












 <p>each Dragon scores 1 ♦ equal to the total of your Dragons; -5 ♦ if you have none</p>	 <p>6 ♦ per Ghost on a path with 3+ Ghosts on it; 3 ♦ otherwise</p>	 <p>4/10/18/28/40 ♦ for 1/2/3/4/5 Golems that are not adjacent to other Golems</p>	 <p>each Satyr scores 1 ♦ per different monster on its path (incl. itself)</p>
 <p>each Skeleton scores 1 ♦ per ♦ symbol (disre- garding its printed value)</p>	 <p>each Slime scores 1 ♦ per curve plus 2 ♦ per double curve</p>	 <p>5 ♦ per Bat if it is adjacent to another Bat; 0 ♦ otherwise</p>	 <p>4 ♦ per Werewolf plus one-time bonus of 10 ♦ (5 ♦ with 2 players) if you have the most</p>
 <p>3/4/5 ♦ per Wisp if you have at least 1/4/7 Wisps total</p>	 <p>♦ score their printed value</p>	 <p>special doors score 2 ♦ per section of that path if connected to a matching door</p>	 <p>all other connections score 1 ♦ per section of that path</p>

 x 8	 x 20	 x 17	 x 12	 x 22
 x 12	 x 17	 x 22	 x 26	 x 33
 x 31	 x 31	 x 8	 x 8	