

# Dungeon Crawl Classics #51

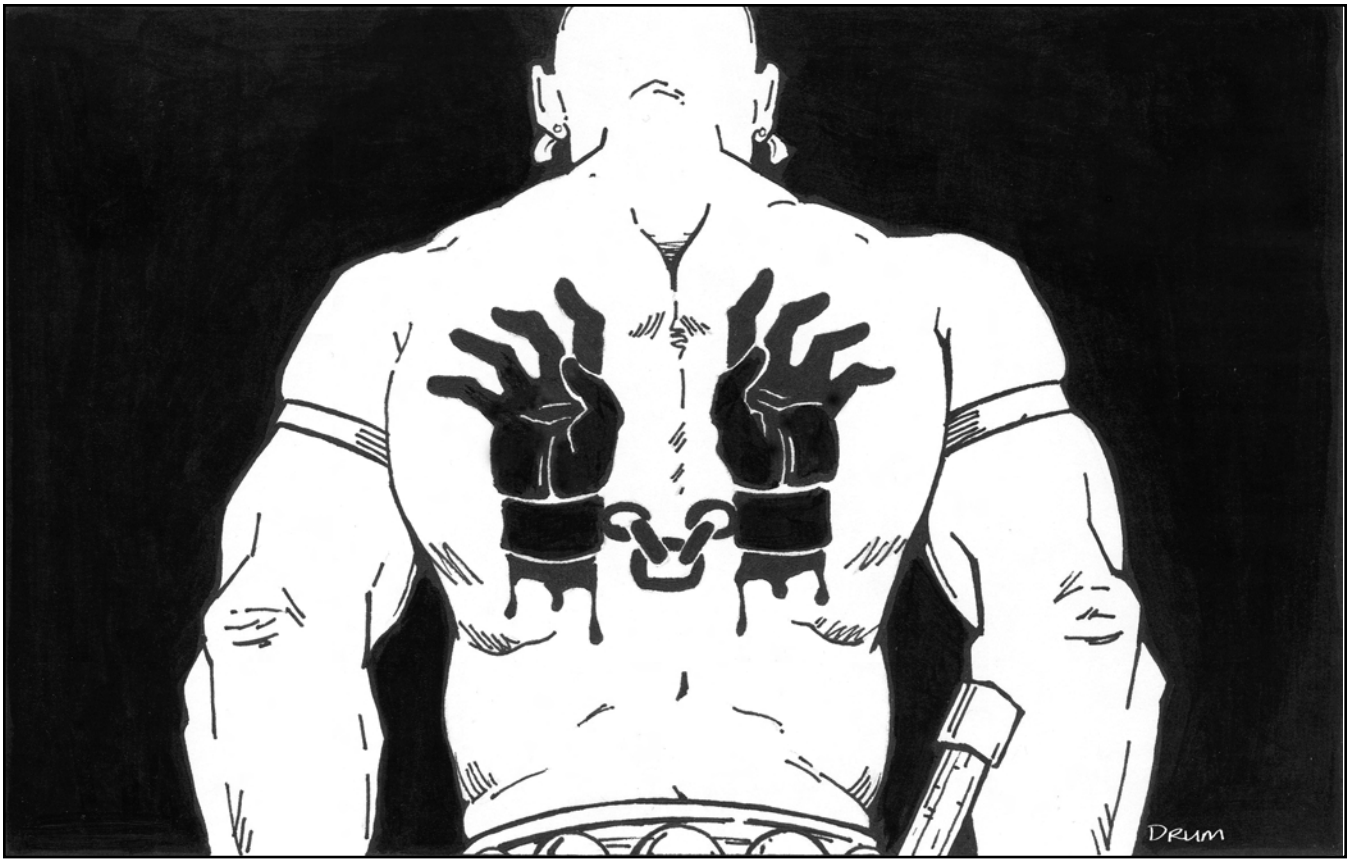
## Castle Whiterock

### 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		

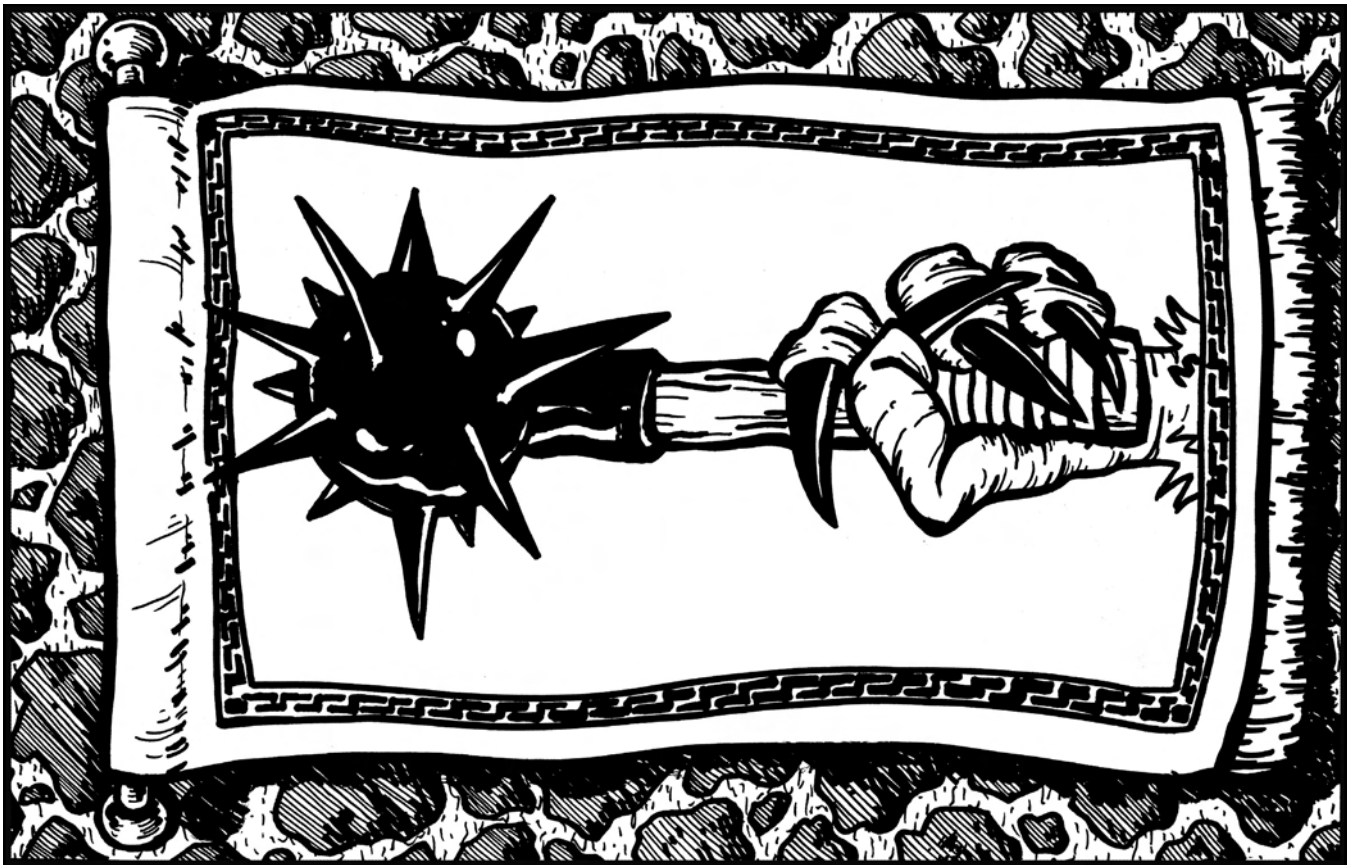
Players' Handout A



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Players' Handout B



come see the

# Clockwork Academy

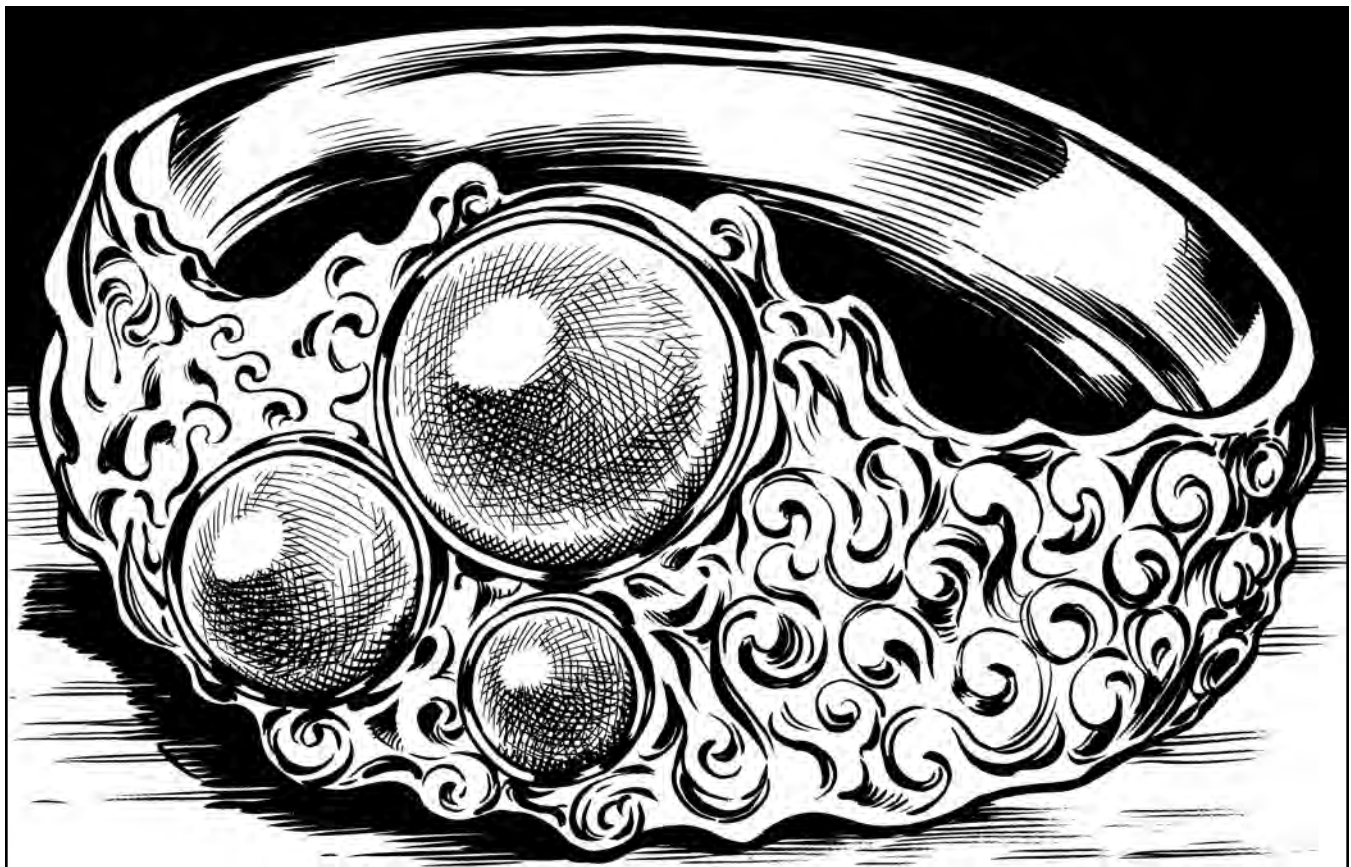
FORWARD PROGRESS, ONE GEAR AT A TIME

- SHOWROOMS!
- DEMONSTRATIONS!
- HANDS-ON ACTIVITIES FOR YOUTH!
- GNOME-ONLY TOURS!
- AND DON'T FORGET THE GEARWRIGHT GIRLS CALENDAR!

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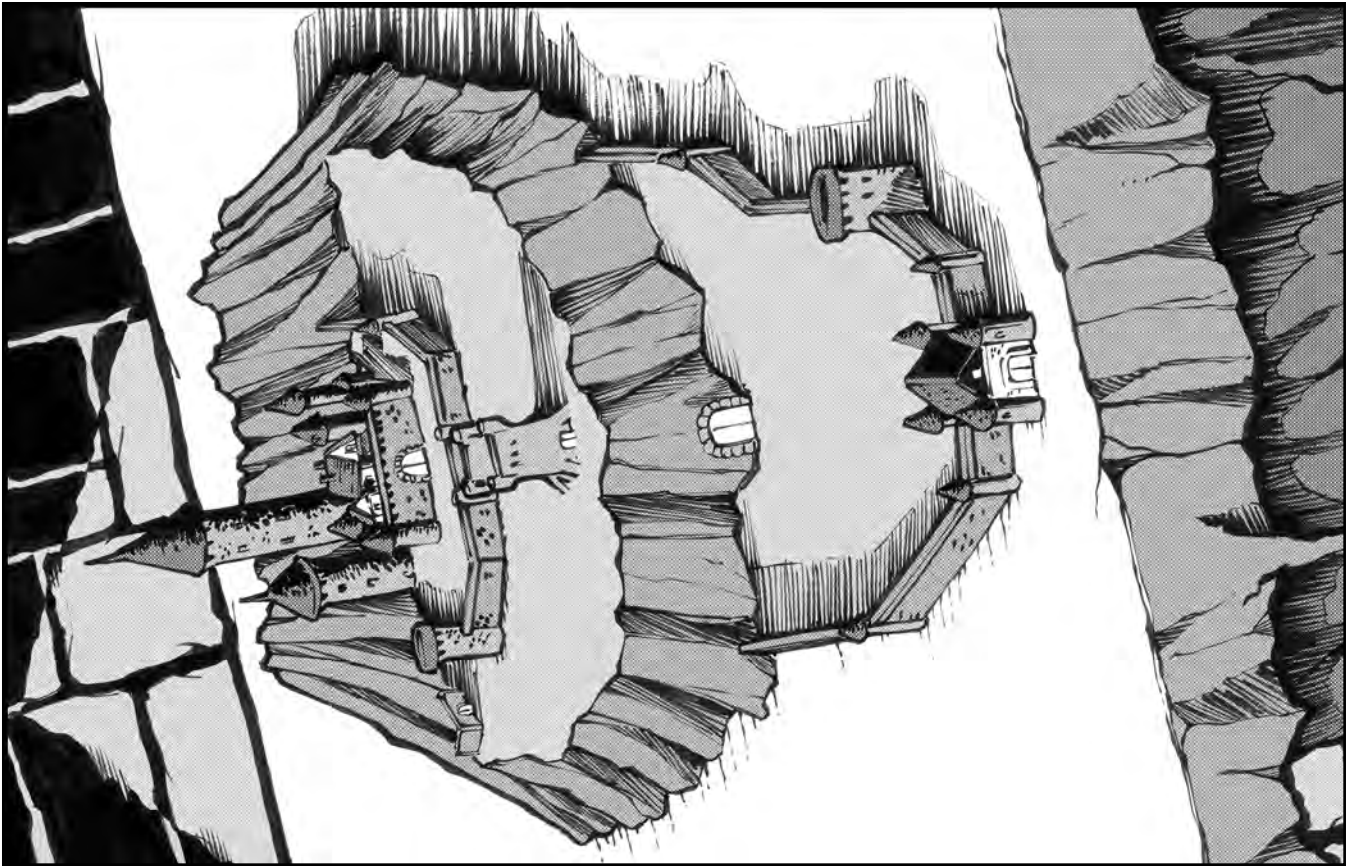
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Players' Handout C



Players' Handout D

Players' Handout E

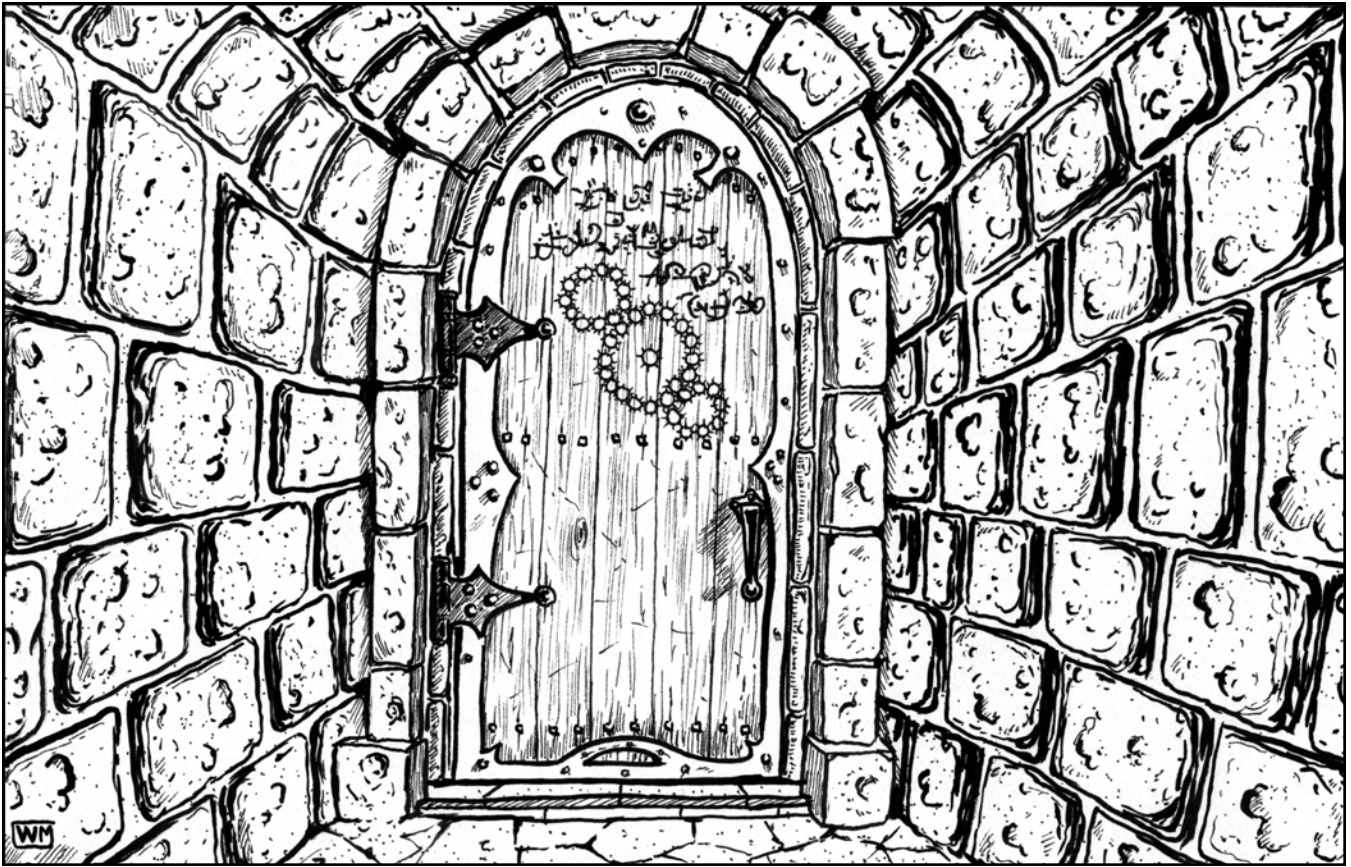


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Players' Handout F





Players' Handout G

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

Players' Handout H

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.**

...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 ingurgitated in a smoldering fiery womb,  
smothered by the fire beast's ichor, before its doom.

Buffed by Madraf'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 Jaelagia'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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Obta  
Yag'lel  
Toax'ob

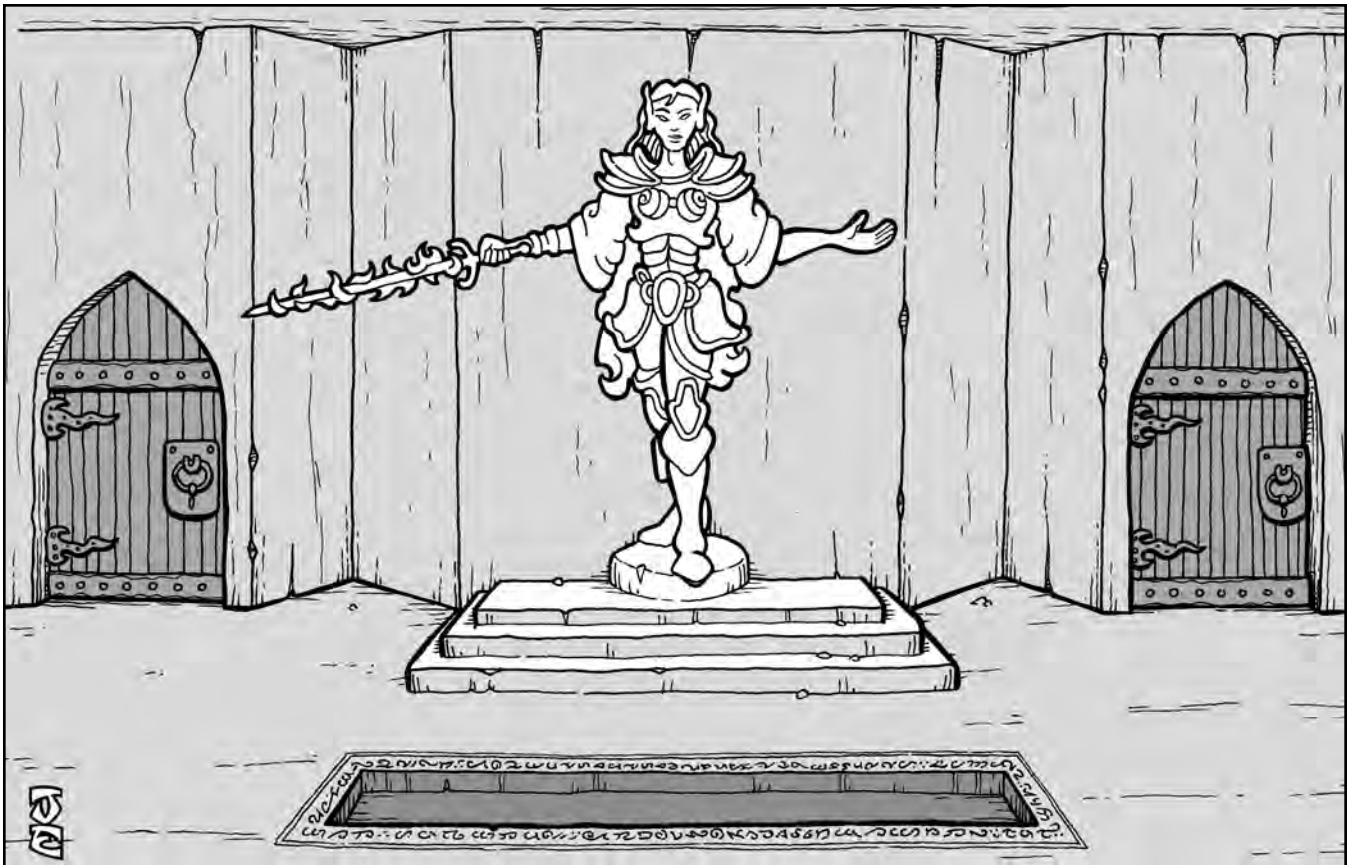
Players' Handout M



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Players' Handout N







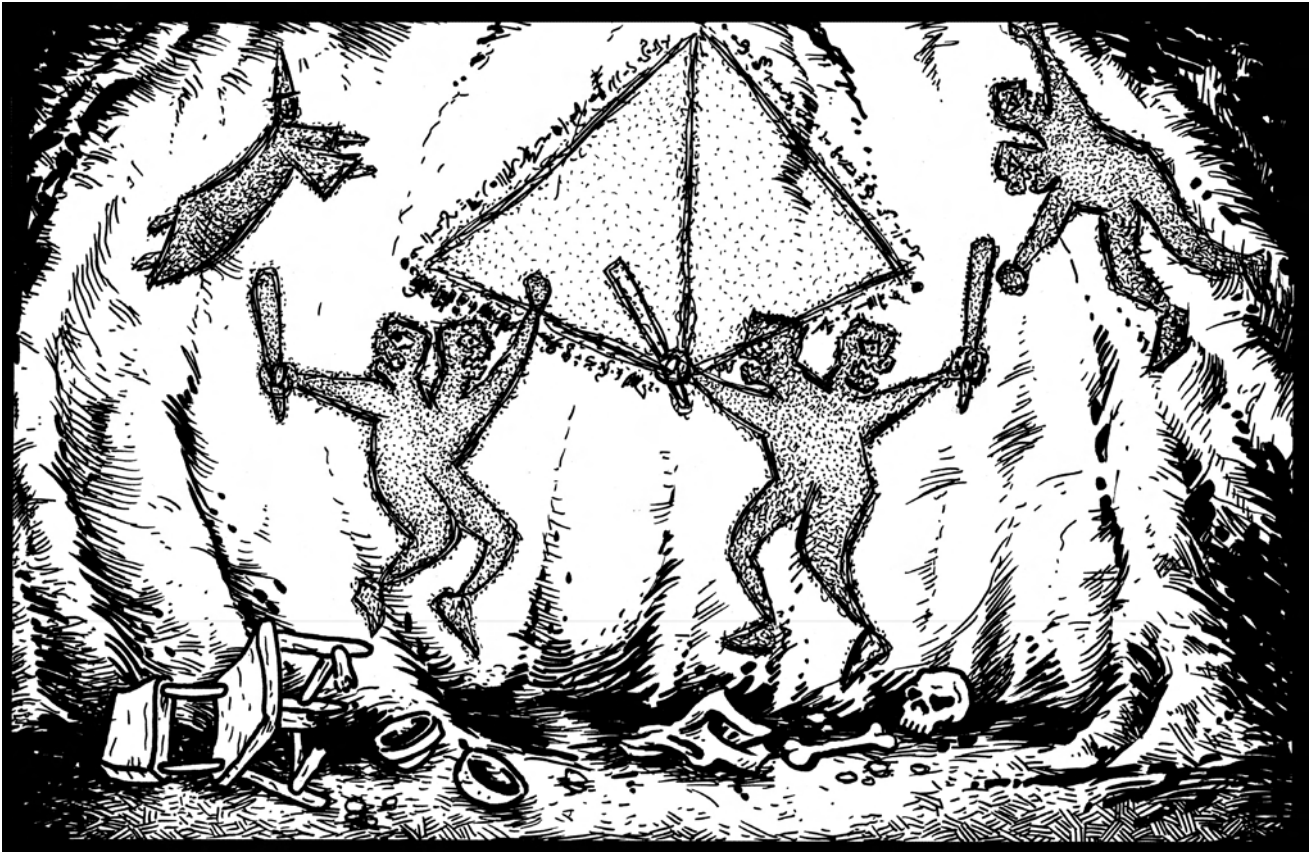
Players' Handout O

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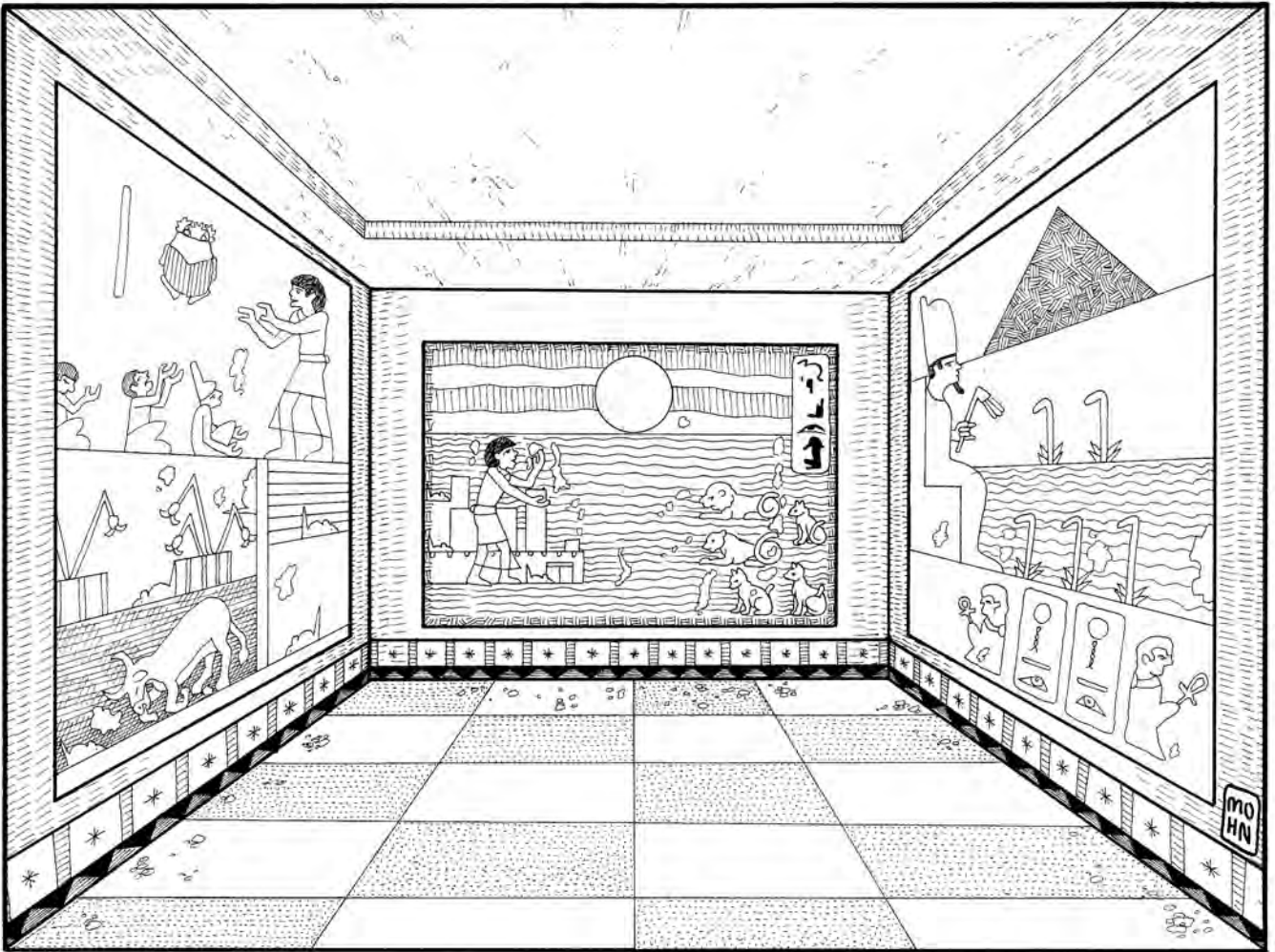
Players' Handout P



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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.

Players' Handout U

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.

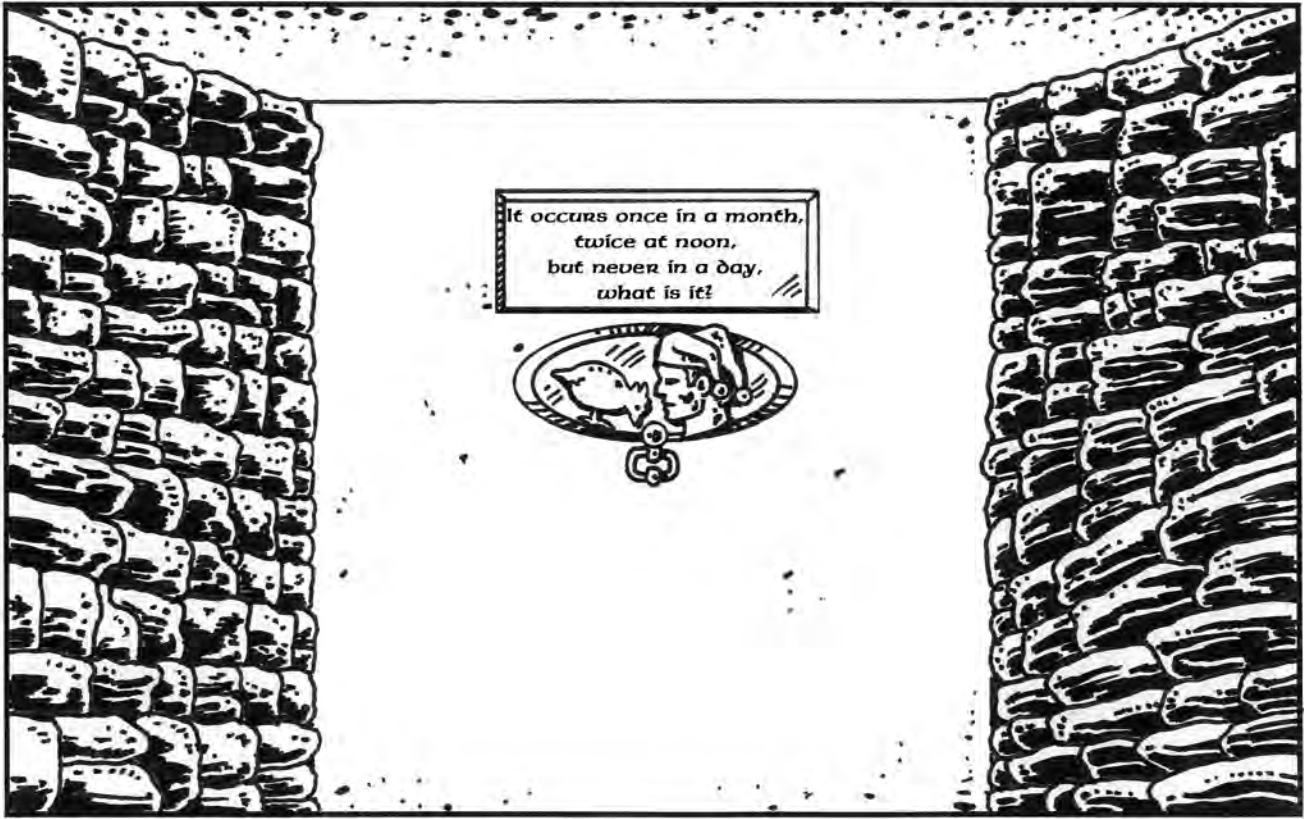
The last is hidden behind golden earth.  
Up is where you should search,  
but down is where you will end.  
Destroy the three and his body shall bend.

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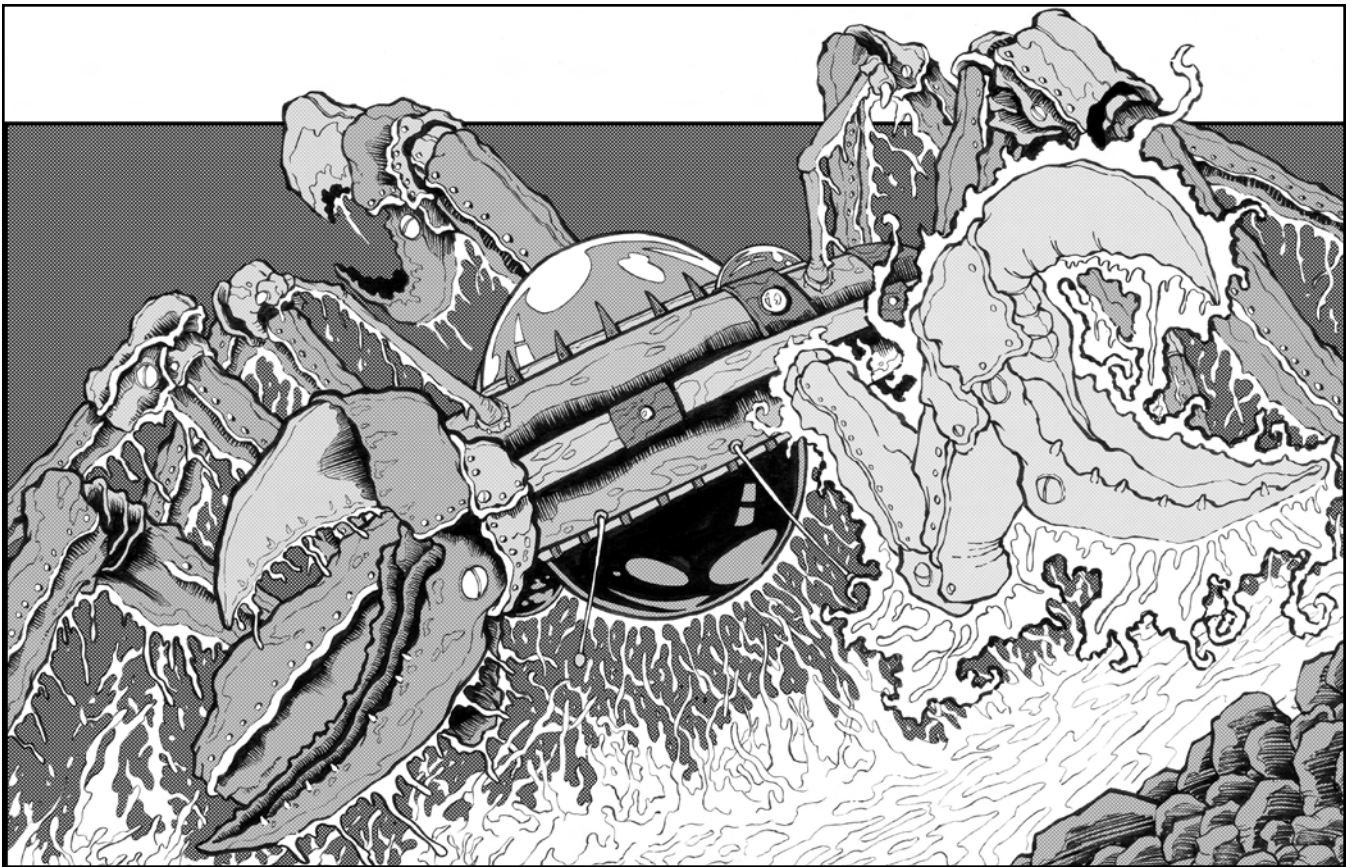
Players' Handout V





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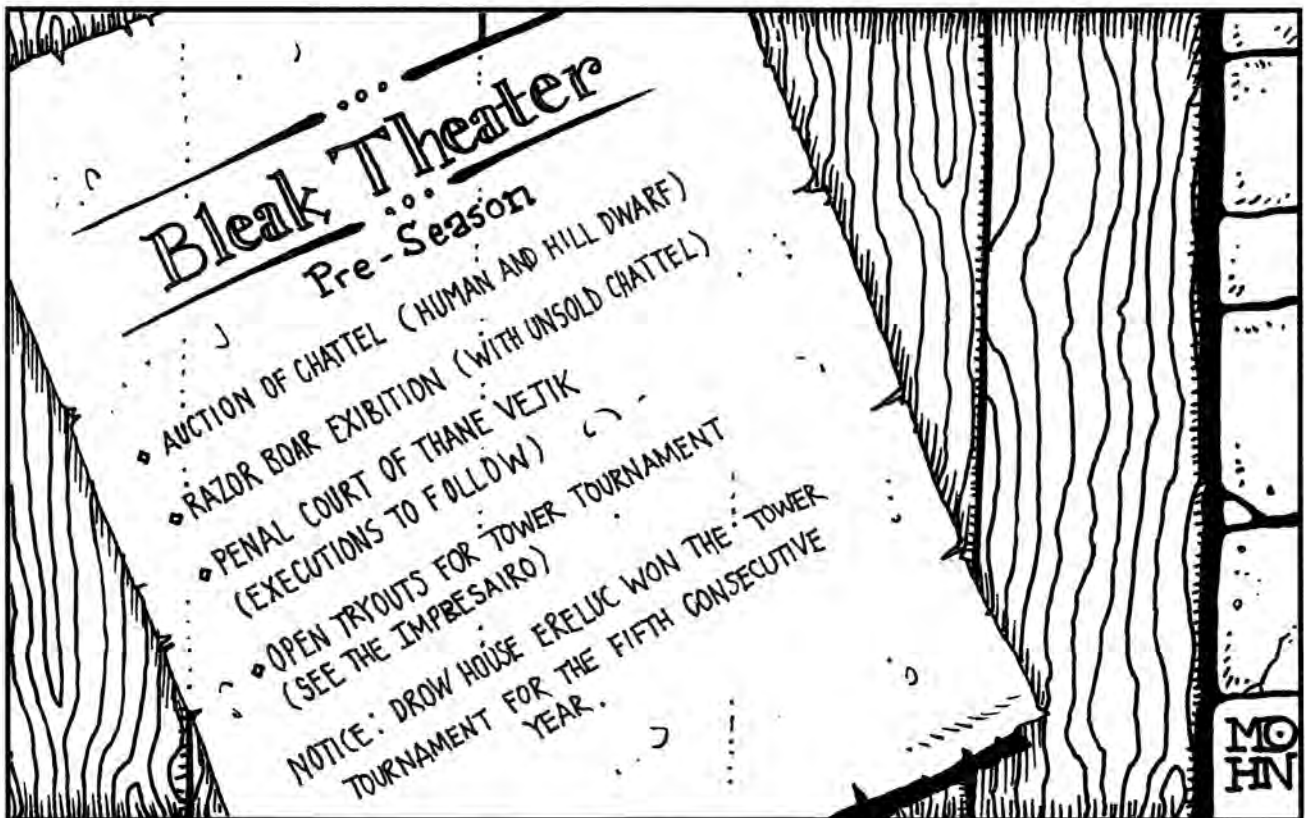
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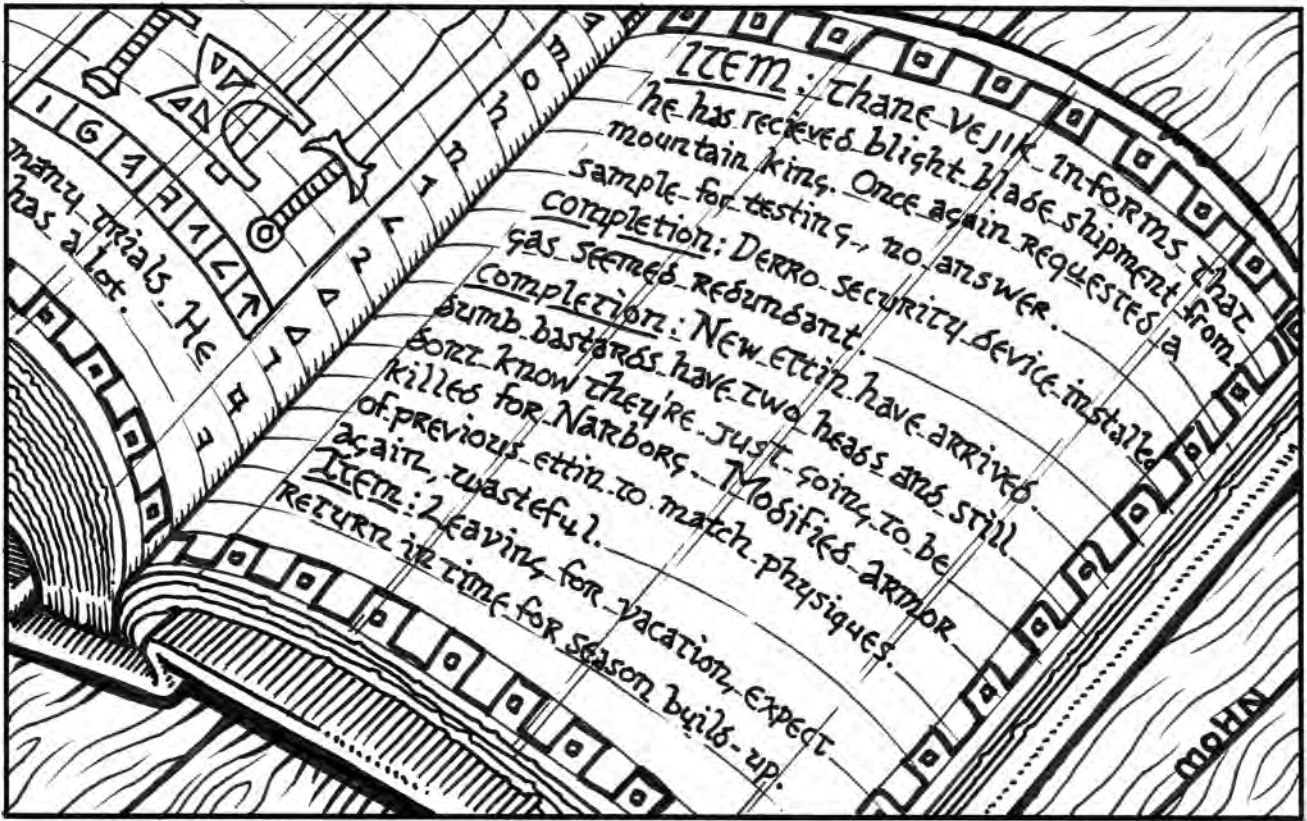


*Minia - the key you asked  
for is ready ... you should  
remember we are all in His  
hands...*

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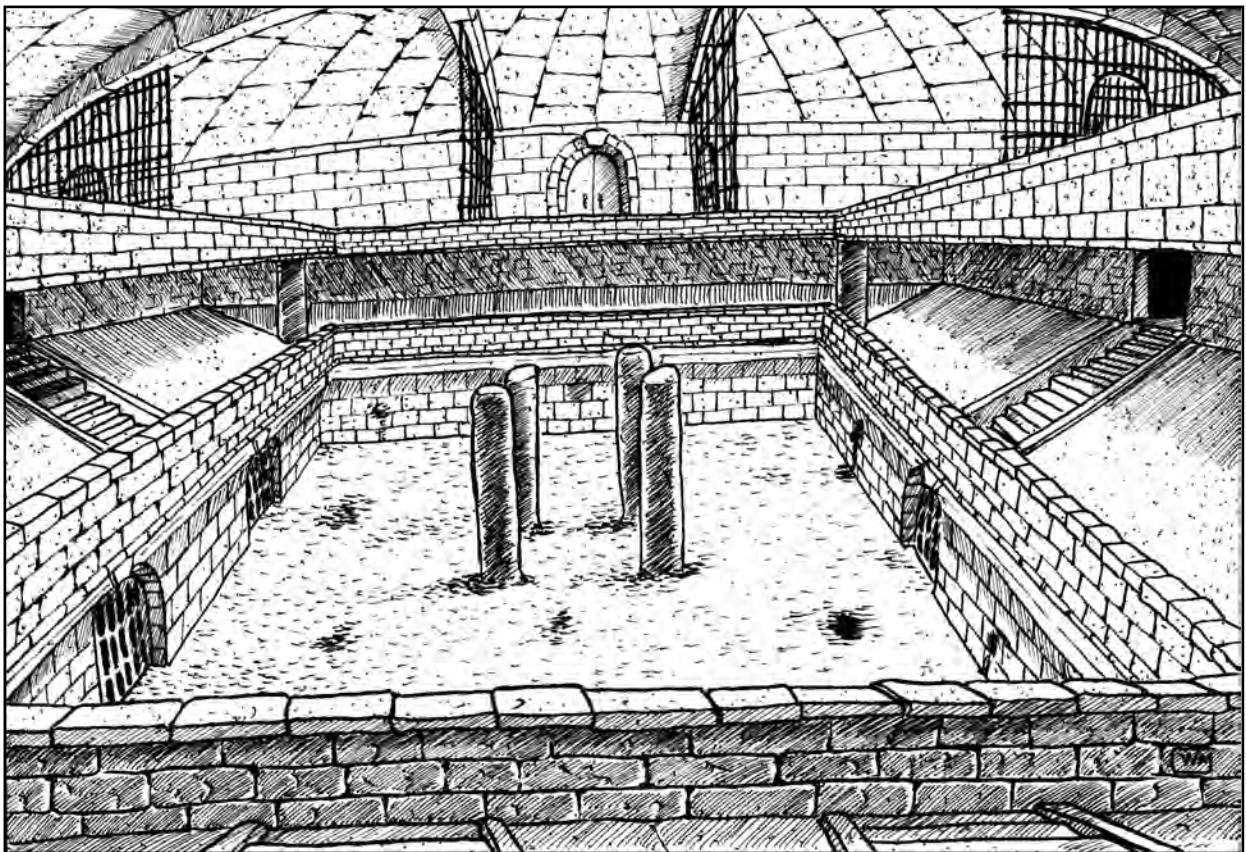
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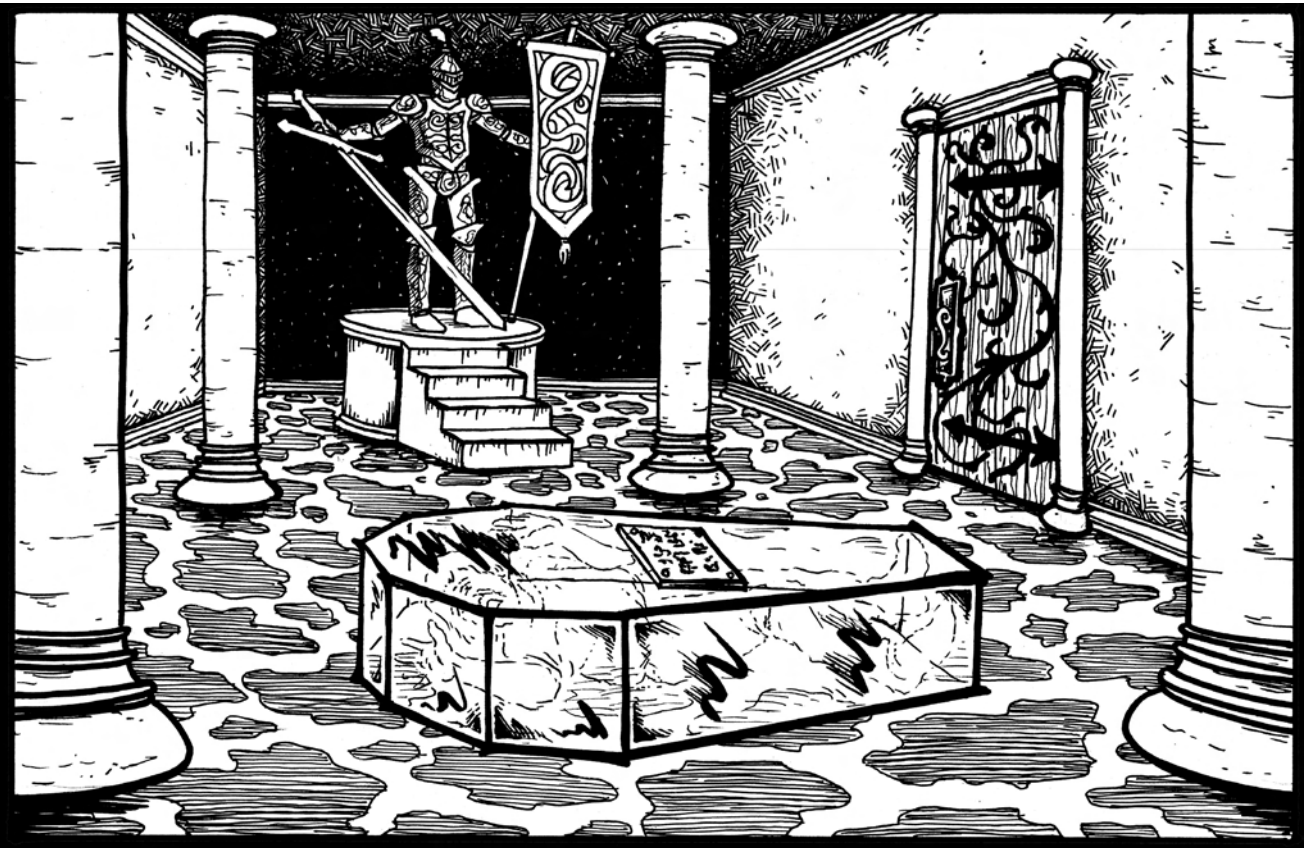
Players' Handout AC



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Players' Handout AD



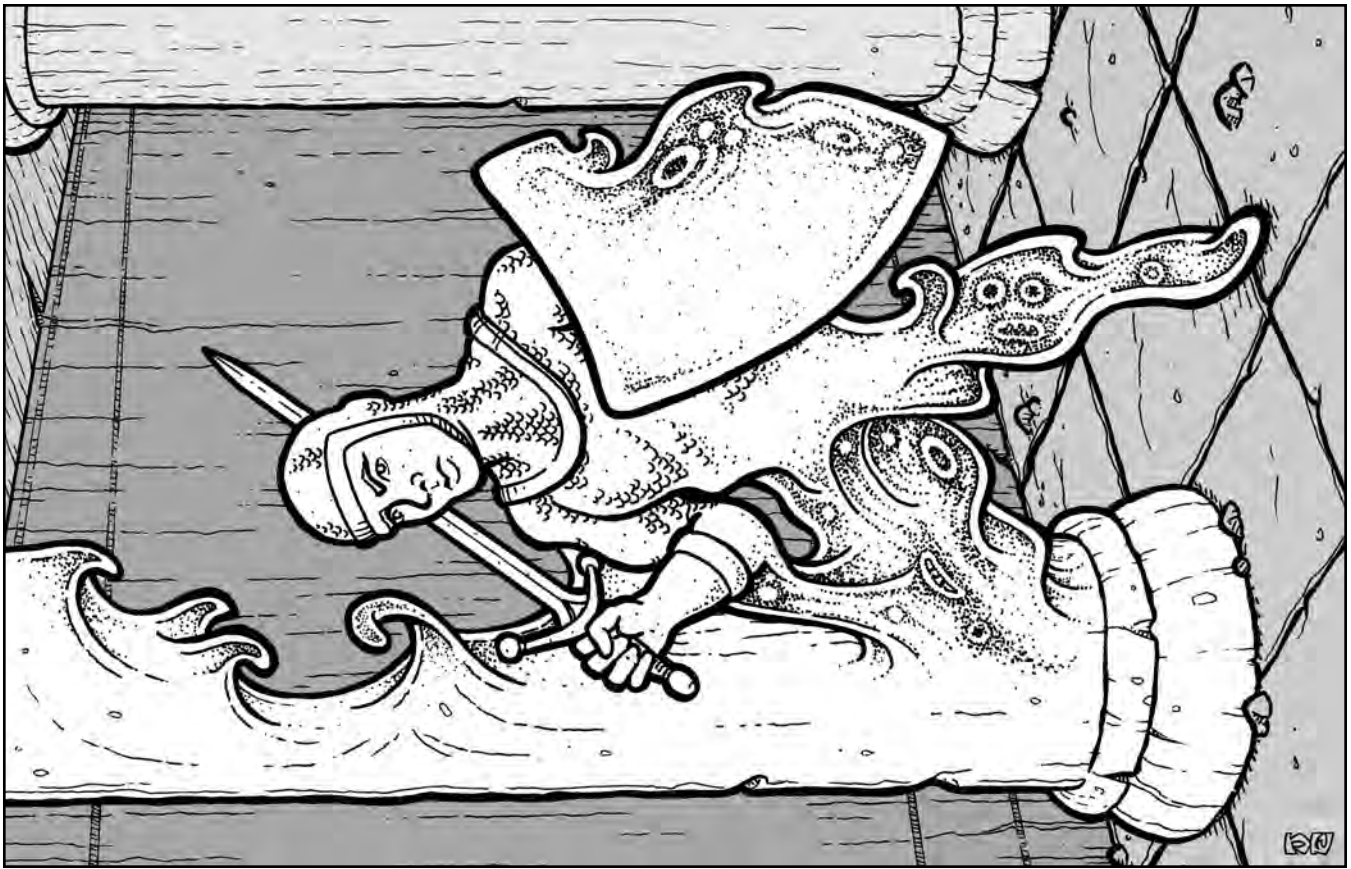




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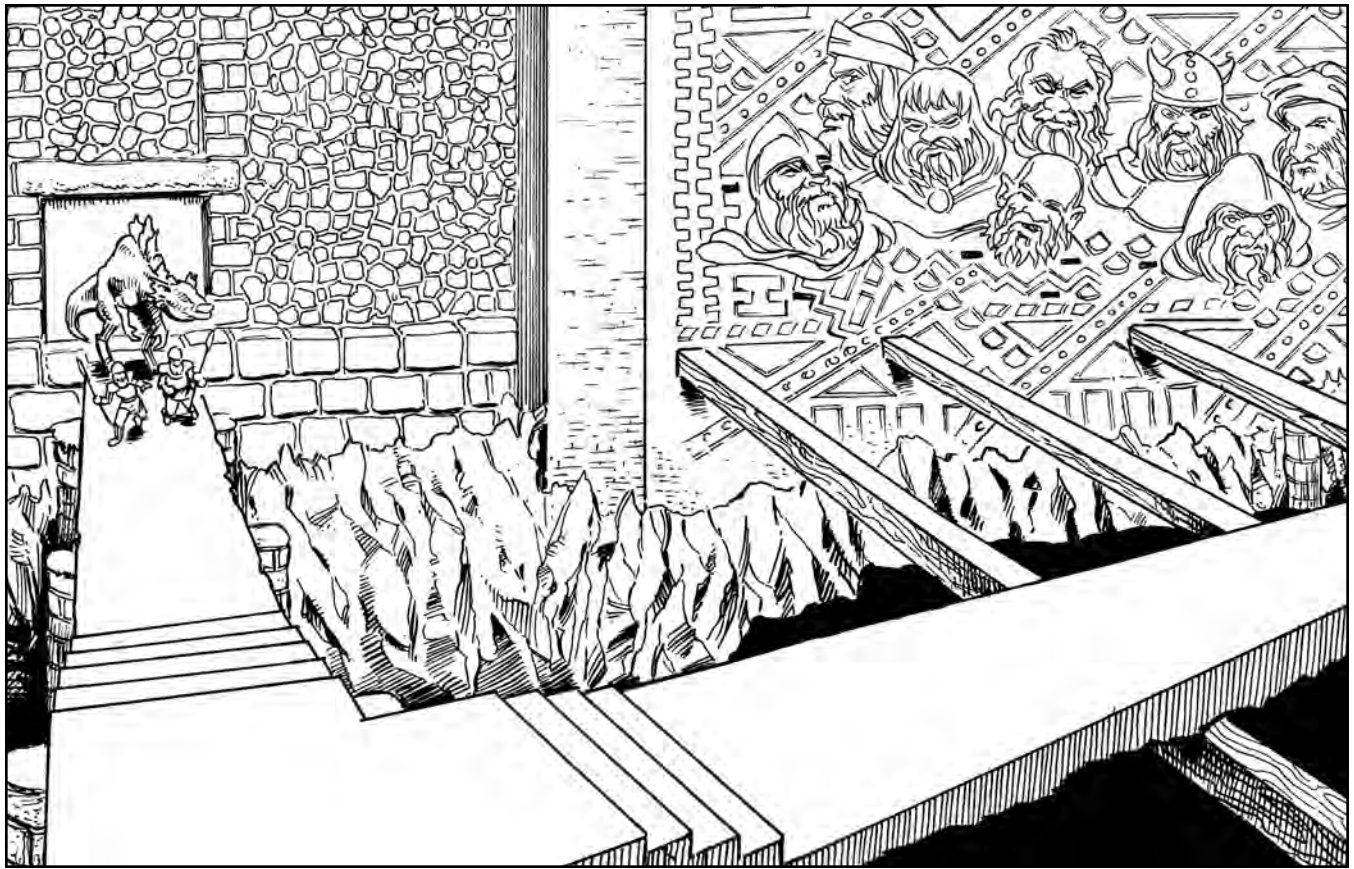




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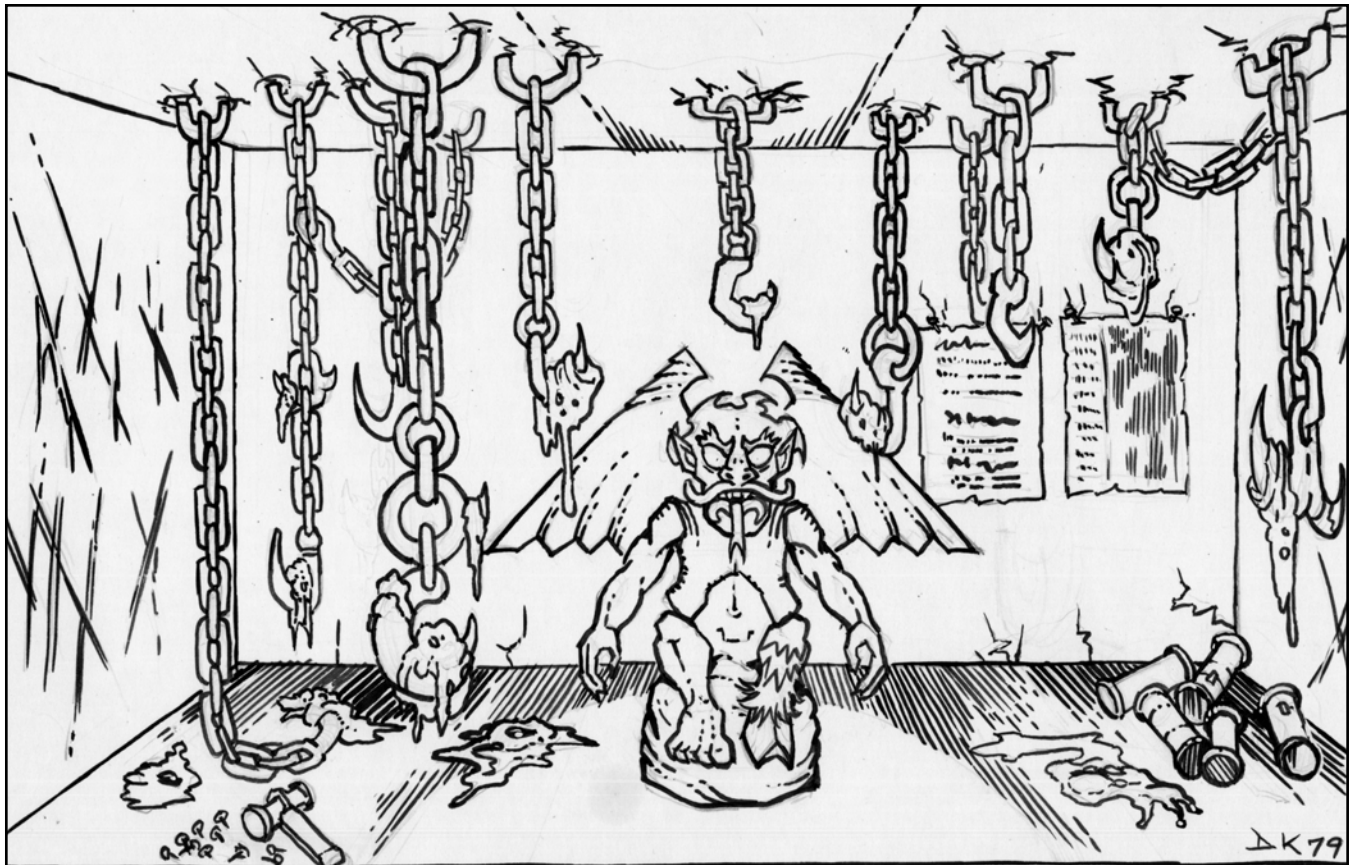
“KEY, LOCK, AND CHAIN  
EACH I HID IN VAIN  
IT WOULD BE SUCH DELIGHT  
IF YOU WOULD MAKE THINGS RIGHT  
THREE CONTAINERS I DID DEVISE  
TO HOLD ANEW EACH GLASSY PRIZE  
WITH EACH SHOULD GO A TOKEN RIGHT  
THAT ONCE HELD MY PRIZE SO TIGHT  
RETURN THEM TO THEIR PROPER HOME  
THEN PULL YON LEVER, ‘NEATH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



Players' Handout A1

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Players' Handout A2

◇ **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 ACCURSED FAILURE

STARTED GRID APPROACH COVERING BETTER GROUND

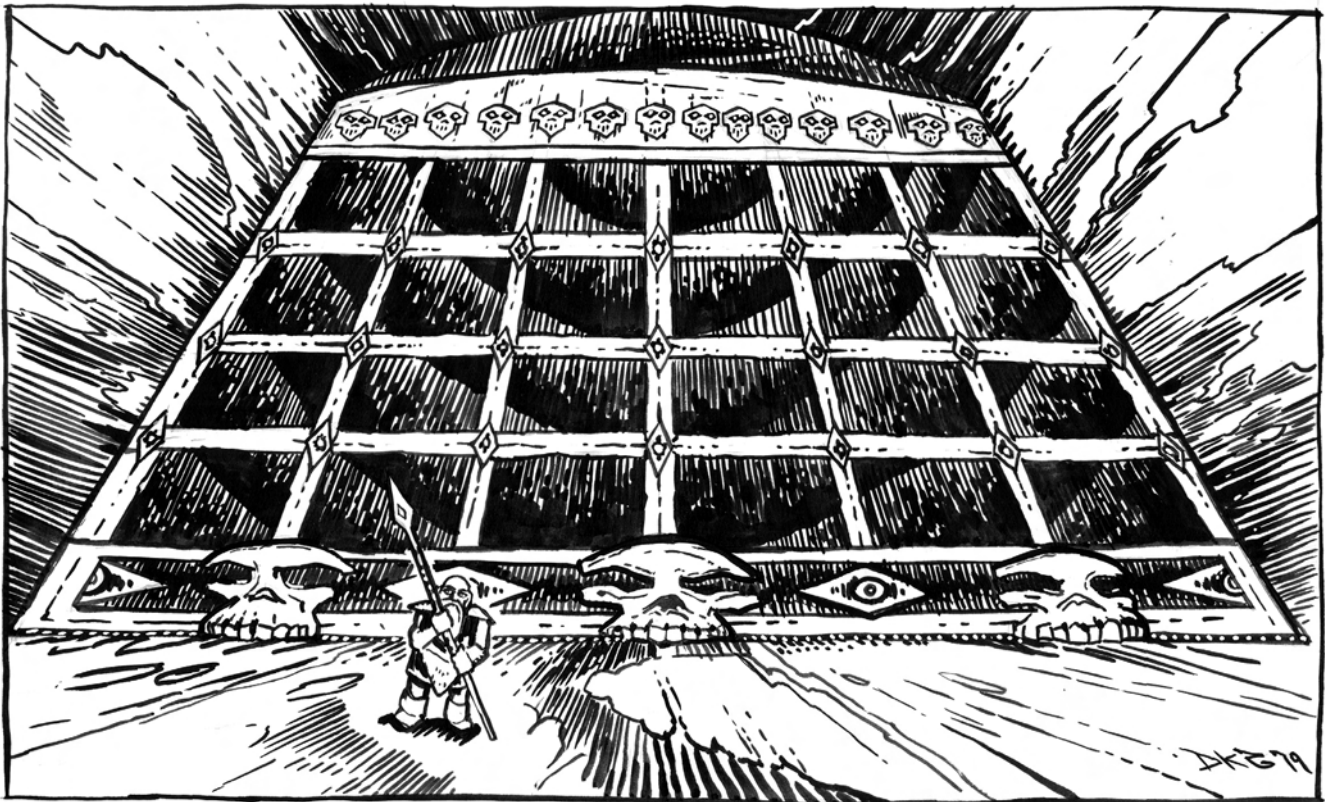
MUST BE CLOSER TO LIGHTLESS GATE... HATE SELLING POTIONS

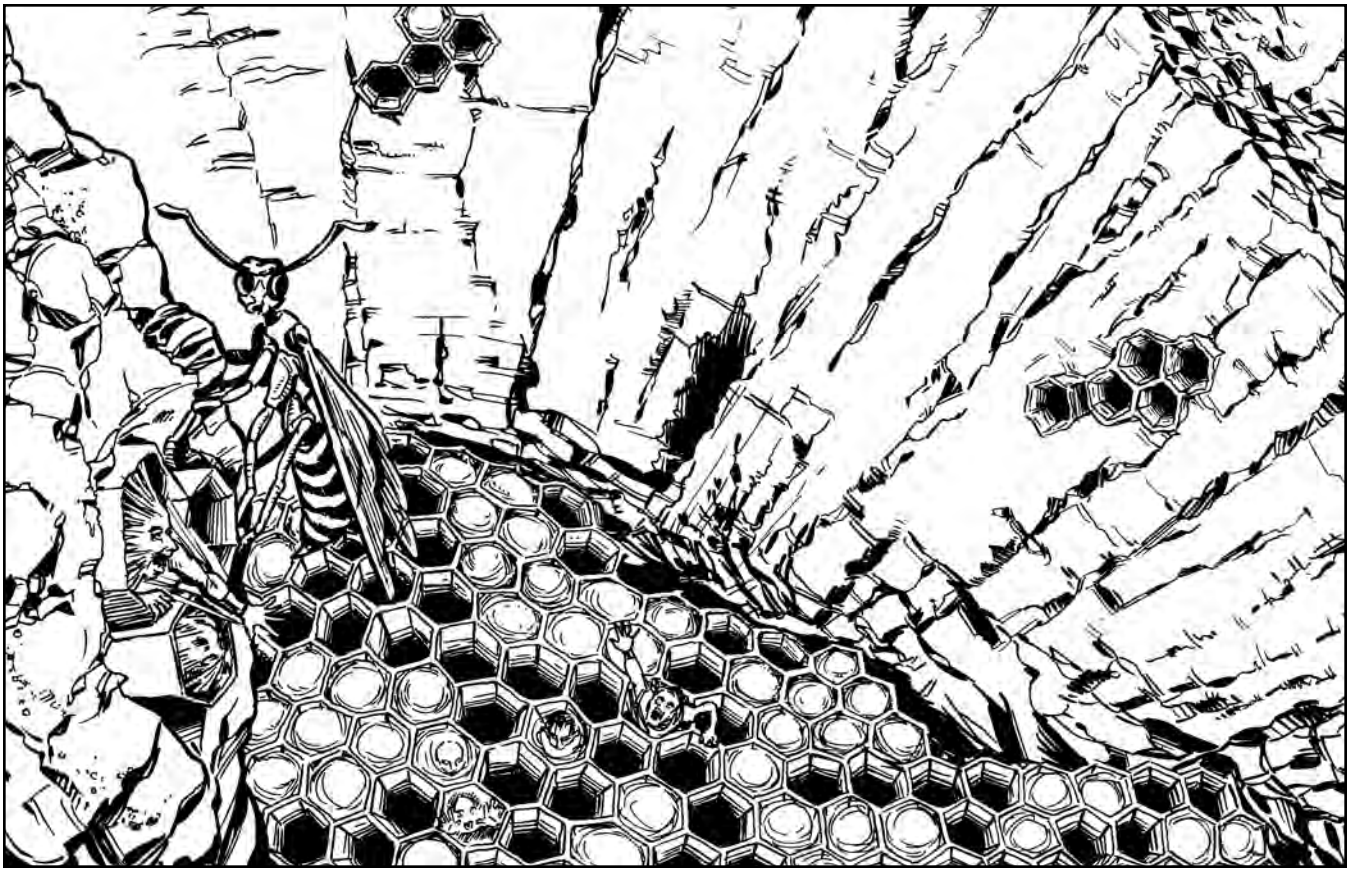
NIRREC DEMANDING RESULTS ... GOING TO HAVE TO DO SOMETHING ABOUT HER.....

OR HERE! OR HERE! MUST BE HERE! WHERE? HERE? NO! NO! NO! NO! BY THE DARK! GODS NO!

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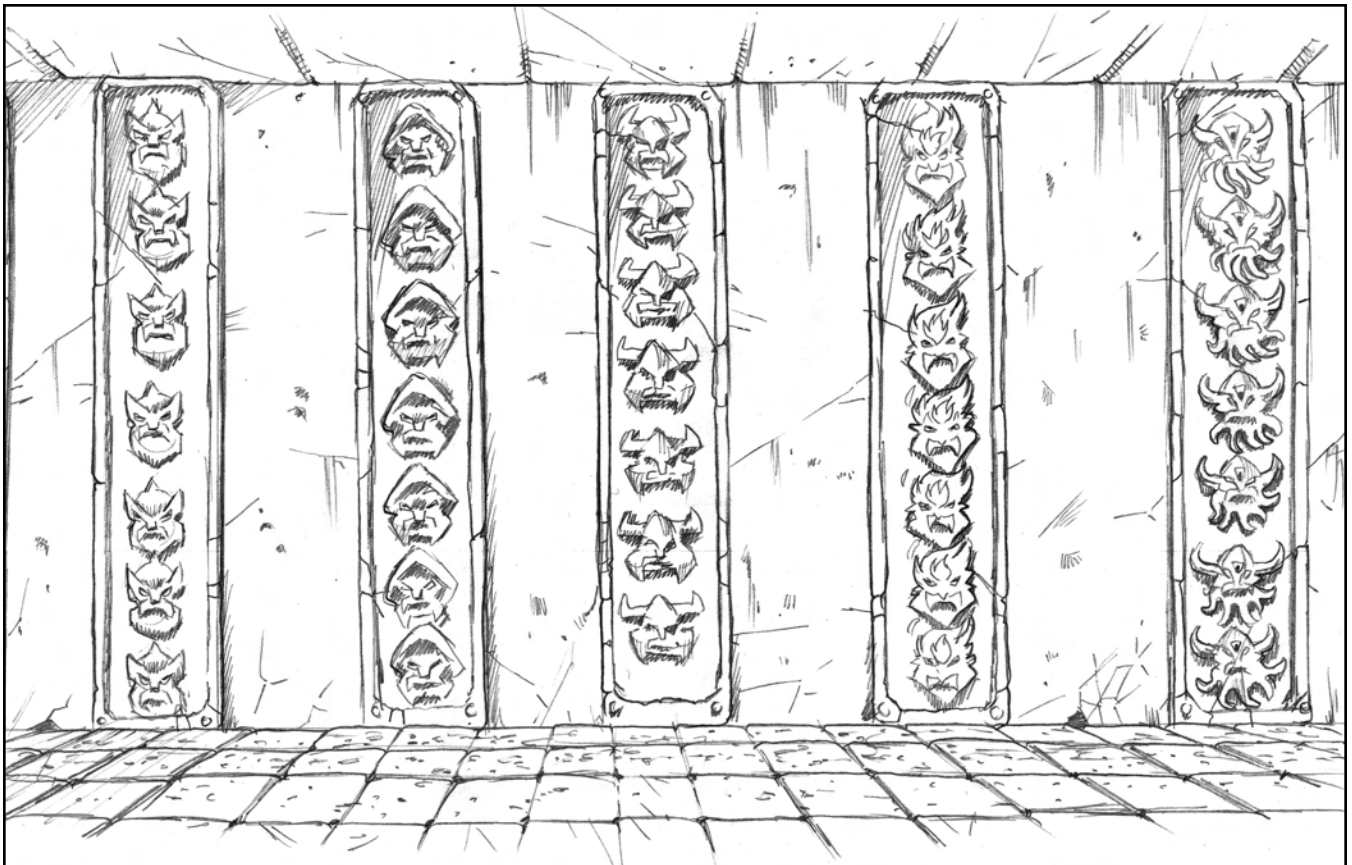




Players' Handout AM

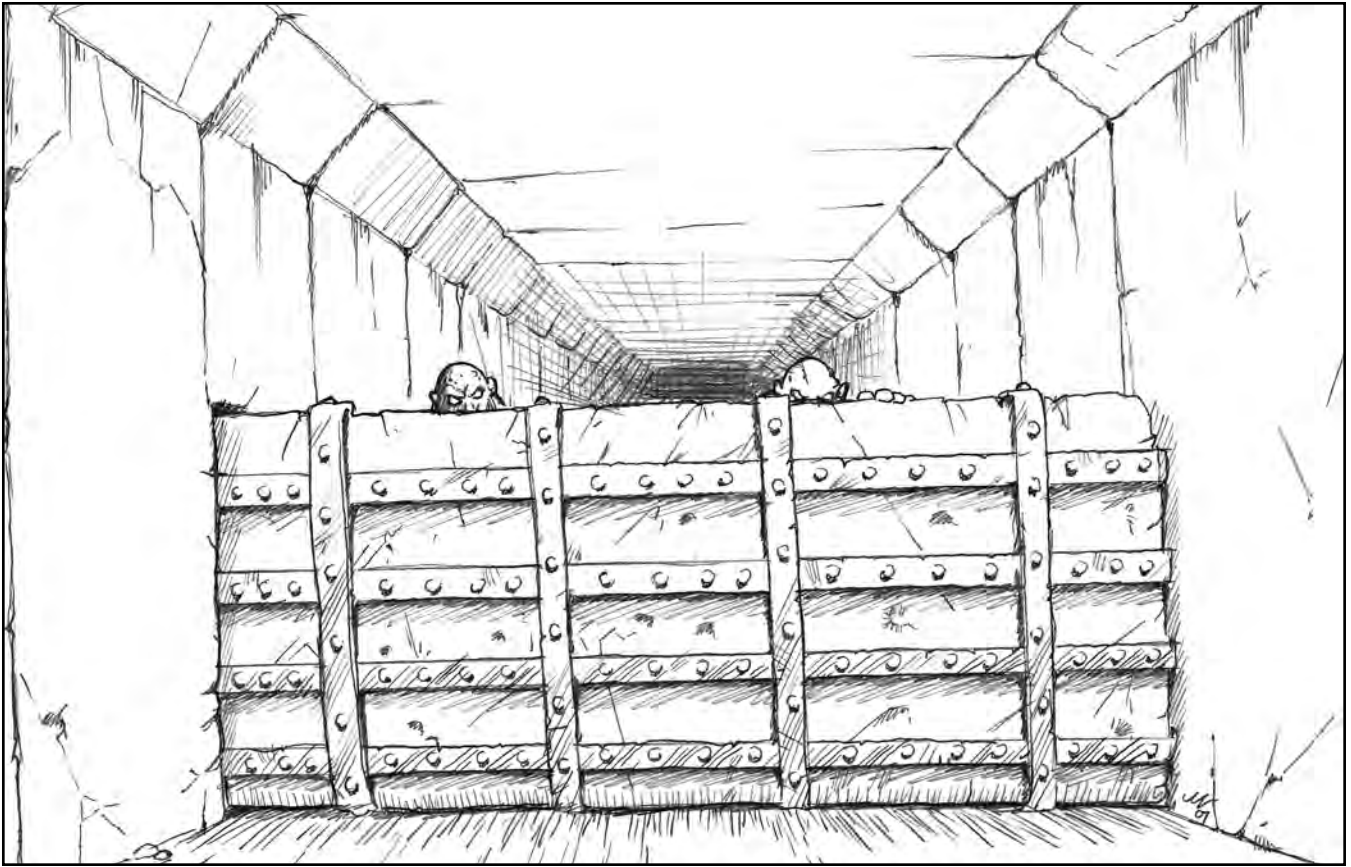
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Players' Handout AN

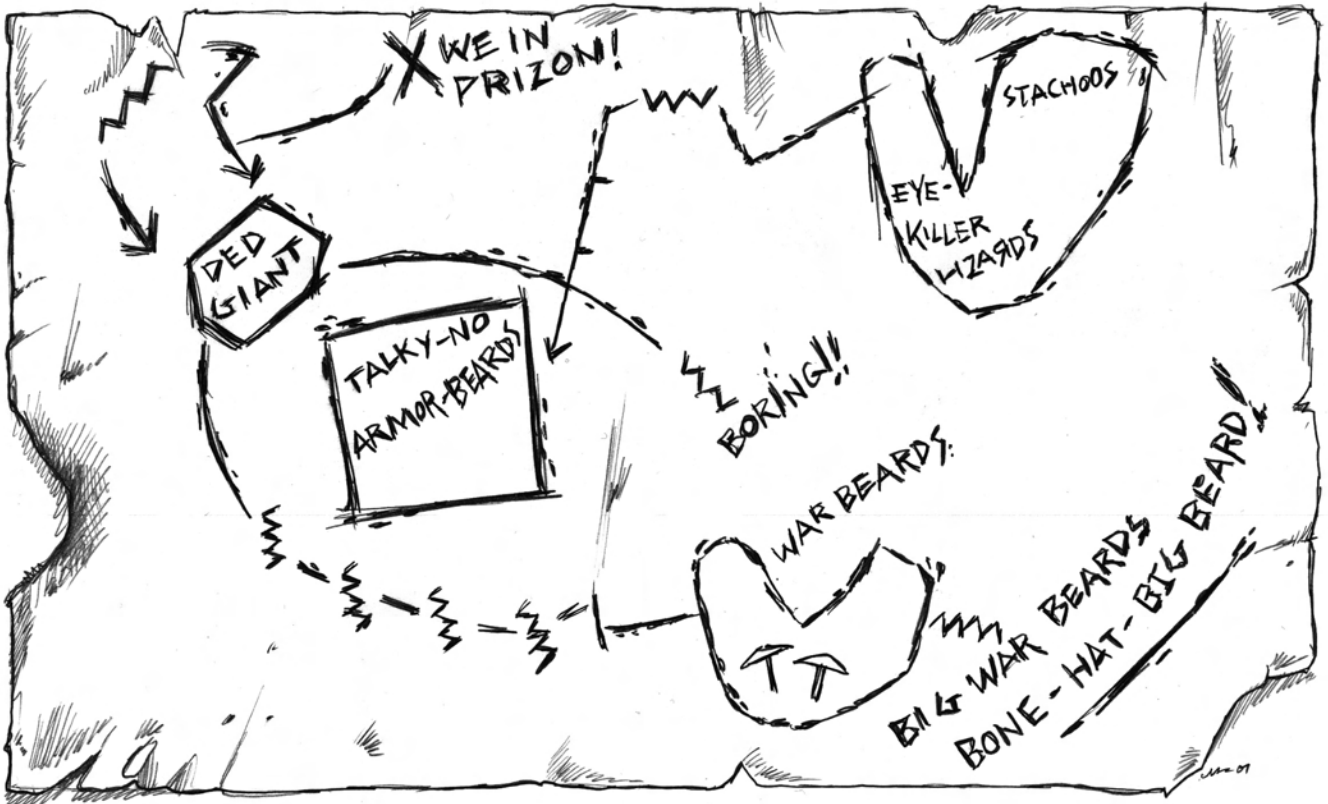
Players' Handout AO



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Players' Handout AP

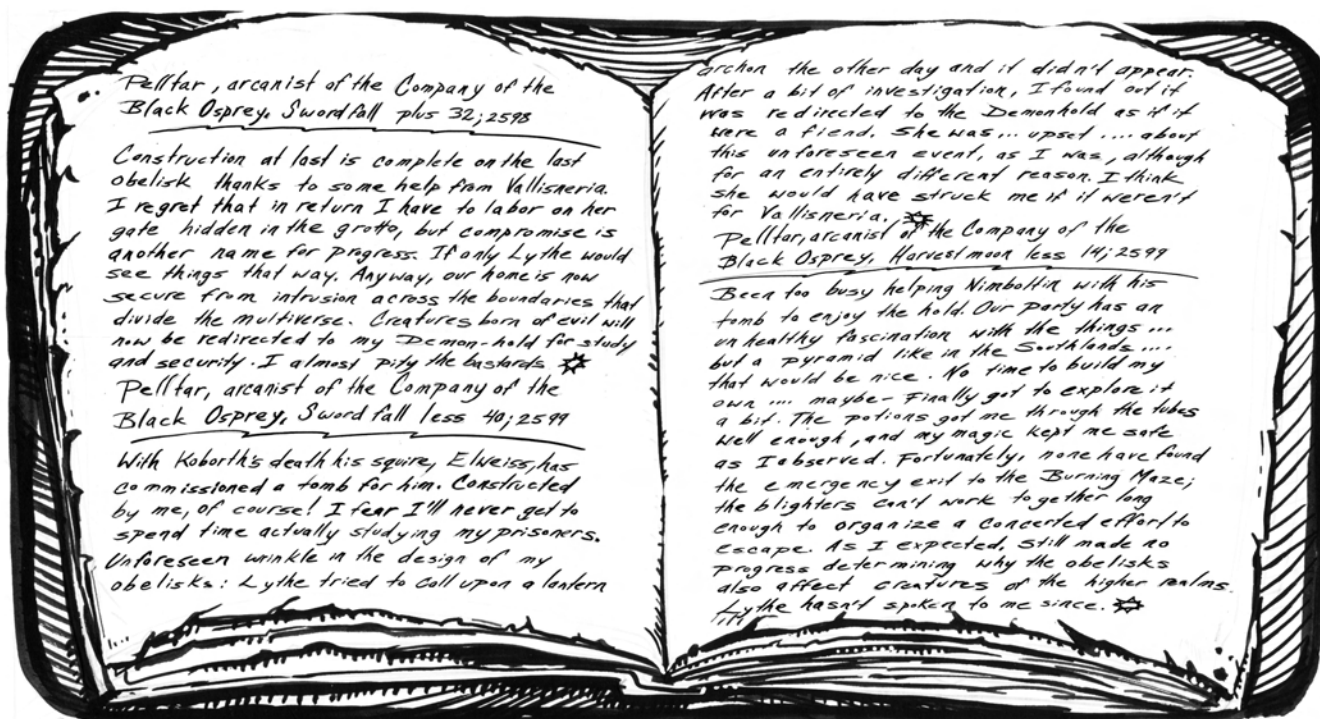


Assassination Options:

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

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Players' Handout AS



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Players' Handout AT







**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.

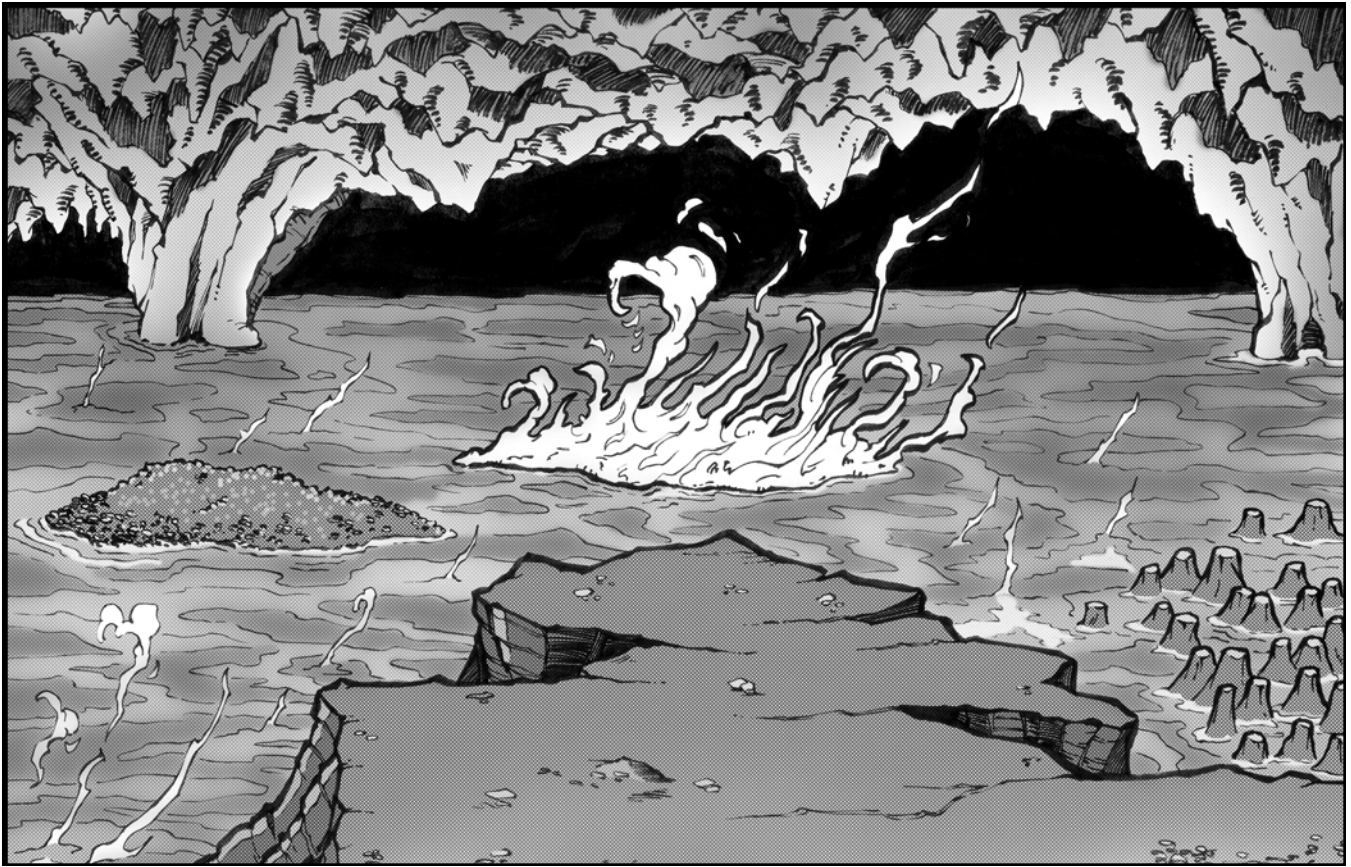
\*A toad's coloration gives it a +4 racial bonus on Hide checks.

*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.

Players' Handout AV



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Players' Handout AW



# Notes

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