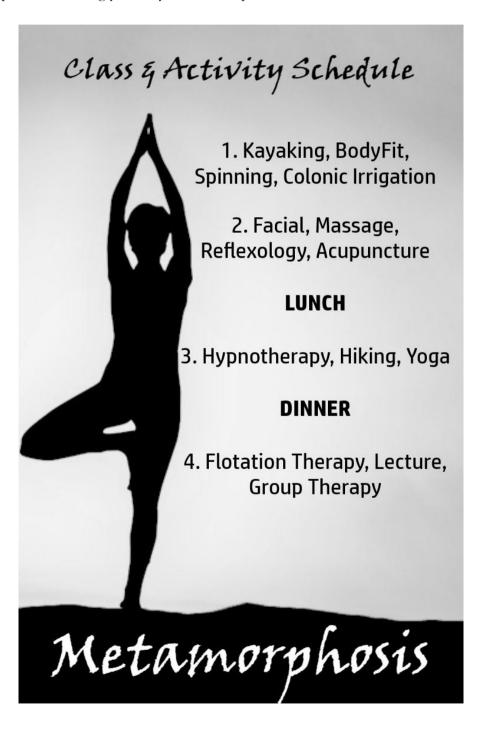
# BEHIND THE WEEPING WALLS RECORD SHEET

#### **CLASS & ACTIVITY SCHEDULE**

Each activity or class has a different instructor every day, so each one is a different experience — some useful, some not so... With this schedule, you can make a note of the activities you have already experienced during your stay at Metamorphosis.



METAMORPHOSIS SCORE

Whether or not the Retreat manages to transform <b>METAMORPHOSIS score</b> . You start at <b>zero</b> , and	
could end up with a negative or positive score. Wheth	
just have to wait and see.	ici that is a good of a bad thing, wen, you if
just have to wait and see.	
Starting Score: 0,	
	Final Score:
	Tima ocore.
ITEMS AND INFORMATION	
You will collect items and information as you go, so	
safe. You wouldn't want to forget anything, now would	ld you?
	_

#### **RUNESTONES**

You will also be collecting runestones. You may see only the markings or hear only the name. Sometimes, you may get both, but you should use this list of the 24 runes to make a note of all the stones that you **collect**. And keep in mind that <u>type</u> AND <u>quantity</u> are important.

For example, if you collect three Isa, no Raidho and one Sowilu runestones, your list would be marked like this:

ı	111	Isa	I
R		Raidho	R
5	✓	Sowilu	s

Some of them may prove to be highly important during your time at Metamorphosis...

Rune Symbol	✓	Rune Name	Alphabet Letter
M		Mannaz	M
X		Gebo	G
۴		Fehu	F
\$		Othila	О
٨		Uruz	U
T.		Perth	P
1		Nauthis	N
×		Ingwuz	N
Y		Algiz	Z
1		Eihwaz	Y
7		Ansuz	A
P		Wunjo	VW

Rune Symbol	✓	Rune Name	Alphabet Letter
M		Ehwaz	${f E}$
7		Laguz	L
Н		Hagalaz	Н
Þ		Thurisaz	X
M		Dagaz	D
1		Isa	I
R		Raidho	R
5		Sowilu	s
1		Tiwaz/Tyr	T
8		Berkana	В
<b>\$</b>		Jera	J
<b>&lt;</b>		Kauno C K Q	

## **KEYPAD SYMBOLS**

If you do make it behind the weeping walls and beyond, you will need access to certain rooms or be able to activate devices. If you figure out what numbers are represented by the keypad symbols, you should record them here for safekeeping.

*	*	*	<b>&amp;</b>

	$\sim$	$\sim$			7 W	<b>W</b> 77	$\sim$	$\mathbf{r}$	-	
(			D	) H	ı, I	X/	( )	К	1	15

There are also codewords to be ticked, so you can track your unique pathway throughout the entire saga.

SOOT	BANDAGE
STROBE	BETRAYAL
TEDDY BEAR	BLUEPRINT
TOXINS	BURNT FEATHERS
TRANCE	CHRYSALIS
TYR	FREEDOM
ULTRAVIOLET	GASTROPOD
WALPURGIS	GREY WOMAN
WITCH	POLLUTION
WUNJO	REVELATIONS
	SCUBA GEAR

## THE SUBMERGED HOUSE — FLOOR PLAN

And finally, if you make it this far, you will definitely need to know your way around the submerged house.

