

## Whitehack Newsletter June 2023

Wow, May came and went before I remembered that I have a newsletter to write! Sorry for the delay!

### Fourth Edition Sells Gold, Summer Sale Begins!

On DriveThruRPG, the 4e pdfs have sold enough to earn a gold medal! Before I started making PDFs, I think the last time I earned a medal was in swimming school or something, so I am ridiculously proud of this:



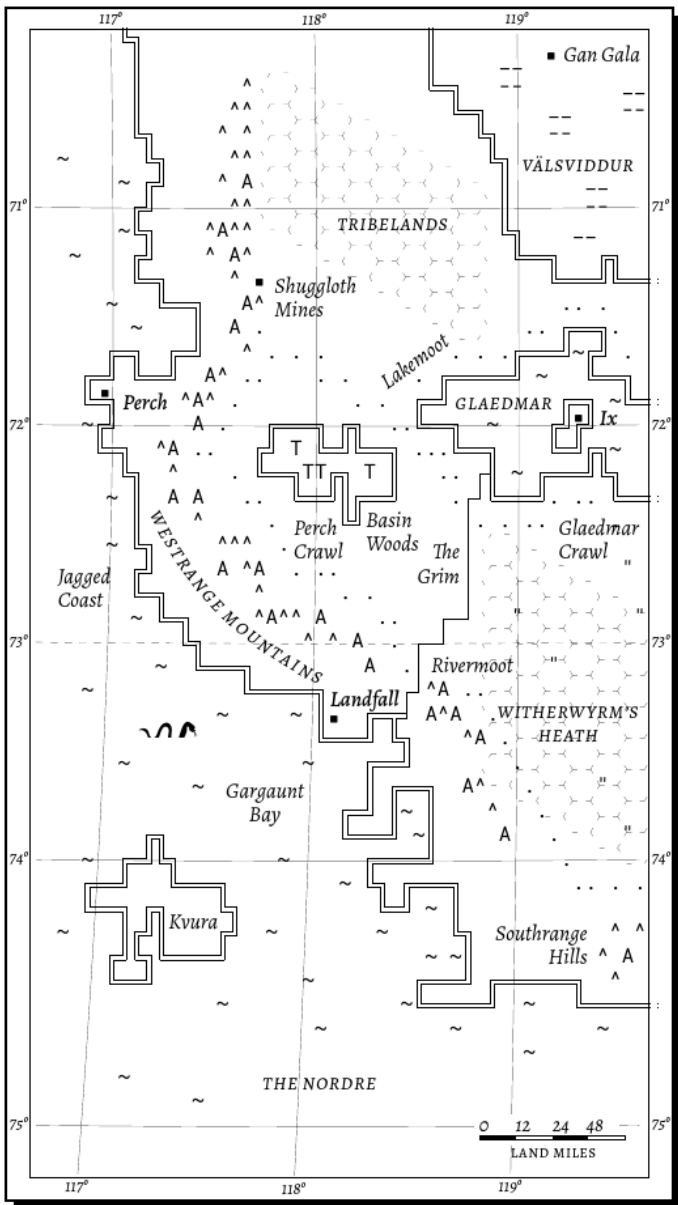
Every summer I hold a game sale. For a while, I've lowered the prices on all my books in the Lulu shop, and also made a special summer-sale bundle on DTRPG, combining the *Whitehack 4e* and the *Suldokar's Wake Omnibus* pdfs. If you hesitated on pulling the trigger before, now is the time: [Lulu Link](#), [DTRPG Link](#).

### Progress on *The White Curse*

I've been picking up the work on *The White Curse*, using the 4e layout for it. The world map, previously drawn by hand by yours truly, is being translated to ASCII,  $\LaTeX$  and Tikz art—and I quite like the outcome! I've been inspired by real world late 19th century maps, and what you see on the next page is a screenshot of a fairly polished draft of the western part of the Land.

As always, working with maps means that you kind of add places automatically, because it makes sense that they should be there. But I think it is important to not crowd a map—the gaming group needs to be able to add their own locations.

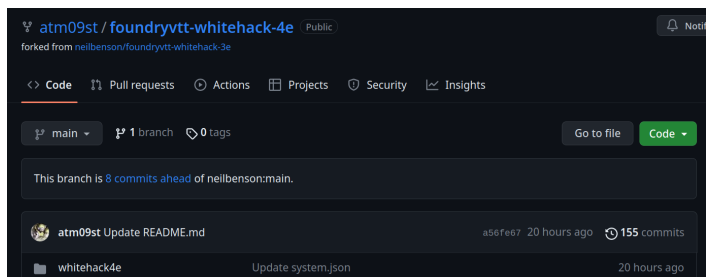
In this case, mapping has also caused me to develop my own tools for drawing unicode and ASCII art. There are tools for that already, of course, but I wanted something unix native and lippy for freehand-drawing lines built from unicode box-glyphs. Check out [RL-Mapper](#) among my repositories, if you are interested.



White Curse Excerpt, Work in Progress

## Whitehack VTT Foundry Module Being Ported to 4e

Discord user *atm09st* is currently porting Old Scouser's excellent VTT module to fourth edition. You can find the fork here. If you know Javascript and Git, don't hesitate to offer your help!



I'd also like to take the opportunity to thank *Old Scouser* again for his work on creating and maintaining the 3e version, which will still be around.

## Whiteshell as a Discord Bot

Discord bots are common in on-line play. I've created a wrapper for Whiteshell, simply called Whitebot, which you can use to have Whiteshell work directly in discord. The software is still in alpha stage, and the list of things you need to do to have this work may look daunting, at least if you don't consider yourself techy. But it is actually a fairly short process. I've broken it down into steps in the Whitebot repo, which you can find here.

## Roguelike VTT

I've always been a sucker for roguelike games, and am thrilled to see redditor u/ostroc\_ working on a roguelike VTT. Check out this post, where he tests his work with a 4e example!

## Update Ghost Box and More Character Sheets

Since last newsletter, there are a few more resources that are new or have been updated for 4e. Milton's Ghost Box—a collection of excerpts from previous discussions—is a useful thing to read if you are pondering some particular issue or question about the rules. Niesen's character sheets are great for online use.

## Sheets for Role VTT

*Whitehack* veteran Brian Ashford has set up sheets for those who want to play the game in Role VTT. While you are checking them out, you should also take the time to read Brian's blog *Ominosity*—always interesting and well written!

## Reviews

A new review appeared on DriveThruRPG, written by the signature Leo V. Among other things, it highlights the campaign aspect of *Whitehack*. In early editions, due to its small size, *Whitehack* would frequently be confounded with ultra-light, one-shot games. While you may surely use for one-shots, I don't think *Whitehack* is ultra-light, and it was always built for the long haul. "This is a campaign game" is easy to say but much harder to actually pull off, and so it always gladdens my heart to see it "in the wild," so to speak.

## Something Old & Something New

Speaking of roguelike games, I'd like to give a shout-out also for text adventures. Any role-player who hasn't played *Colossal Cave Adventure* or *Zork* should take the time to try them out.

You are standing at the end of a road before a small brick building. Around you is a forest. A small stream flows out of the building and down a gully. (*Colossal Cave Adventure*, Will Crowther, 1976)

While in themselves immensely influential, the games also have a lot in common with early role-playing. I personally think the old style of sometimes reading succinct descriptions aloud to the players has a lot of merit, even in modern games.

As for something new, I recently got my hands on the hardcover version of Stephan Franck's *Silver: Of Treasures and Thieves Book 1*. It is a truly stunning example of black and white art and print, and an interesting story from a role-playing perspective.

The premise is in a 1930s world where Bram Stoker's *Dracula* wasn't published, but where the events told their still happened—more or less. The plot revolves around a heist to empty the vault of a certain Carpathian castle . . .

Until next time! /C