox"/>
L20: Pool Caverns	Freed Kasdu'ul the marid	+2	<input type="checkbox"/>
	Provided proof of Kashem's demise or convinced Kasdu'ul of the dao's defeat	+1	<input type="checkbox"/>

ADDITIONAL POINTS

Condition	Points
-1 point per character death	<input type="checkbox"/>
One or more players thanked the DM during or after the session	+1 <input type="checkbox"/>

TOTAL SCORE

