

Dungeon Crawl Classics #51

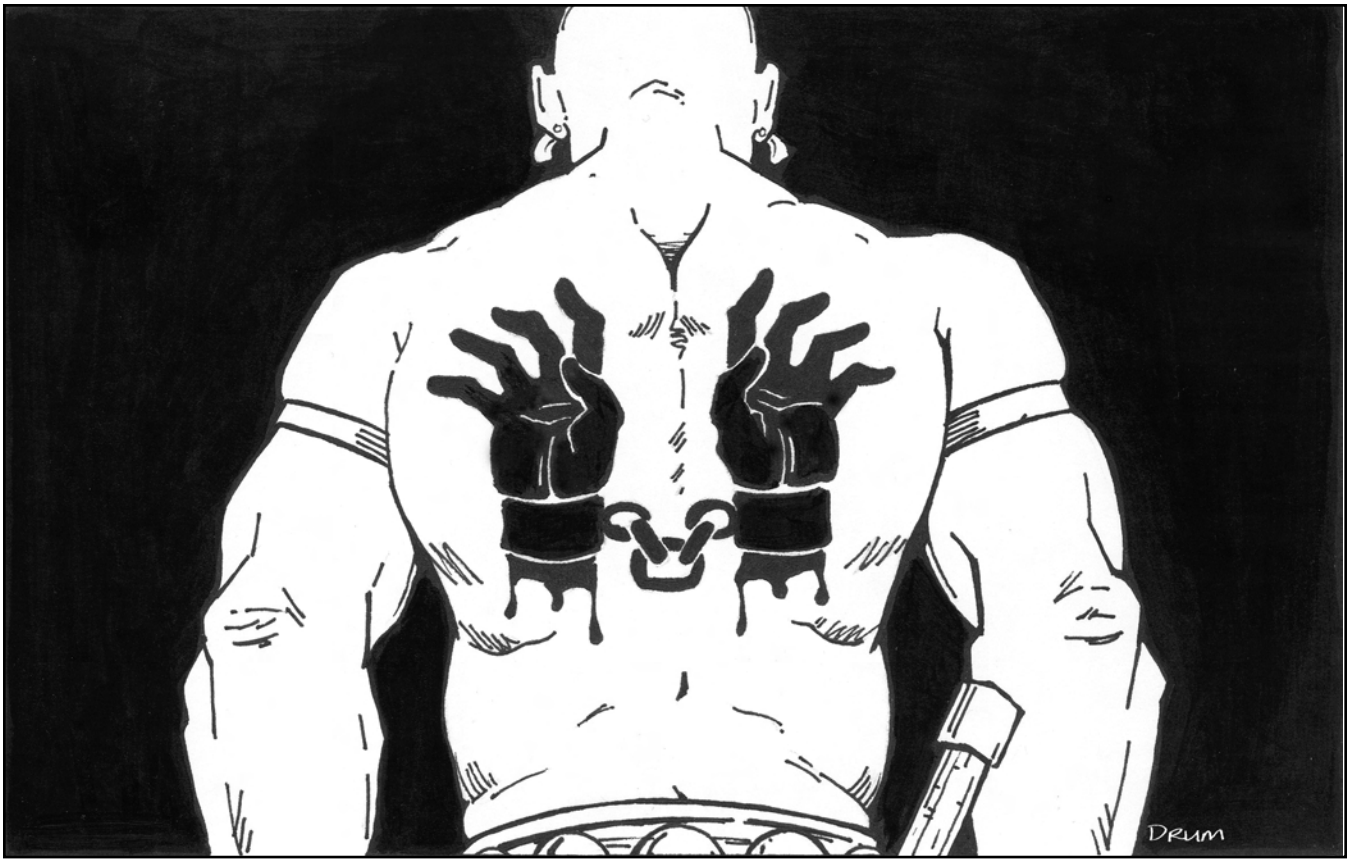
Castle Whiterock

BOOK OF HANDOUTS

Castle Whiterock is a very large dungeon that features almost 50 player handouts. This booklet contains those handouts. The index below indicates where each handout appears in the dungeon.

Handout	Area	Handout	Area	Handout	Area
A	1-intro/slavers	R	9A-1	AI	11-1
B	2-11	S	9A-2	AJ	11A-6E
C	3-2	T	9A-5	AK	11A-6E
D	3-12	U	9A-7	AL	11A-8
E	3-6	V	9B-2	AM	11B-5
F	3A-3	W	9C-1	AN	12-1
G	4A-1	X	9C-2	AO	12-5
H	4A-3	Y	10-3	AP	12-15
I	4A-7e	Z	10-17	AQ	12-38
J	6B-1	AA	10-20	AR	13-1
K	6B-4	AB	10-25	AS	13-20
L	7-4	AC	10A-1	AT	15-2
M	7A-1	AD	10A-2	AU	15-2
N	7A-3	AE	10B-7	AV	15-6
O	8-2	AF	10B-9	AW	15-11
P	8-4	AG	10B-11		
Q	9-3	AH	10B-12		

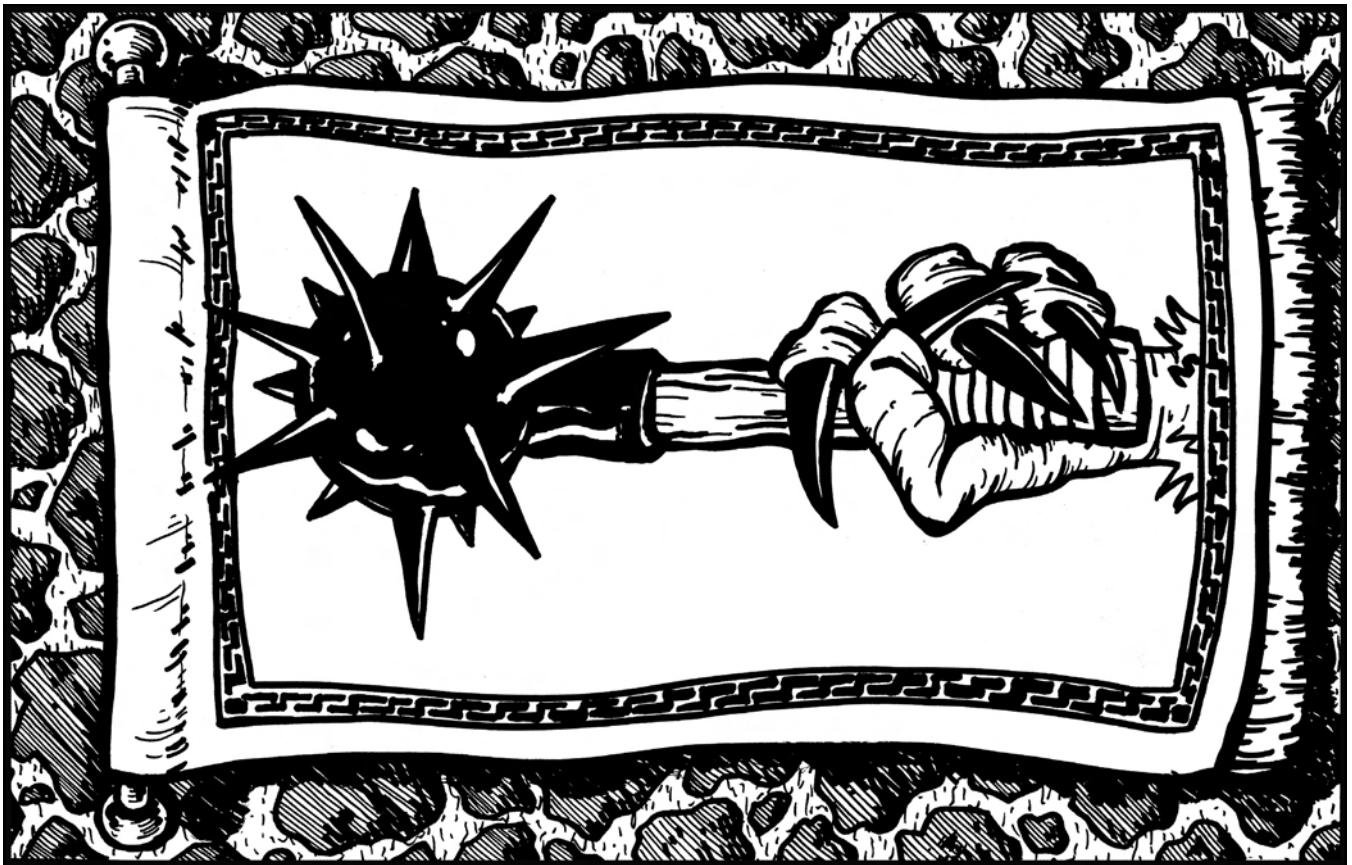
Players' Handout A



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Players' Handout B



come see the

Clockwork Academy

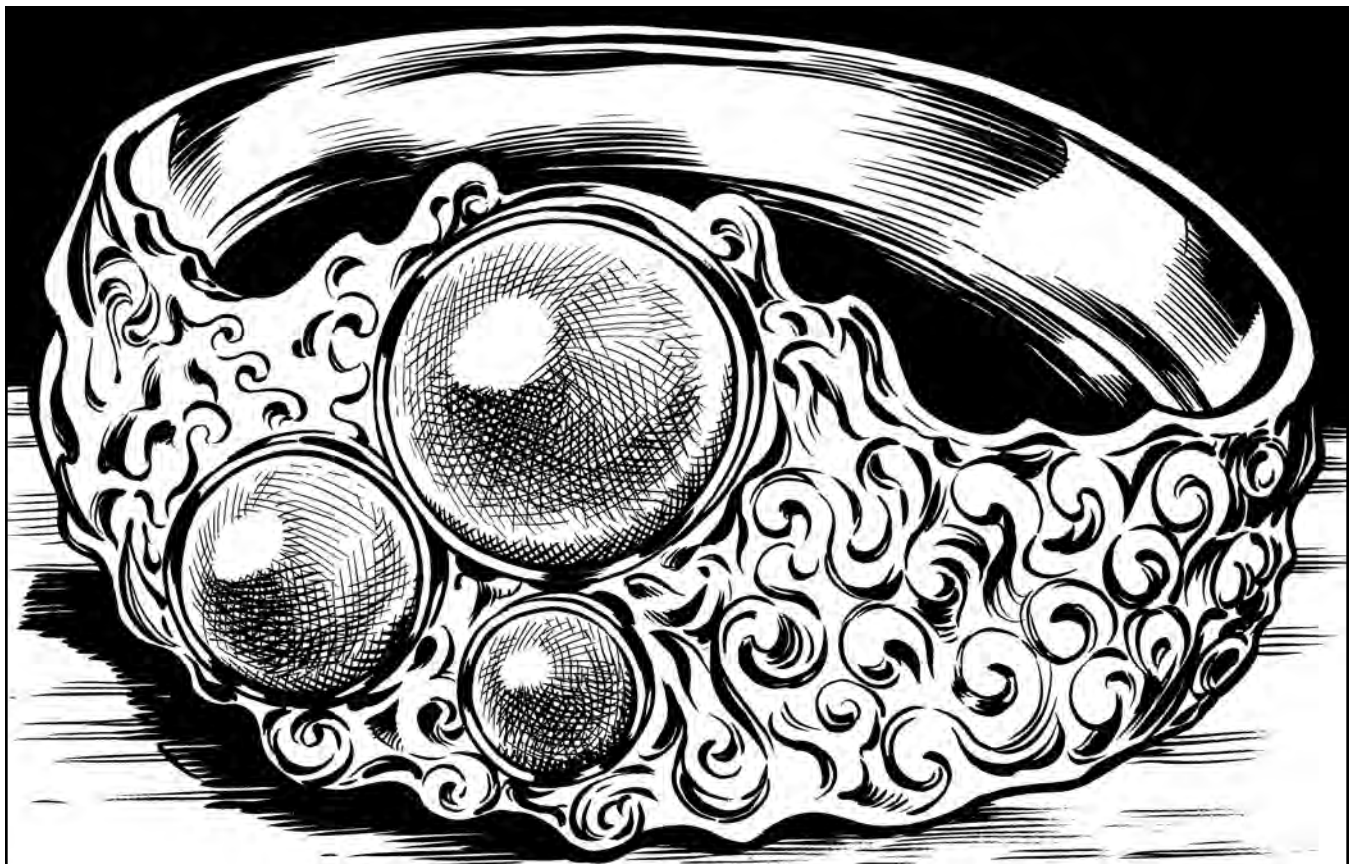
Forward progress, one gear at a time

- showrooms!
- demonstrations!
- hands-on activities for youth!
- gnome-only tours!
- and don't forget the gearwright girls calendar!

Players' Handout C

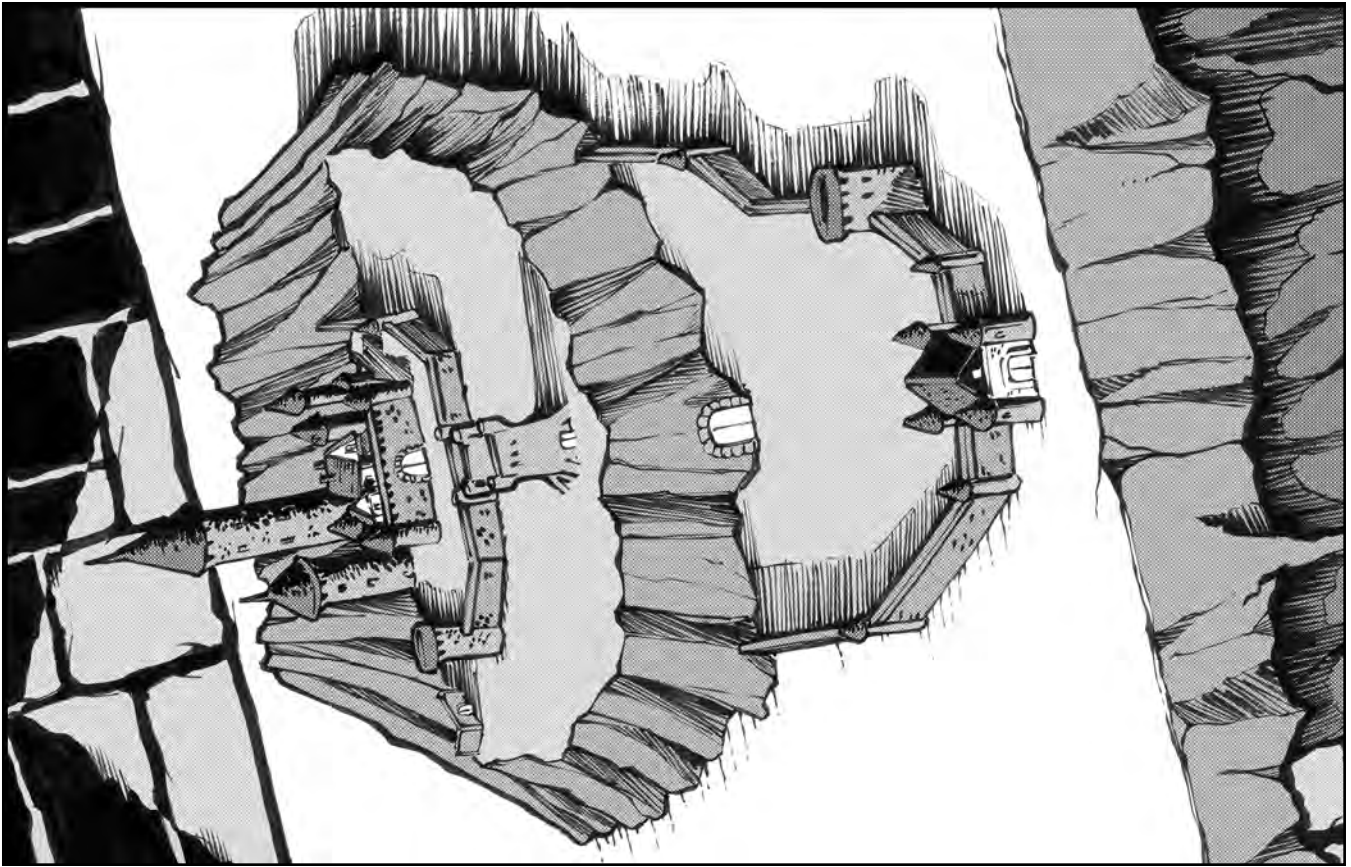
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Players' Handout D

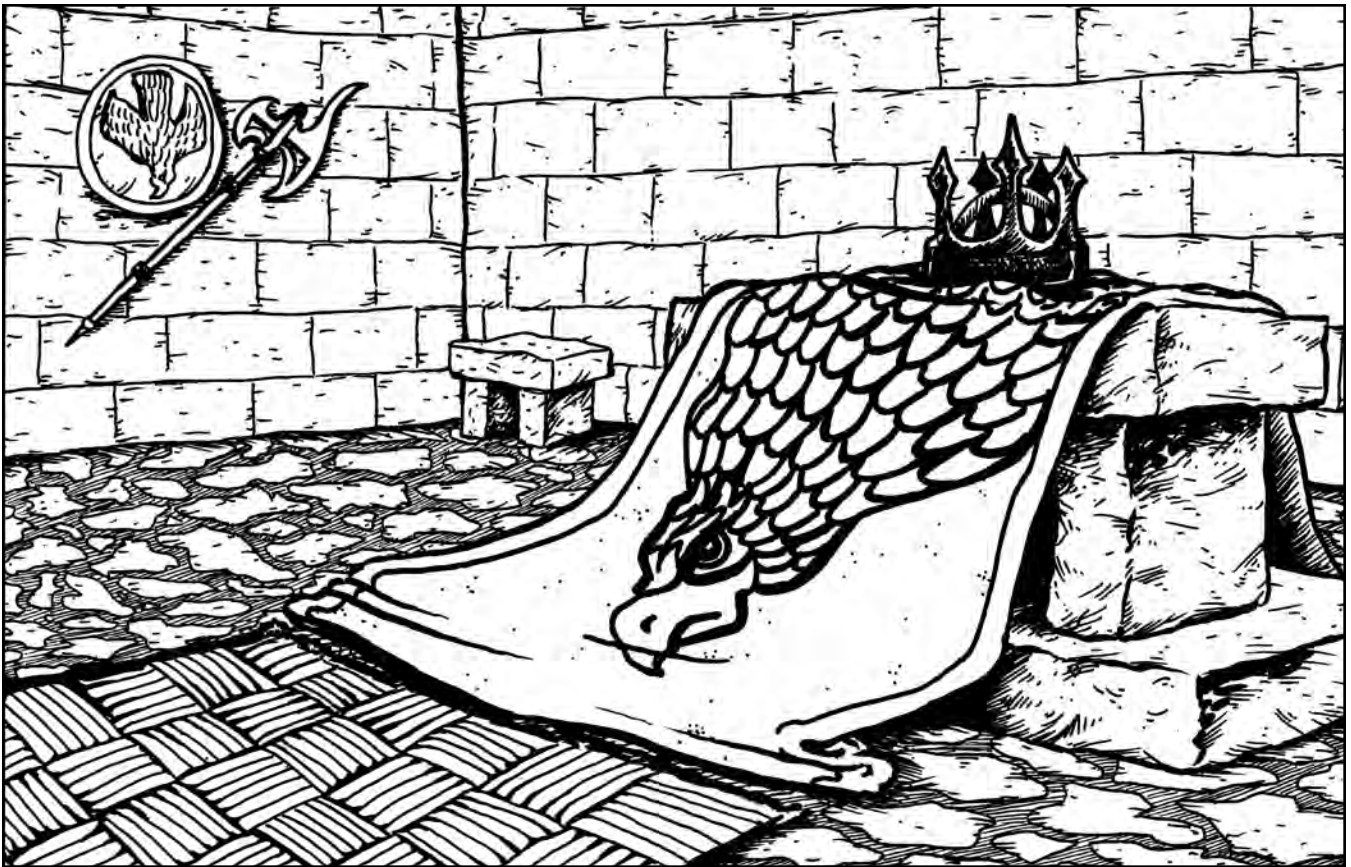
Players' Handout E

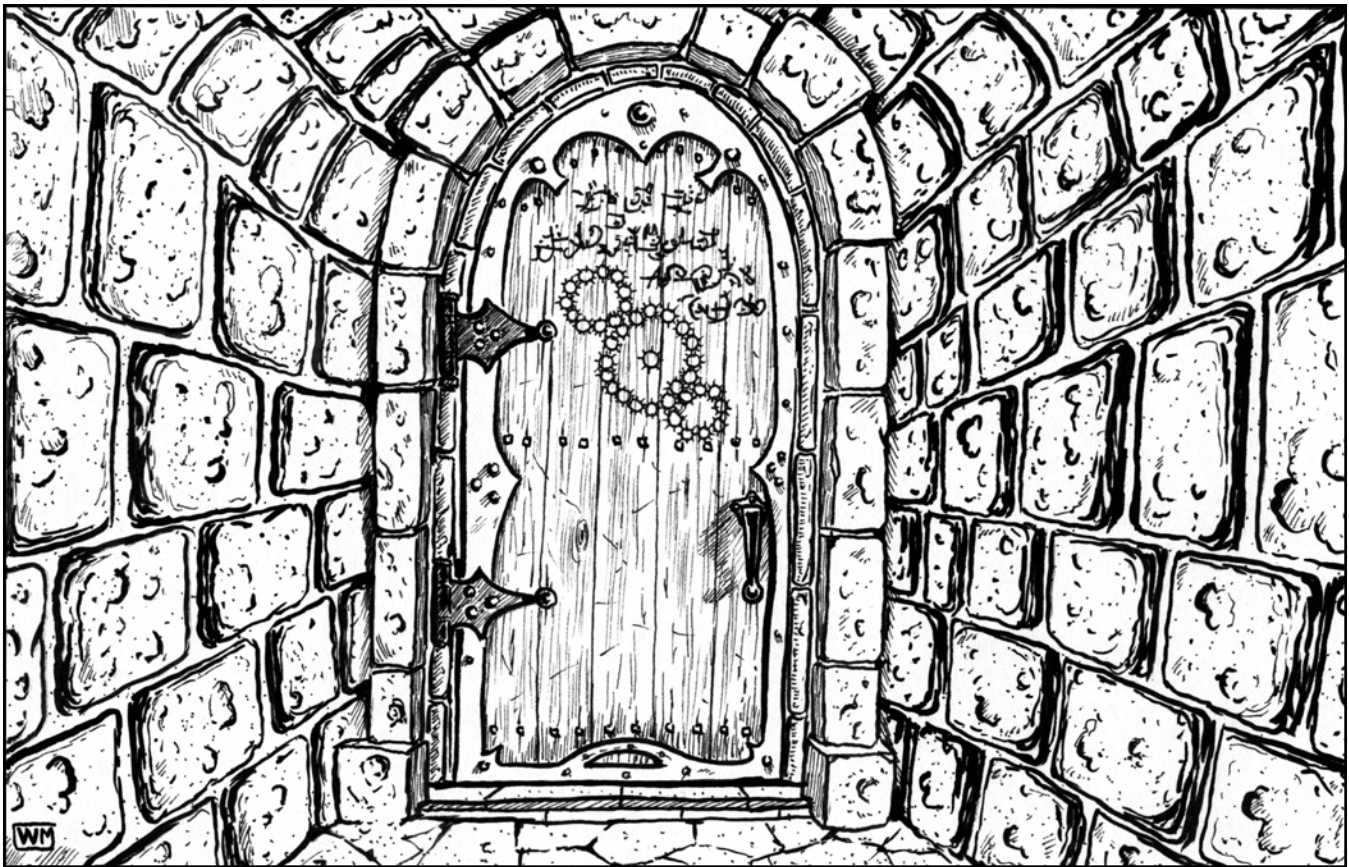


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Players' Handout F





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REMEMBER DANILA,
HEADMASTER
SILVERHEEL LIKES HIS
MANTLE PRESSED AND
HAND-DELIVERED!

HEADMASTER SILVERHEEL, THE
ARCHITECTS OF YOUR SCHOOL WERE
KIND ENOUGH TO INCLUDE A LAUNDRY
CHUTE IN THE DORMITORY. PLEASE USE
THAT TO DEPOSIT YOUR CLOTHING
(MAGICAL OR NO), AND STOP STUFFING
THEM IN OUR MAIL SLOT! THANK YOU,
THE LAUNDRY STAFF.

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**The key is on the ledge,
But have you the right to know?
Reverse and connect the last two,
To pass the door through.**

Players' Handout K

...for Aquil'ya now still,
yearns to awaken to master's will
Exposed to fury of the elements,
the master shares the ring's laments
four trials shared by two,
the ring awakens to its due.

Bathed in the flickering tendrils of fire most hot,
bewitched or belched from beast, matters not.
Or incungitated in a smoldering fiery womb,
smothered by the fire beast's ichor, before its doom.

Buffeted by Madrah's powerful voice,
but his breath grants an interesting choice.
An extended shout of a horizontal gale,
or an instant vertical blast, without prevail.

Soaked in the water of the purest composition,
gathered from the elemental, without opposition.
Or wrought by an alchemist's touch,
and blessed by Delagia's favored, as such.

firmly embraced in a stony bond,
Derived from sight, caress, or wand.
Throw off the shackles of Earth's grip,
reclaiming fleshy form, to complete the trip.

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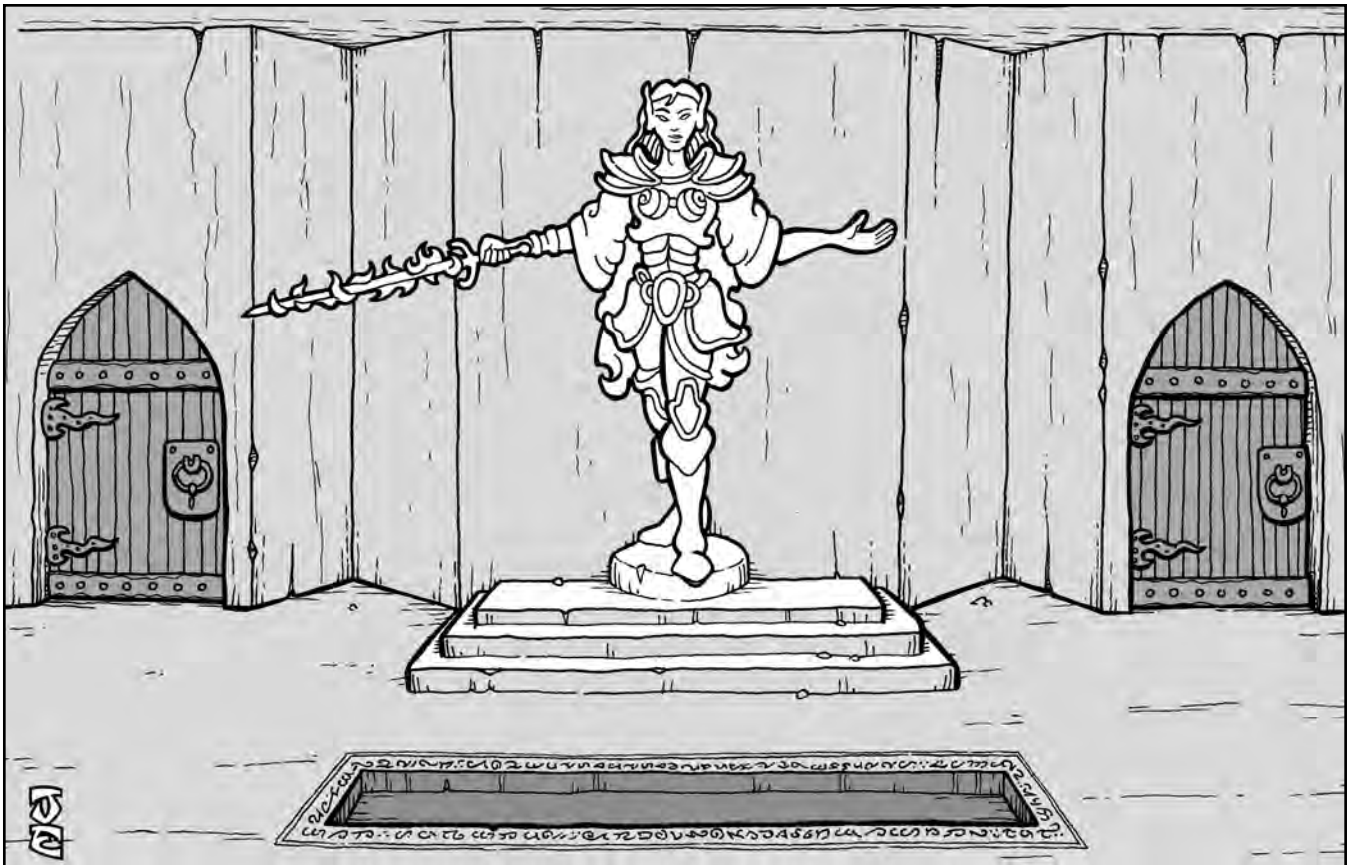
Players' Handout L

Obta
Yag'lel
Toax'ob



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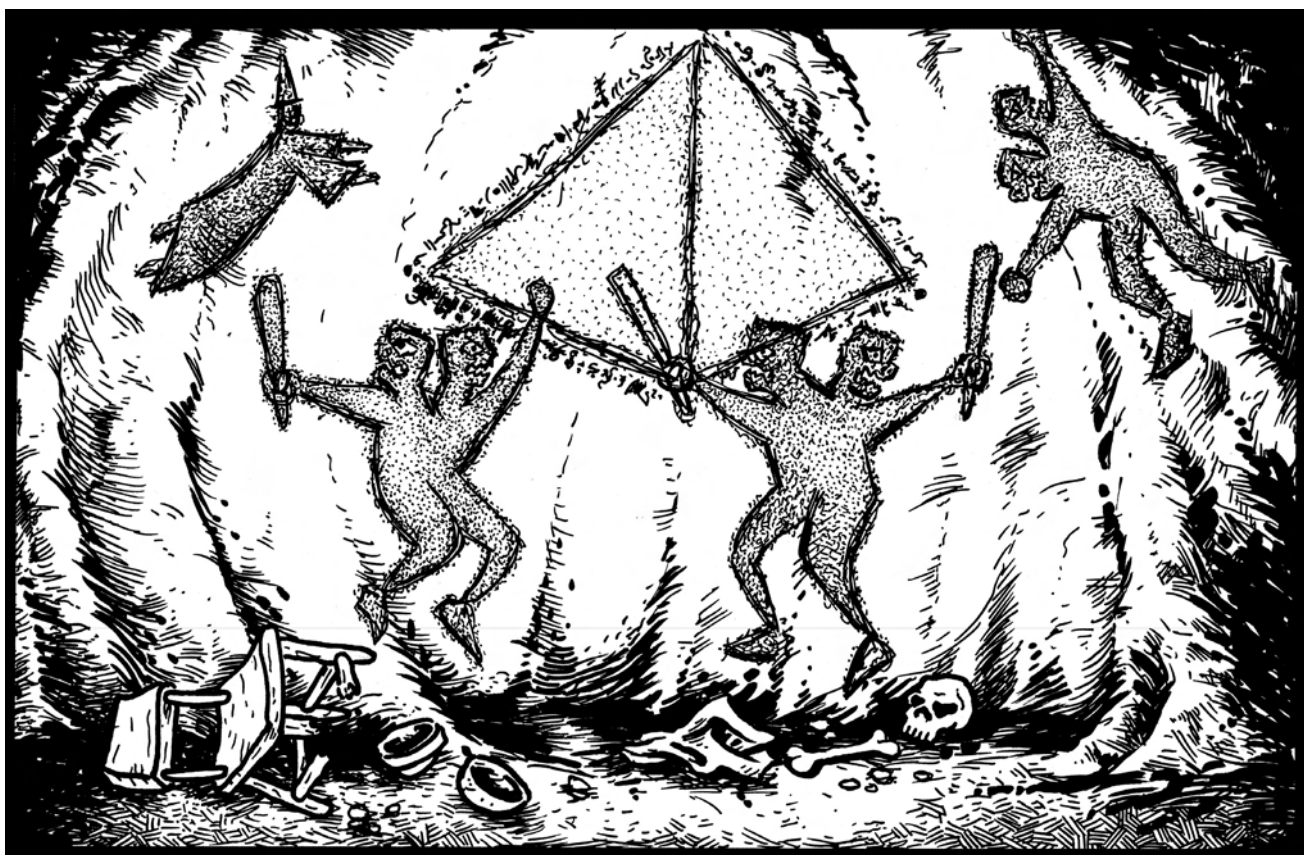




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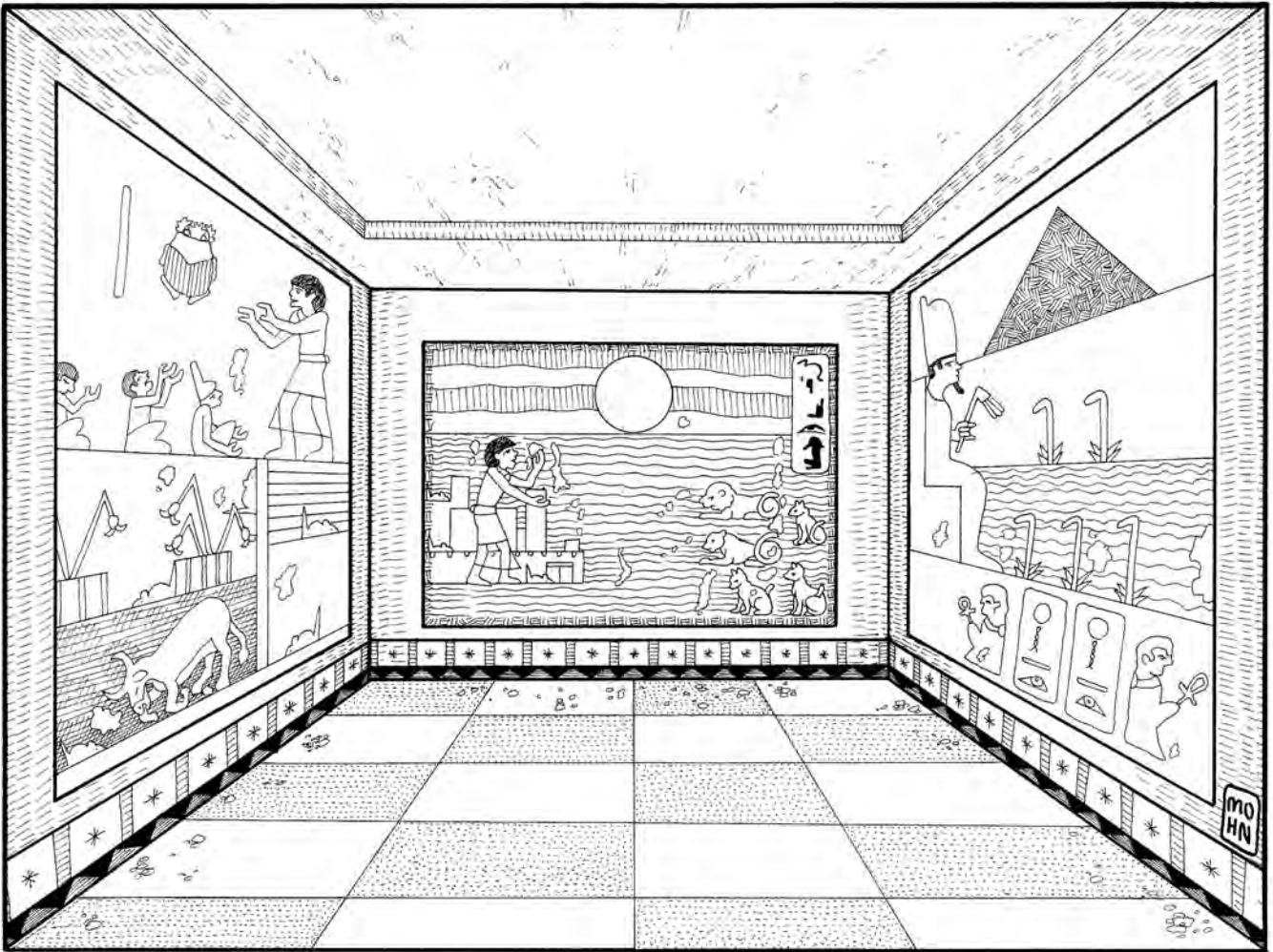




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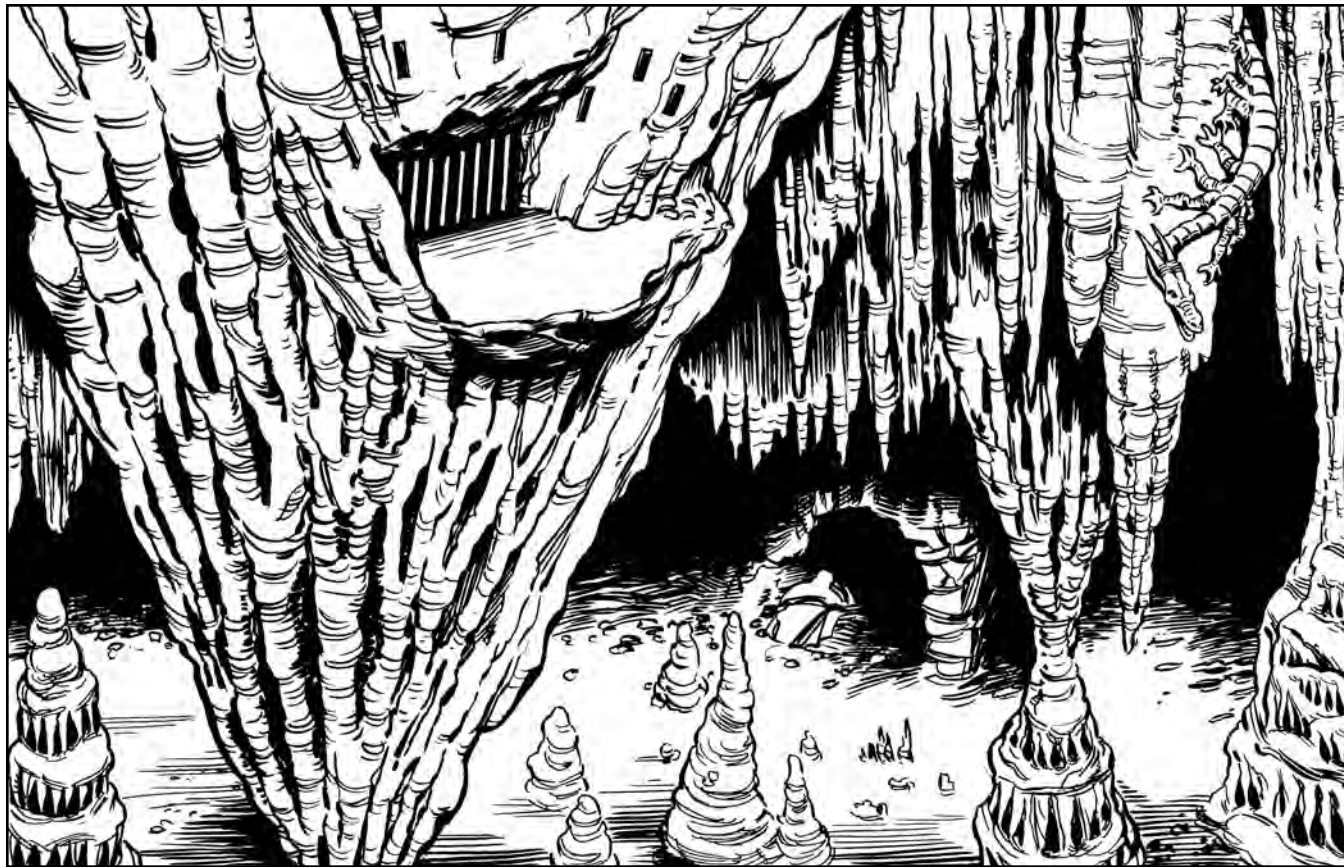
Follow Chartrusa's annual plight,
To enter this holy place right.



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Retrieve the key,
For a chance to defeat part of me.



Heed my winding rhyme,
to destroy him for all time.

Find vessels sacred three,
Hidden in his tomb from you and me.

The first is clad in clay,
secreted in a vault where it shall stay.

The second wrapped in dried flesh,
his loyal subjects guard it best.

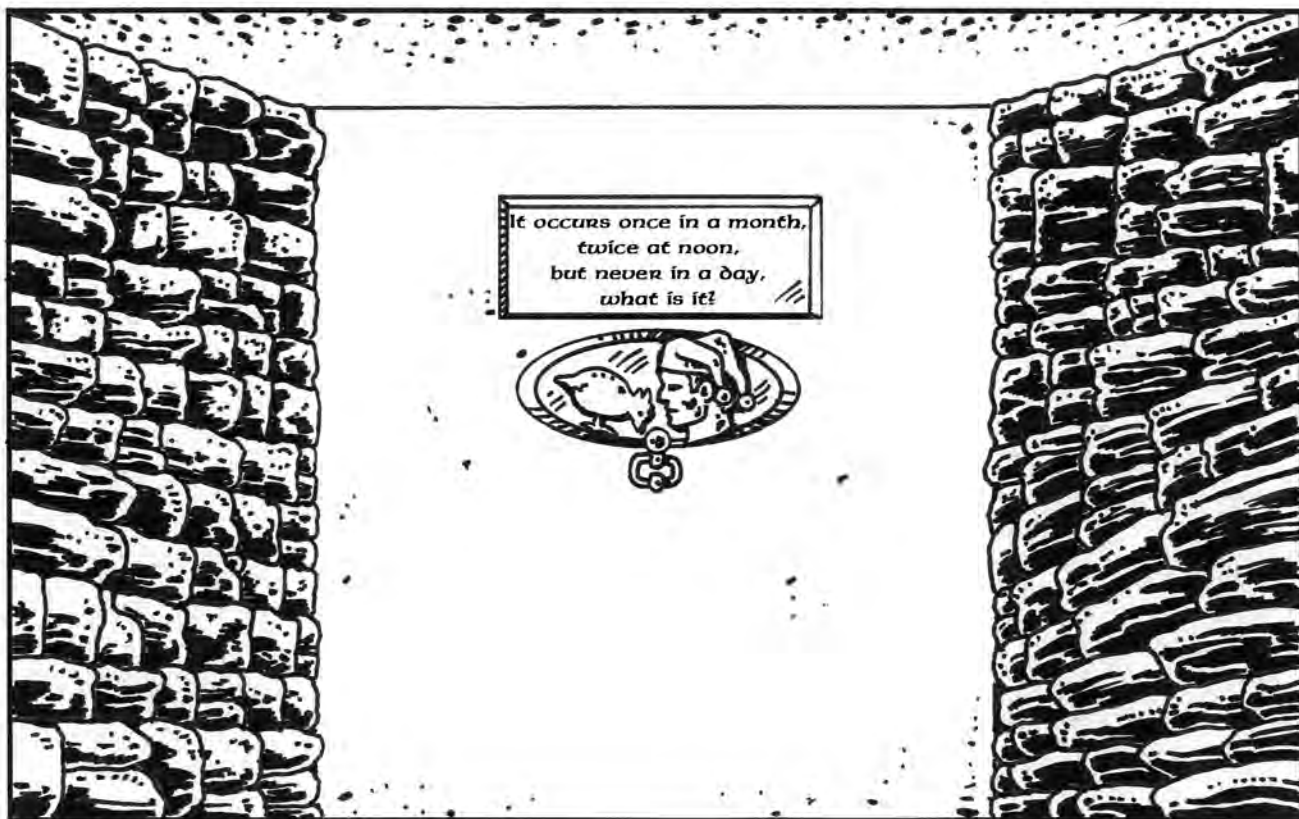
The last is hidden behind golden earth.
Up is where you should search,

but down is where you will end.

Destroy the three and his body shall bend.

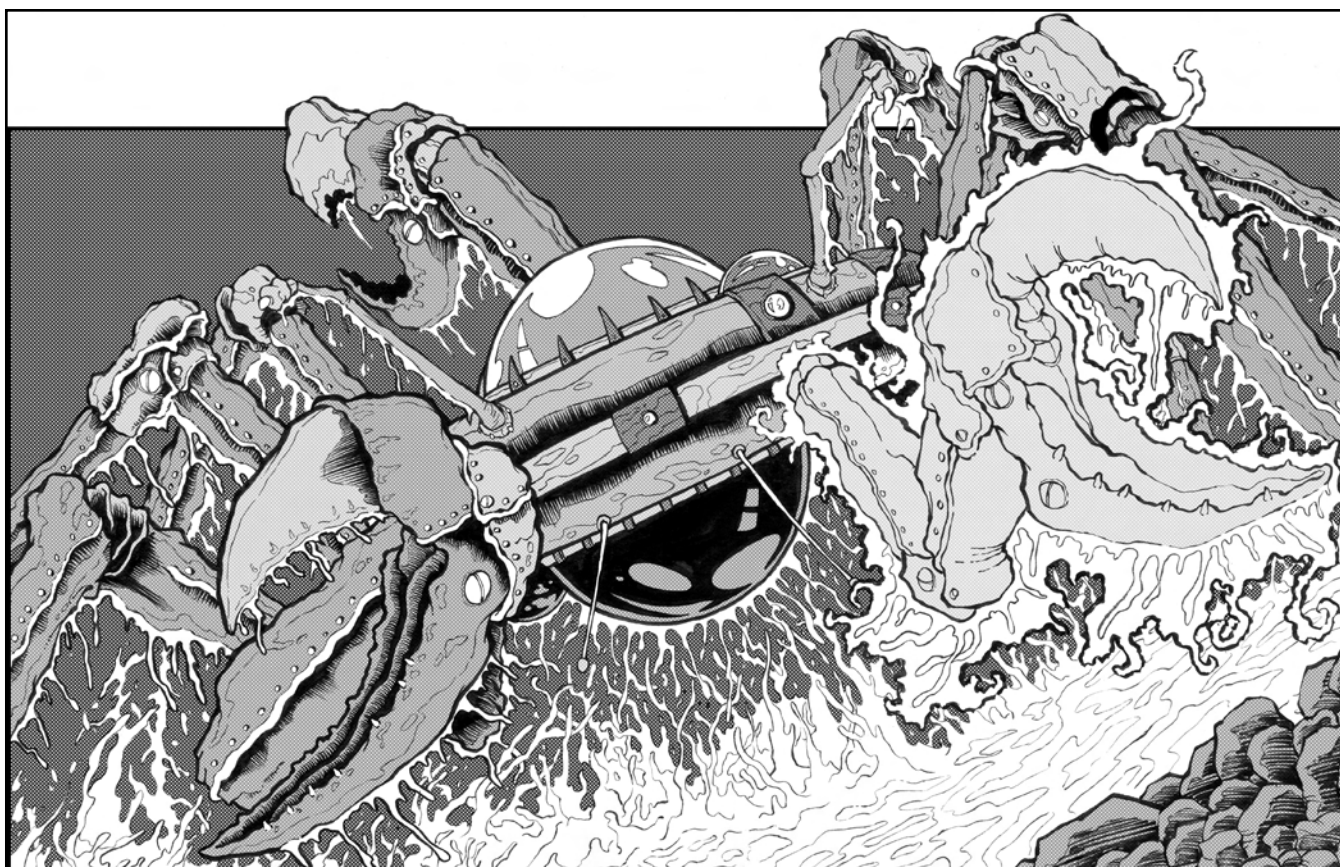
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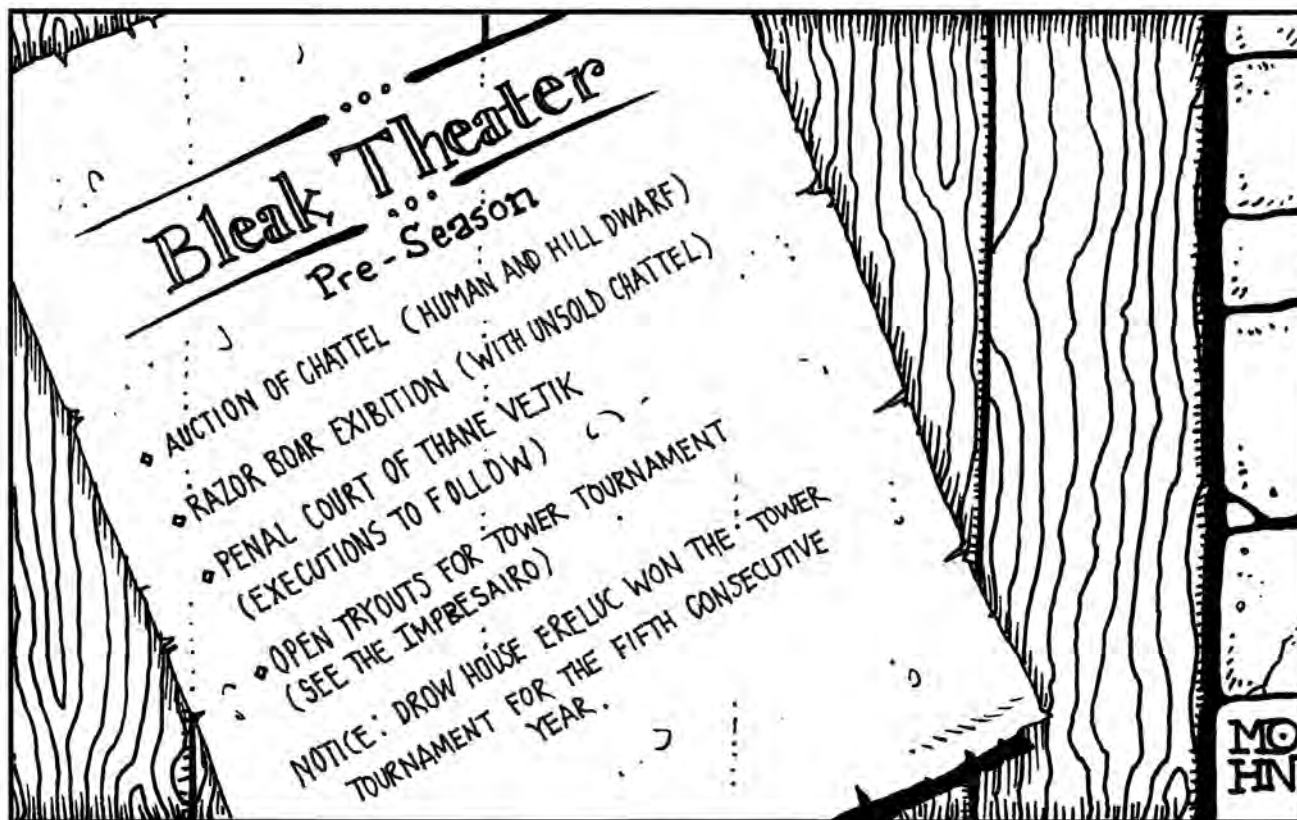
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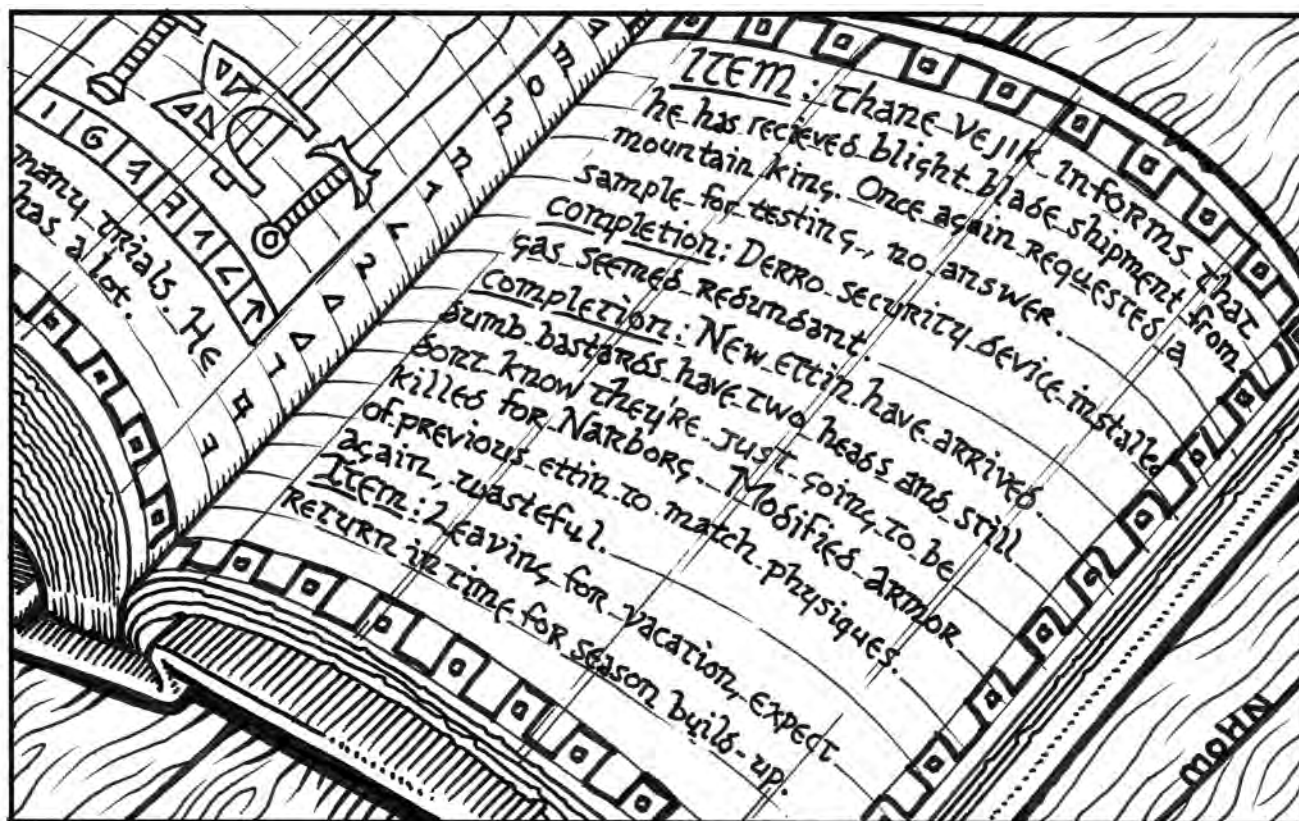


*Minia - the key you asked
for is ready ... you should
remember we are all in His
hands...*

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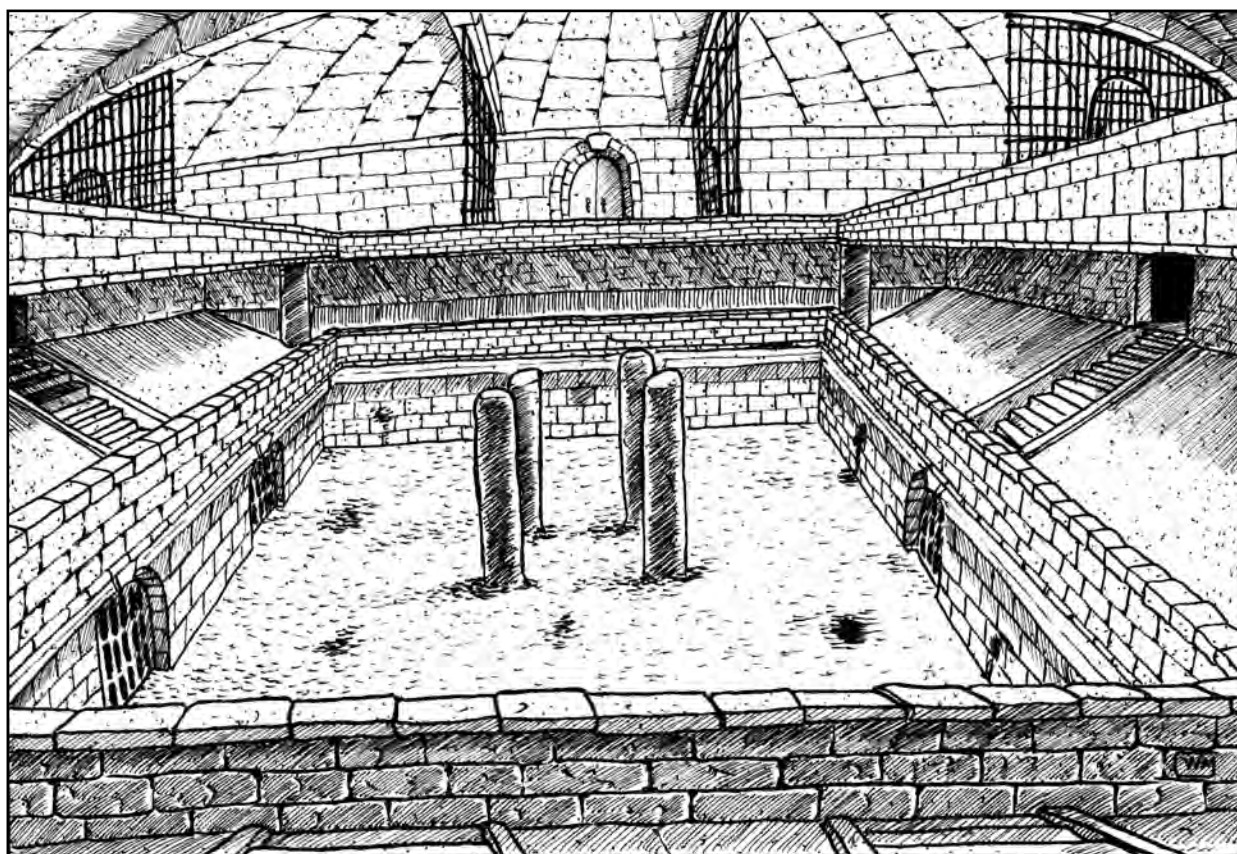
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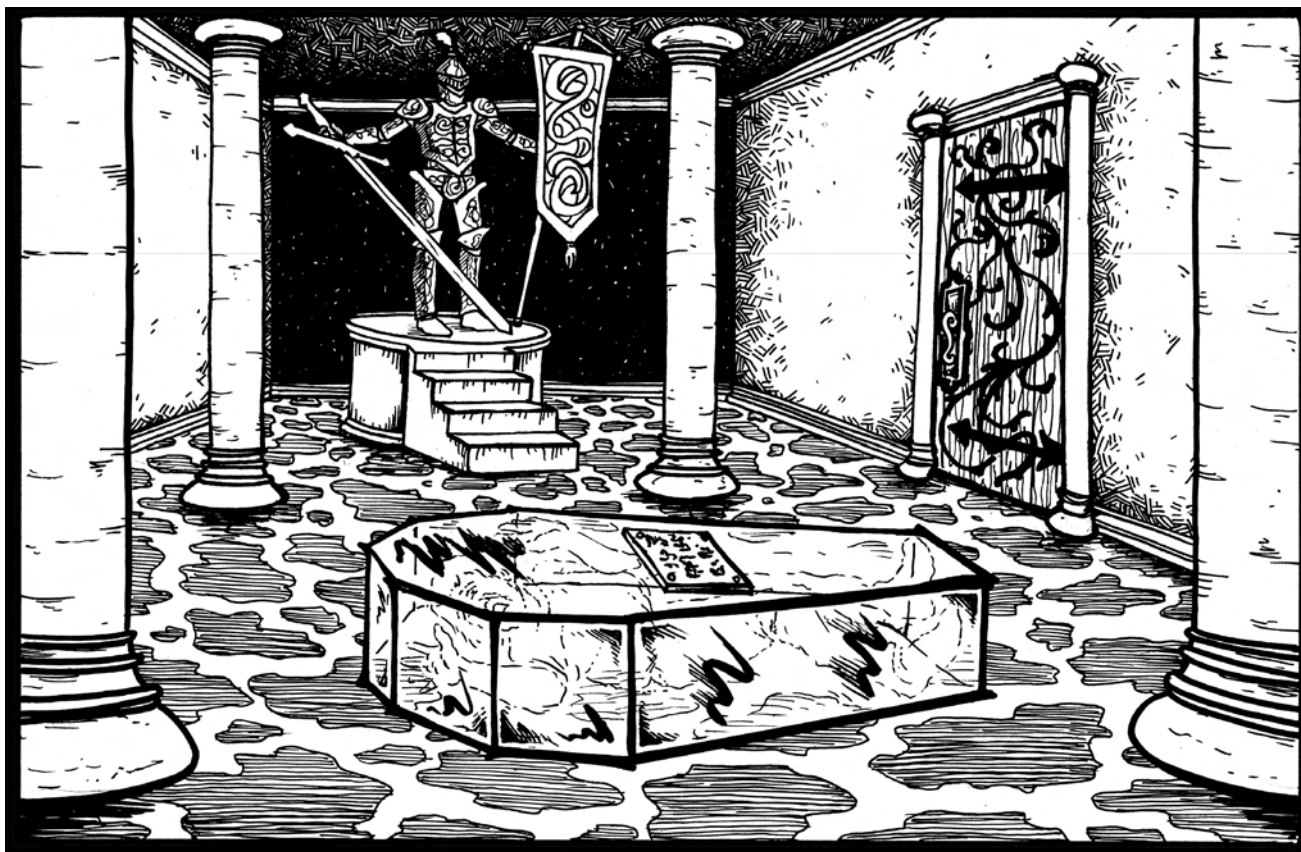
Players' Handout AC



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Players' Handout AD



Players' Handout AE

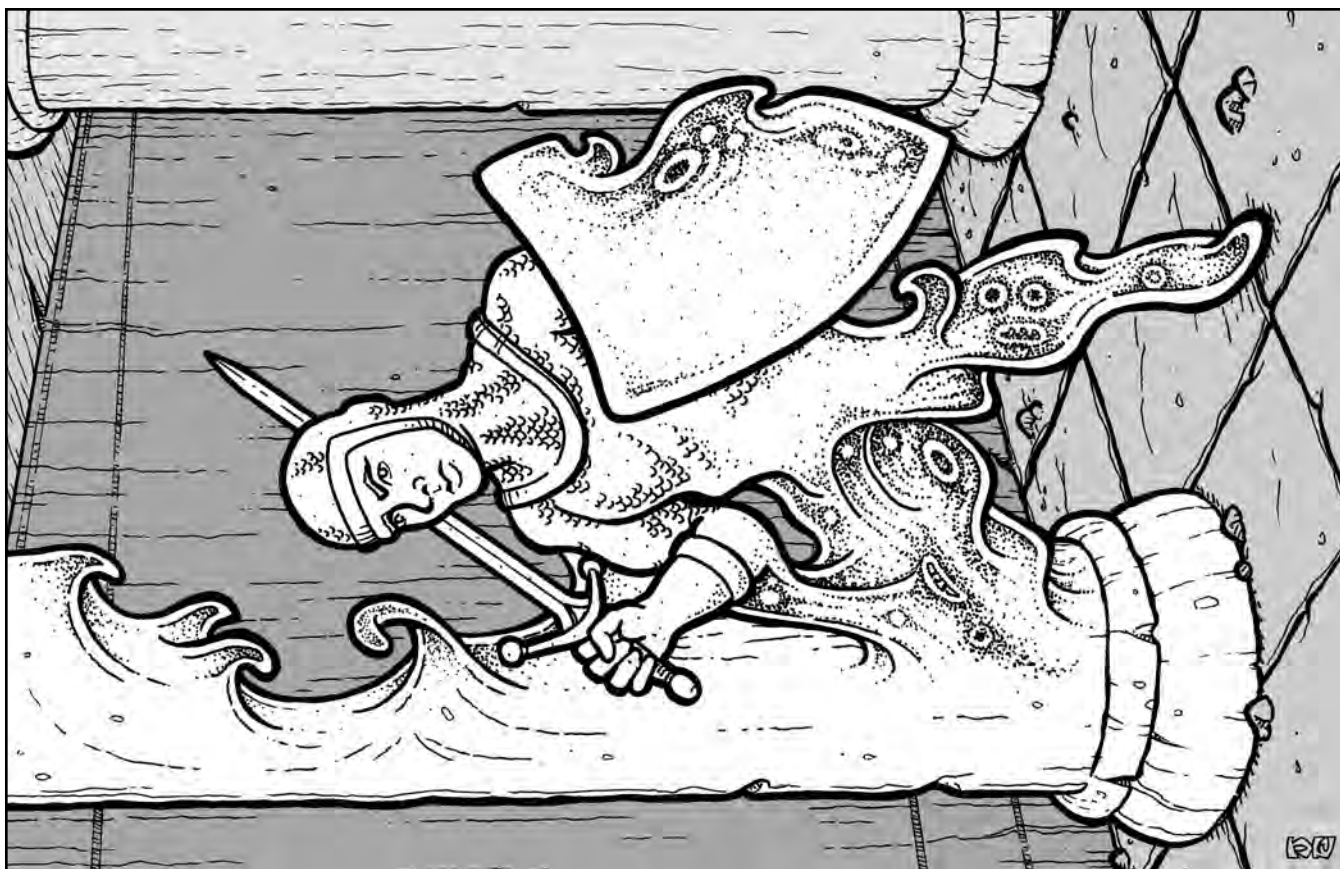


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Players' Handout AF

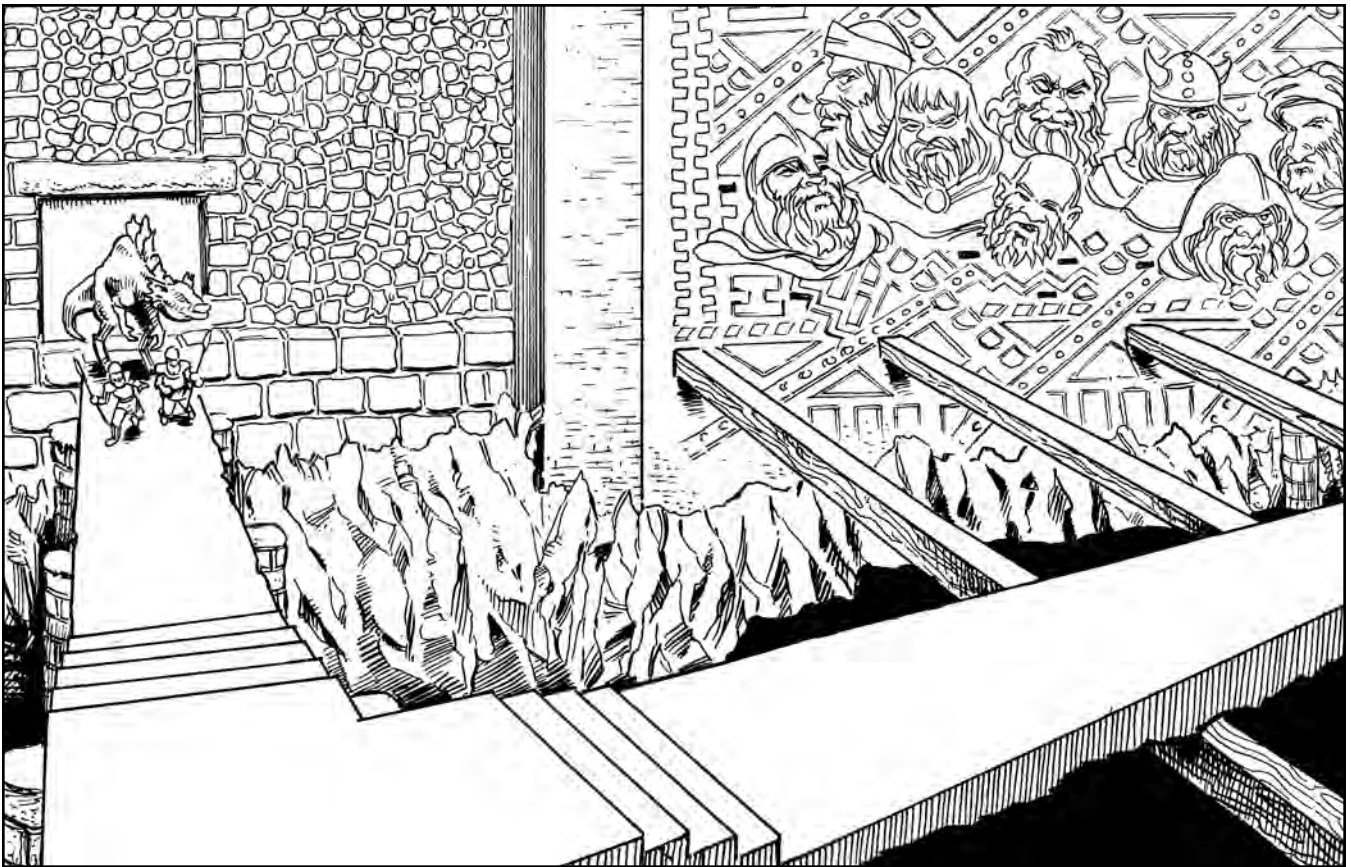




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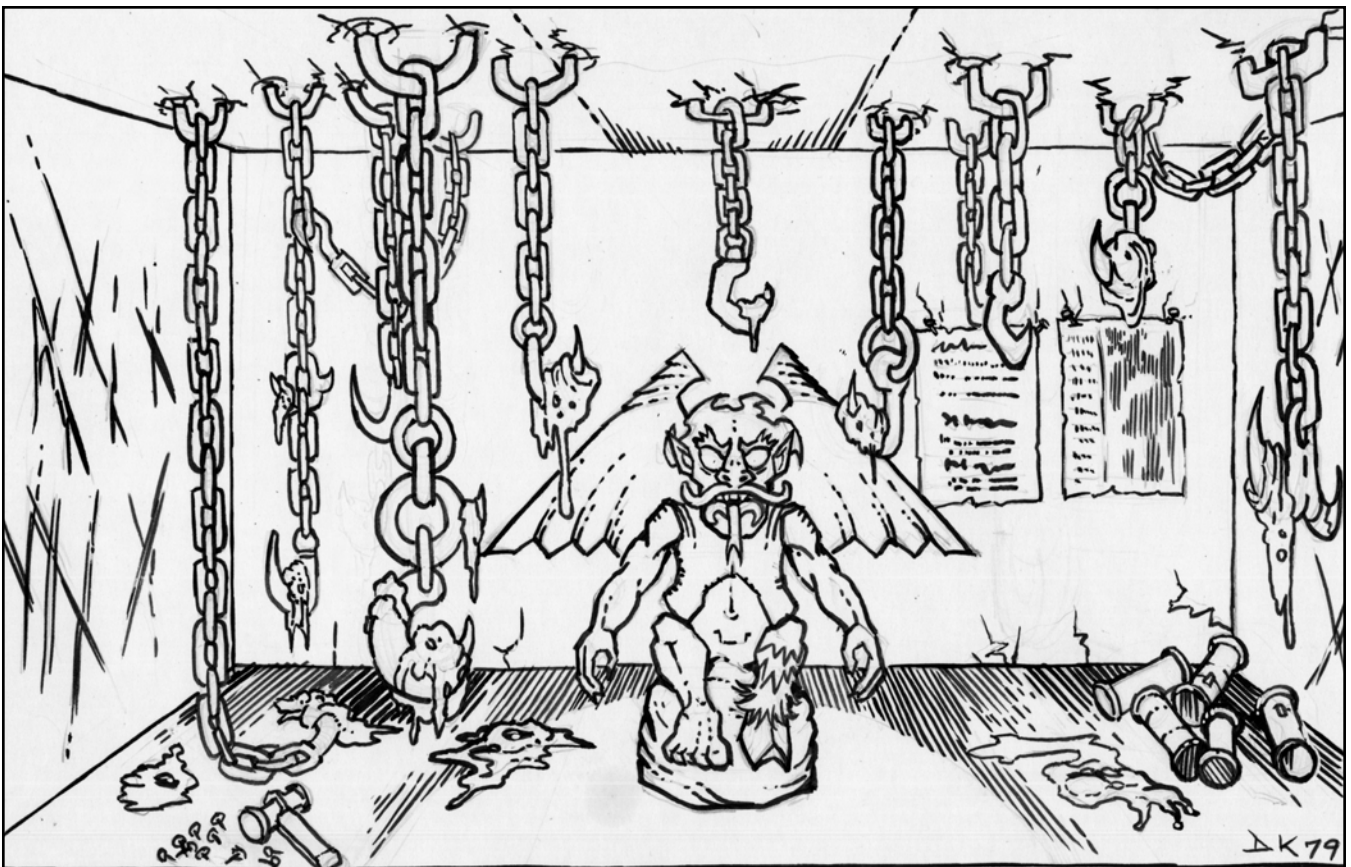
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"KEY, LOCK, AND CHAIN
 EACH I HID IN VAIN
 IT WOULD BE SUCH DELIGHT
 IF YOU WOULD MAKE THINGS RIGHT
 THREE CONTAINERS I DID DEVISE
 TO HOLD ANEW EACH GLASSY PRIZE
 WITH EACH SHOULD GO A TOKEN RIGHT
 THAT ONCE HELD MY PRIZE SO TIGHT
 RETURN THEM TO THEIR PROPER HOME
 THEN PULL YON LEVER, 'NEATH THE DOME
 DO THIS THING, NOTHING MORE
 TO OPEN WIDE MY TREASURE'S DOOR"



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◇ **THIS WE BELIEVE** ◇

THE SAVANT WILL RETURN
AND SLAY THE SUN, AS PROMISED
BEFORE

THE SAVANT WILL LEAD HIS
PEOPLE OUT OF THE DARK...
AND SHALL SURVIVE THE COLLAPSE

◇ **THIS WE BELIEVE** ◇

AFTER YEARS OF PAINFUL WAITING,
THE EXCAVATION IS AT HAND....
HE WAITS FOR HIS FOLLOWERS AT THIS
STRATA....
PATIENCE AND SECRECY WILL FREE HIM
THE FOLLOWERS WILL BE REWARDED
AND MORE WILL COME IF WE FAIL

◇ **THIS WE BELIEVE** ◇

THE SAVANT WILL RETURN AND SLAY THE SUN,
AS WAS PROMISED BEFORE

THE EXCAVATION PROCESS
IS TAKING LONGER THAN
ANTICIPATED ... MUST
NEGOTIATE WITH NIRREC
TO GET MORE SCROLLS...
SO MUCH ACCUSED
FAILURE

STARTED GRID APPROACH
COVERING BETTER
GROUND

MUST BE CLOSER TO
LIGHTLESS GATE....
HATE SELLING POTIONS

NIRREC DEMANDING
RESULTS ... GOING TO
HAVE TO DO SOMETHING
ABOUT HER.....

OR HERE!

MUST BE
HERE!

WHERE?

HERE?

NO!

NO

NO

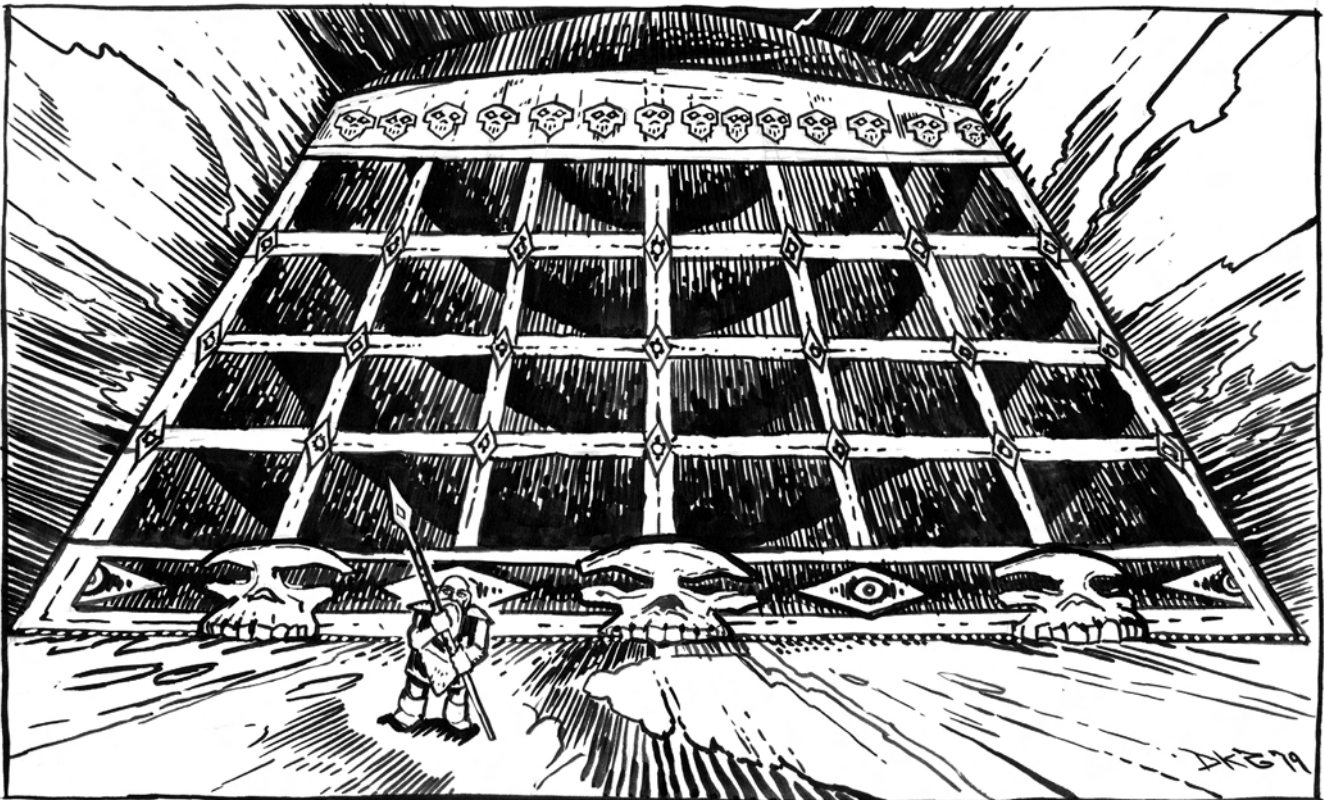
NO

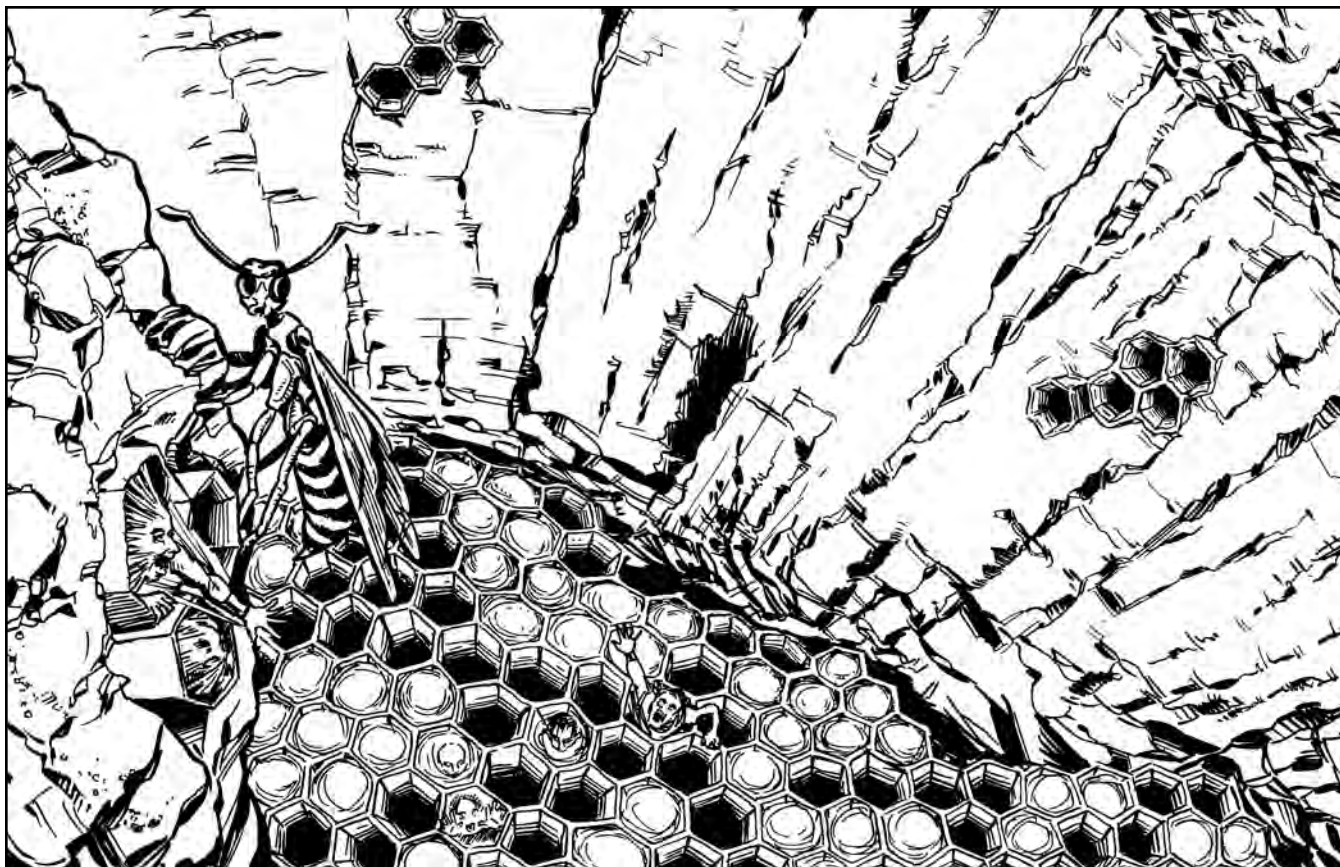
NO

BY THE DARK!
GODS NO!

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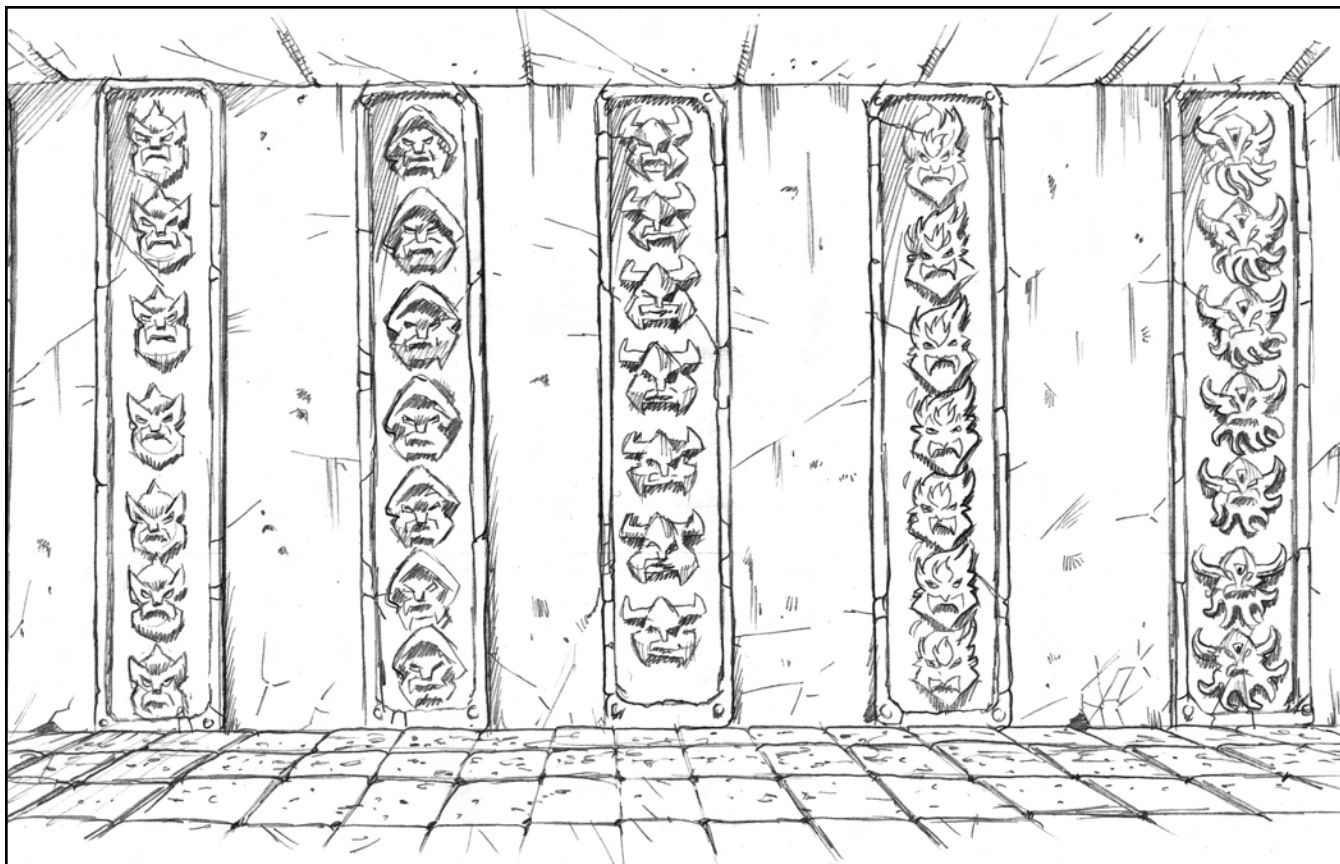
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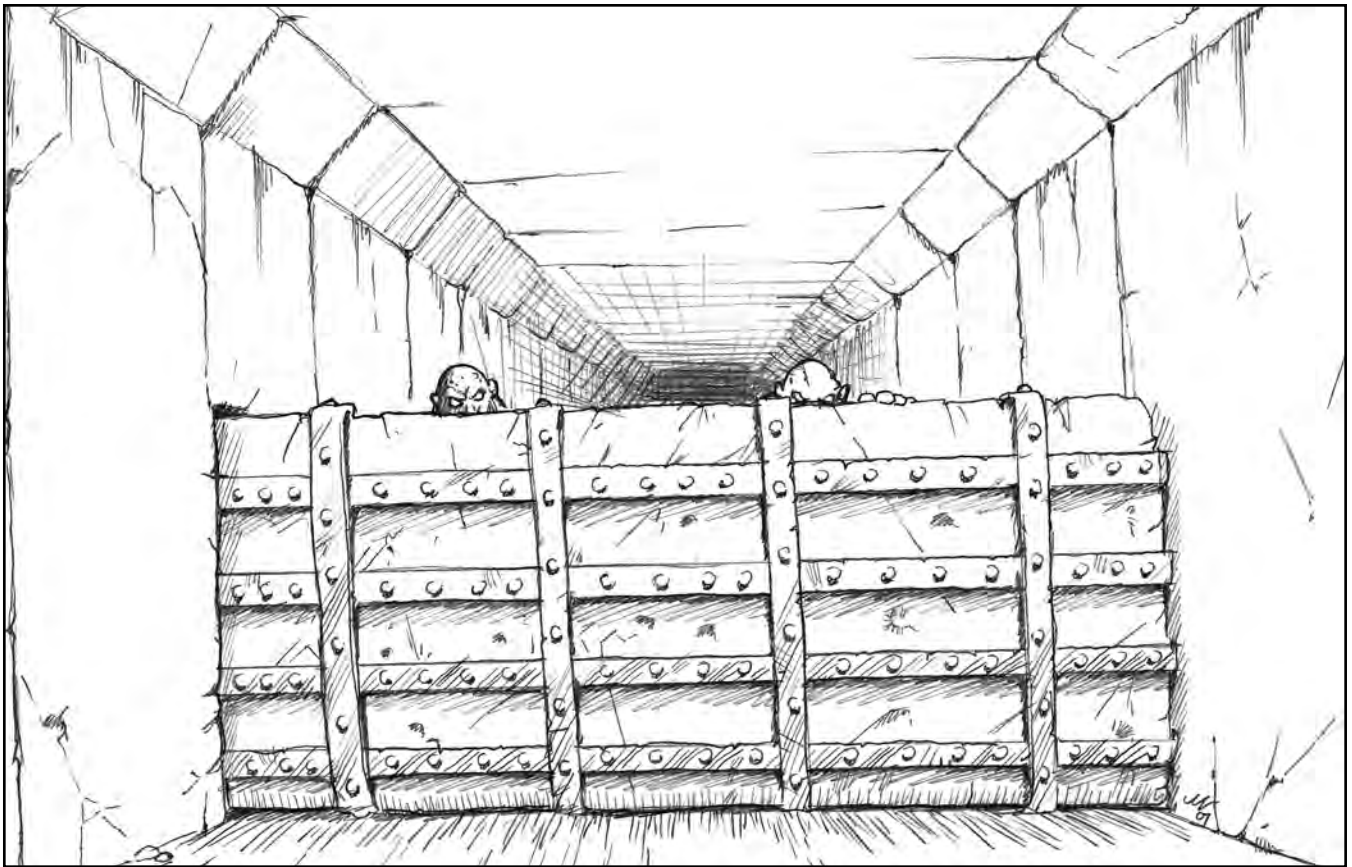




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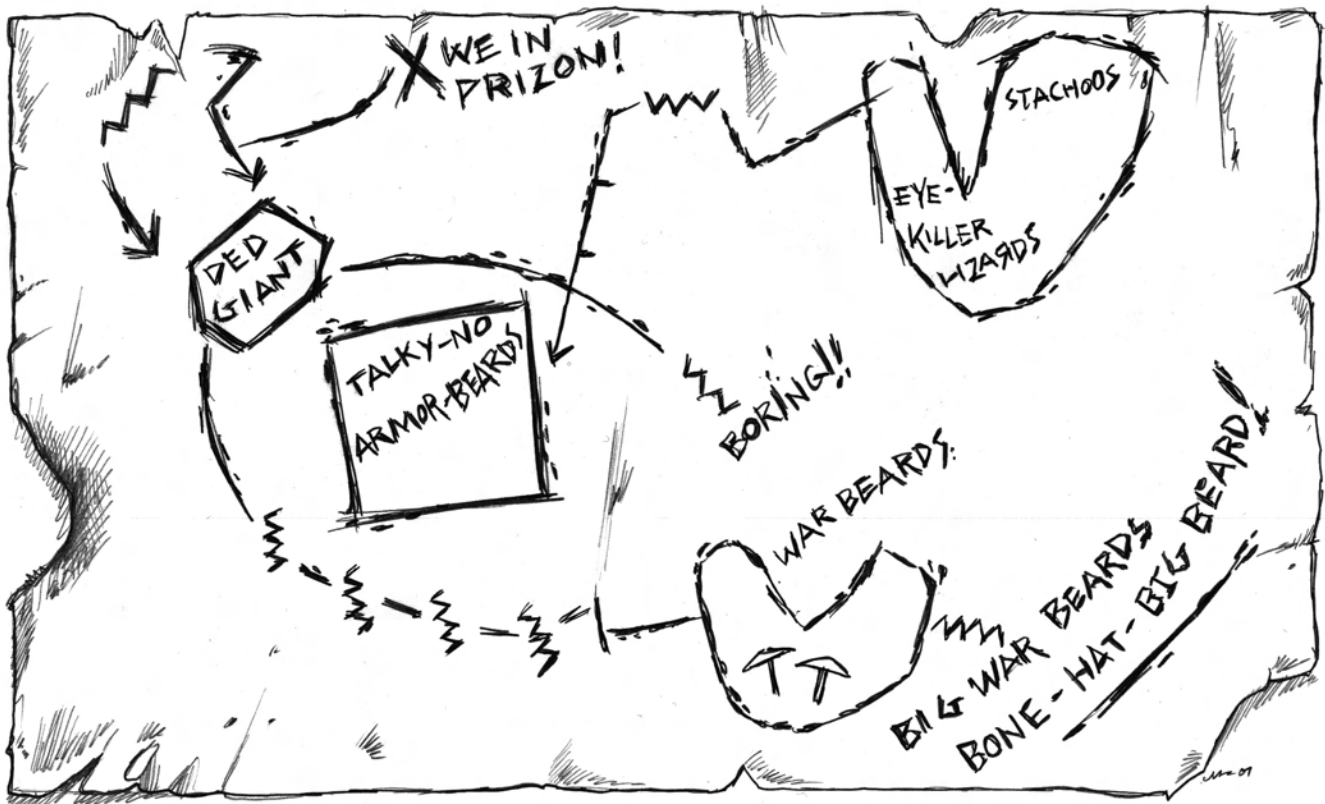
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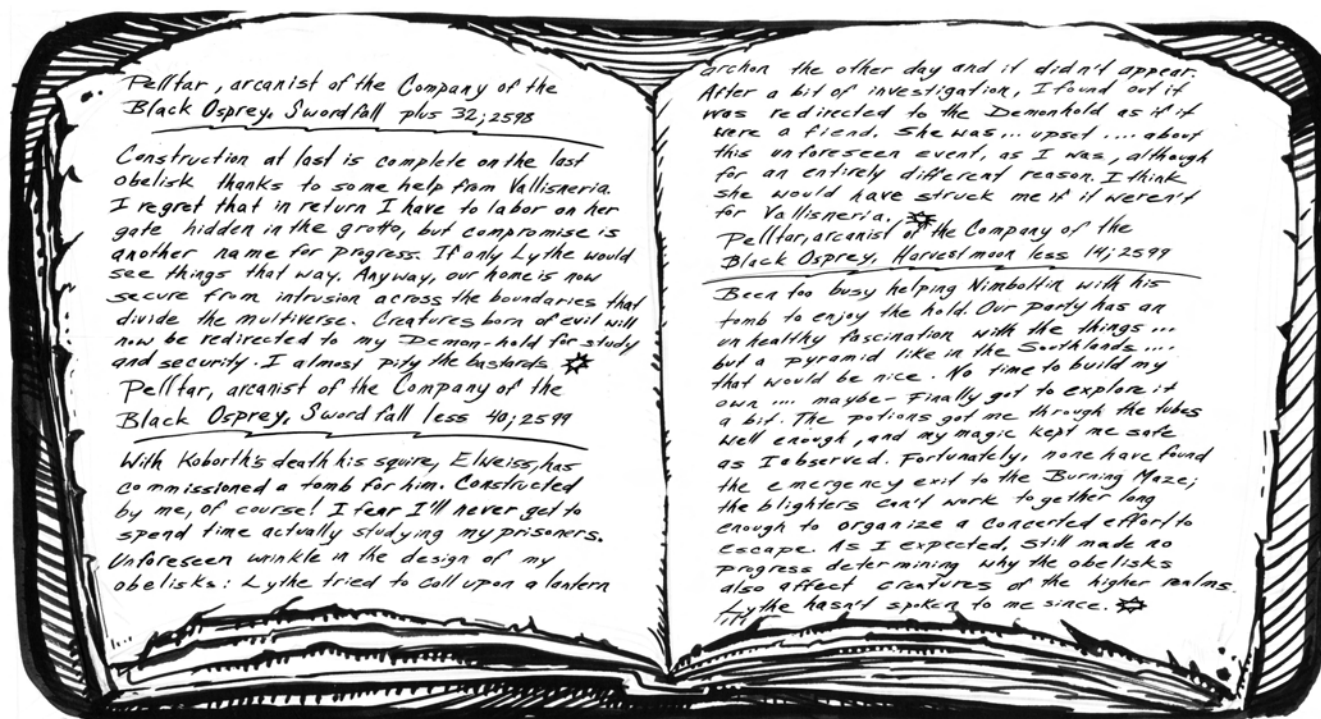


Assassination Options:

1. ~~Order of the Ashen Heart?~~ emissary not returned
 2. ~~Southern Slavers?~~ too far away!
 3. Pack of the Night-Wolf? - contract accepted!
- = Description of offending party as follows:

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Polymorphed into a Toad: Diminutive Animal; HD (you maintain your own HD) (you maintain your own current/max hp); Init +1; Spd 5 ft.; AC 15, touch 15, flat-footed 14; Base Atk +0; Grp -17; Atk -; Full Atk -; Space/Reach 1 ft./0 ft.; SQ Amphibious, low-light vision; AL (same as your own); SV Fort +2, Ref +3, Will +2; Str 1, Dex 12, Con 11, Int 1, Wis 14, Cha 4.

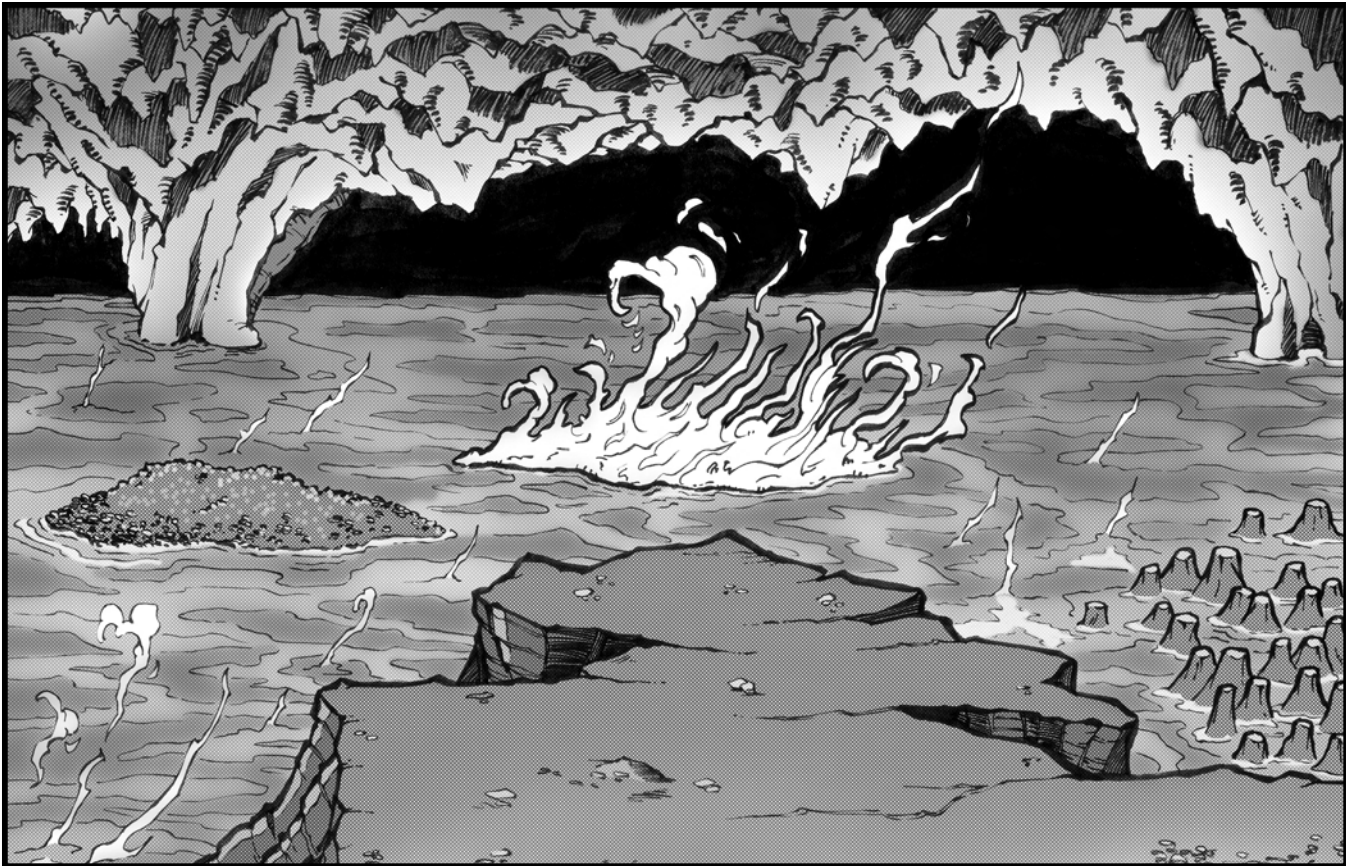
Skills and Feats: Hide +21*, Listen +4, Spot +4; Alertness.

*A toad's coloration gives it a +4 racial bonus on Hide checks.

Possessions: All items you carried or wore fall to the ground.

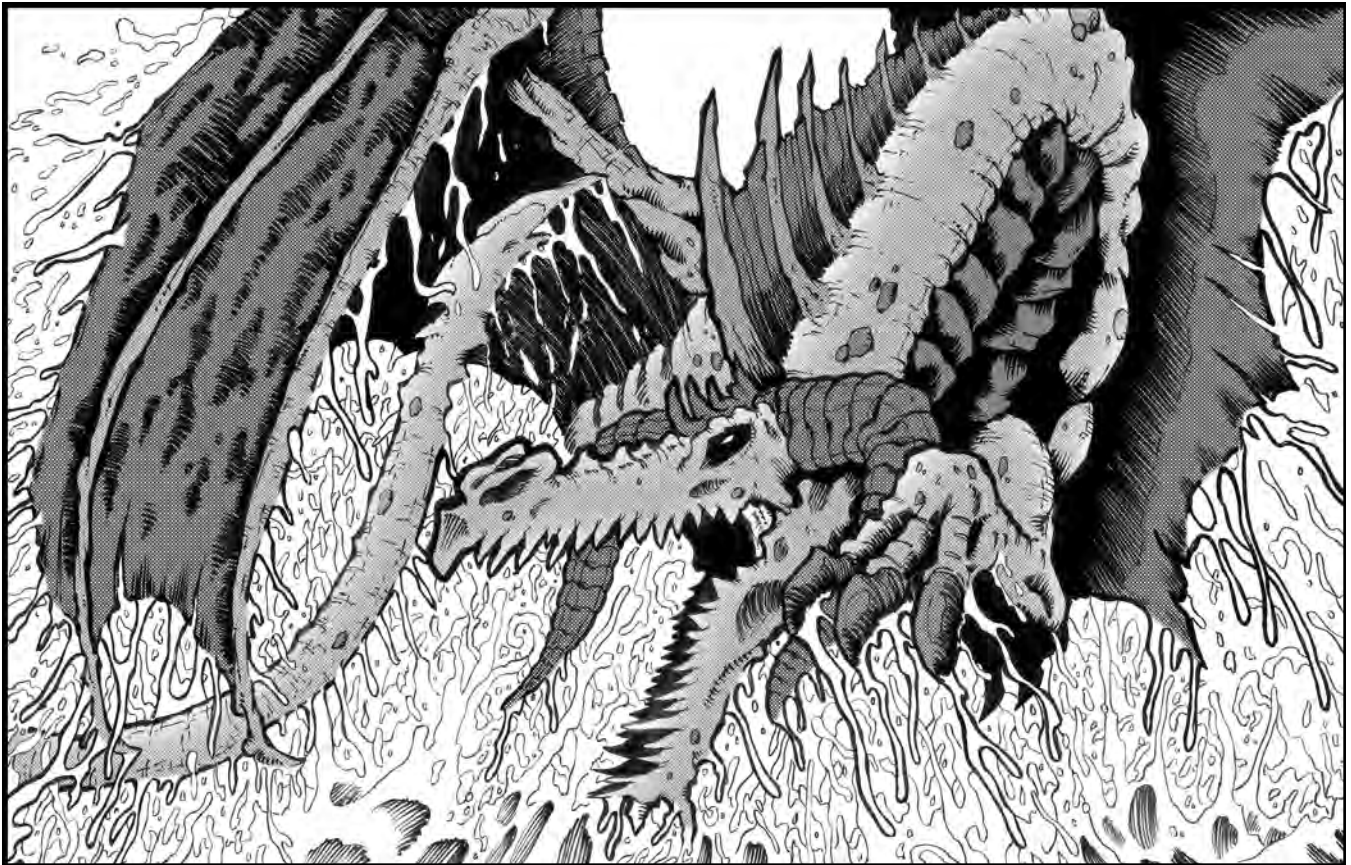
Languages: You understand all languages you knew in life, but cannot speak them.

Special: If you remain in this form for 24 consecutive hours, you will have to attempt a DC 22 Will save. If you fail, you will become a toad for true, losing all languages and memories of your former life. Your Hit Dice and hit points will adjust to be those of a normal toad. Even in that unhappy event, you can still be restored to normal if the spell is broken.



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