Much as I would like it to be, White-hack isn't perfect. In any text of some length, there is always a typo or unintentional omission to fix and always some clarification that can be made. I try my very best to have all such things done before publication, but if I do discover something afterwards, I will correct it. That is one of the advantages of print on demand.

In this document, I keep track of corrections that I think you need to know about. If you have bought your game after a listed date (the same date, if you are lucky), the error has already been corrected in your copy.

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03/18/2015

Cross References

"p. 12" should be "p. 18" on page 40, *Spike Rat* section.

"p. 31" should be "p. 39" on page 43, *Archibald* section.

"p. 22" should be "p. 41" on page 48, *Religion* section.

"Table 12" should be "table 14," p. 30, *Tracking Corruption* section.

"Table 26" should be "table 30," p. 56, *The Underground Escape Route* section.

Rules Clarifications & Errors

"At zero hit points" should be "at zero or negative hit points," p. 6f.

"At least one of the combatants" should be "at least one of the tied combatants", p. 17.

"For a single round" should be "Once per session," p. 33.

In the rules for creating magic objects (p. 21), costs multiply for *a few* more charges, while many charges (and permanent enchantments) require permanent HP.

Adventures

"Save to stay at zero HP" should be "save or die," p. 55.

04/23/2015

Cross References

"p. 34" should be "p. 40" on page 48.

Rules Clarifications & Errors

Surprised characters move and ready weapons *last* in the first round, p. 17.

The short range for the needle gun should be 20 ft, p. 44.

When playing old school modules, you can roll for NPC morale just like for tasks: Choose monster AV, ST or raw HD to represent high or lower morale. Make the roll at the first casualty on the "monster side" in combat, and again when monster numbers have been halved (pp. 29, 37).

Boss monsters get their extra action and exception to initiative *each round*, p. 37.

Monsters

The Talking Head can also speak all languages, but is still hard to understand due to its strange "voice," p. 40.

07/11/2015

Rules Clarifications & Errors

Monsters who make multiple attacks use AV 10 for the *last* attack only—the other attacks are made at full AV. The monster must forsake her move to make multiple attacks. See pp. 36f.

In the Troubleshooting part of the index, on the topic of tracking weight, characters are allowed an additional five objects if these are carried in a backpack, sack or similar container. See p. 60.

Setting

It is the *illsprouts* who can't find their own mother tree in table 21, p. 44.