

WHITE DRAGON

OR

**BOURGEOIS IMPERIALIST REPTILE
OF COUNTER-REVOLUTIONARY HUE AND INSTINCT**



A ROLEPLAYING GAME

BY

ALEXANDER NEWMAN

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A Ronnies Submission

"dragon" and "Soviet"

"All private ownership of land, minerals, waters, forests, and natural resources within the boundaries of the Russian Federated Soviet Republic is abolished forever."

- Article 1, The Fundamental Law of Land Socialization,
Decree of the Central Executive Committee, February 19, 1918

"Our country will, in some three years time, have become one of the richest granaries, if not the richest, in the whole world."

- Stalin, November 1929

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INTRODUCTION

Labor Hero of the collective farm, persevere! Your endeavour is just, and the rewards benefit not only yourself, not only your family, not only your cadre and your village, not only your Soviet, but all mankind, for it is your Labour that spreads revolution throughout the world. Join with the NKVD in purging the disloyal from the Party! Cast aside your superstitions! The modern era of the socialist workers paradise has rendered such anachronism obsolete, so march gladly with your comrades into an enlightened age. Denounce class traitors, kulaks and bourgeois thinkers: purging the old is necessary for new growth. There is no place in the Five Year Plan for the dragons of counter-revolution!

In **WHITE DRAGON**, you play Soviet farmers in a 1930s village farming community that has endured the rigours of collectivization. Most of the community's families were decimated in the process, dozens of your friends, neighbours and family members consigned to the Gulag.

What makes your village different from thousands of other productive little collectives is Belosnezhnyi, the White Dragon, a fabulously beautiful, wise, cruel and hungry serpent that periodically wakes from its gargantuan slumbers deep beneath the hills nearby, and demands food in return for bountiful harvests. His diet is quite particular: one adult, no more, no less. Besides the agricultural blessing, Belosnezhnyi's influence has had an effect on many of the families in your village, who walk closer to the unseen, and can perform what can only be called magic.

It is best not to demonstrate your uncanny powers in public, though. When the over-wealthy of your village left for the labour camps, they were replaced by whole families of loyal agricultural workers, Party members all. The eyes of the Party are everywhere, and the local Party Chairman – a “socially conscious” industrial worker – can summon the attention of the dreaded People's Commissariat for Internal Affairs, or NKVD. Nobody wants that, for a visit from the NKVD usually means only one thing: someone's going to the corrective labour camps.

WHITE DRAGON is about drinking your neighbours under the table, betraying them before they sell you out, revenging the purges of the past, blackmailing favours and bribing Party officials, about looking out for the first among equals, and above all, about not getting eaten.

NKVD

The People's Commissariat for Internal Affairs, or NKVD is best known for the Main Directorate of State Security (GUGB), which succeeded the OGPU and the Cheka as the secret police agency of the Soviet Union.

The GUGB was instrumental in Stalin's ethnic cleansing and genocides, and was responsible for massacres of civilians and other war crimes. Many consider the NKVD to be a criminal organization, mostly for the activities of GUGB officers and investigators, as well as supporting NKVD troops and GULAG guards.

[Wikipedia]

WHAT YOU NEED TO PLAY

At least three players preferably four or five, some pencils, and some regular six-sided dice (quite a lot of them). You all play citizens of questionable loyalty in the Soviet Union. You are wholly responsible for the actions and reactions of your character, but may be called on to take the part of one of the local Party Chairman upon occasion.

In examples, there will be three players: Alexander, Bill and Clea.

BELOSNEZHNYI - THE WHITE DRAGON

"Belosnezhnyi has protected the village for centuries," your babushka told you at her gnarled knee, when you scoffed to hear the dragon mentioned, "and he's got very sharp hearing, so mind your manners. Beautiful, he is, white as fresh snow, eyes of ice and a voice like an avalanche. Some say he's cruel, but it is a small price we pay for the gifts he's brought us. Now listen carefully, and learn how to talk to your elders and betters, lest they eat you alive..."

That was twenty years ago or more, and you only half-believed your grandmother, until you saw Belosnezhnyi with your own eyes: you'll not forget the sight of Maria Andreyevna Oliynky, the plump, rosy-cheeked wife of the village Postmaster, feeding him when he woke, six months later. Back then, wise old serpent warned of difficult times ahead, but still made his usual promise of blessings on the land. Maria Andreyevna must have been a hearty meal, because the dragon hasn't been seen since then.

The Revolution brought the difficult times: initially, your village fared better than most thanks to Belosnezhnyi's blessings, but the bounty of your harvests and wealth of produce in the village drew the rapacious attention of the Party. Your father was betrayed as a kulak – a peasant with too much wealth – then consigned to the Gulag. Your mother sentenced to another camp for being the wife of a traitor to the Motherland, leaving you responsible for what remained of your family. The powers that the dragon's blessings give you have helped keep you out of the labour camps since then, long may the last!

Recently your sleep has been peppered with dreams of great scaled claws forming in the snow, of clear icy pools that suddenly blink, and a voice you can feel in your belly and in your bones. Belosnezhnyi will wake soon, and he will be hungry after such a long slumber.

A NOTE ON HISTORICAL ACCURACY

The White Dragon is not – to the best of my knowledge – real, historical nor accurate. This is a game that is intended to be fun to play, and potentially quite funny. The collectivization of farms, the purges, the Gulag and the NKVD were real, and very unfunny. For the purposes of this game, however, I've played fast and loose with various aspects of them that may seem insensitive to some. No offense is intended. It is also quite probable that the notional time line of the village is chronologically impossible, and the precise nomenclature of the Soviet apparatus is wildly inaccurate. Drop me an email at AJN@AJNewman.net if you think I've made a particularly heinous mistake.

CREATING CHARACTERS

You are a Soviet peasant with disloyal secrets, a couple of magic tricks up your sleeve, and a burning desire not to get eaten or sent to the Gulag. You wouldn't mind paying back your neighbour for betraying your parents, either. You've probably spent most of your life doing hard physical labour, or the unending petty bureaucratic drudge work of a village functionary. If the summer months are hard labour, the winter's cold is almost intolerable. The only thing that keeps you going through the frozen months is vodka. The warmer ones, too. The last thing you need is a hungry dragon or a visit from the NKVD, but such is your life.

Throughout this process, you should discuss your choices with the other players, including the GM. Look for ways to make your life more complicated: complications are a fun part of your peasant proletarian lot. Trust me.

I. NAME YOUR CHARACTER

You have three names, your first name, a patronymic or matronymic, and your family name. For example, Ivan Alexandrovich Kucheryavi would be a man called Ivan, whose father was called Alexander, and who is a member of the Kucheryavi family. The postmaster's wife who last sated the dragon's hunger was called Maria, her father was called Andrei, and her husband's family name was Oliynky. There are tables of names in Appendix A, and a description of how to create your patronymic or matronymic. You might want to pick a family name like Romanovsky, which means your serf ancestors belonged to the Romanovs. Of course, the revolution put paid to them, but the name can stick.

Actually, I lied, you've got more than three names, if you count the nick-name version of your first name and a contraction of your patronymic, and they are used with varying degrees of formality. See the appendix for more details, if you are so inclined.

I'm going to play a guy called Andrei Sergeyevich Khlyestakov. Bill's character is called Boris Alexandrovich Semyonov, and Clea's playing Carel Nikolaevich Turgenevsky.

II. ANSWER THE NAME QUESTIONS

Your name tells you about your past. It is a vital facet of your relationship with your family. When your parents and grandparents argued about your first name, they invested you with family history, and by Lenin they argued! You should know what it was your forebears were up to when they named you. Answering the following questions tells you some of that stuff and more. When you answer these questions, go right ahead and make things complicated for everyone.

Were you named before or after the Revolution? If you are between fifteen years old, and about twenty-five, then you were born after the Revolution. Make a mental note of that, because it gives you a different perspective from the reactionary old fogies you're competing against.

Who were you given your first name for? You were given your first name in honour of someone. Who was it? If it was your grandfather, which one? Did he feed the dragon? If it was a Saint, of what is the Saint a patron? Write it down on your character sheet.

Who is responsible for your father's death? You must pick a living relative of another player's character. You can pick the other player randomly, or by negotiation. The responsibility can not be mutual. For example, if Andrei is randomly assigned Carel, then it must be one of Boris' family responsible for Carel's father's death.

What does your family name mean? If your family name is of the -sky flavour, this is easy. Before the revolution, you were all serfs belonging to some wealthy landowner who bled you dry while luxuriating in Moscow, St. Petersburg and the Crimea. He's dead now, and your family may well have killed him. Did you? If not, decide what your name means. Pay no regard to anyone who speaks Russian, it really does not matter what the name actually means. Feel free to take a village job that is associated with the name, too. Any positions of wealth probably led to your father being sent to the Gulag, too, so if that works for you, all the better.

Andrei was born before the revolution, and was named for his maternal grandfather, who was the last serf in the town to be flogged to death.

When Andrei's father Sergei was reported to the NKVD for hoarding grain during collectivization, both of his parents were sent to labour camps a thousand miles apart, and never saw each other again. Carel's wife reported him.

Andrei's family name, Khlyestakov, means "pig-keeper". Andrei is still in the family business.

III. PICK TWO SECRETS.

Keeping your secrets is a good way to stay out of trouble with the Party, because you, like everyone else in the village have things to hide. Your little secret won't get you in too much trouble, if the Party Chairman gets to hear about it – but every little secret revealed makes it more likely that the Chairman will summon an officer of the NKVD, which is bad for everyone. Your big secret is a one-way ticket to the labour camps. Finding out other characters' secrets is a good way to get leverage over them, which is especially useful when someone needs to be volunteered to feed Belosnezhnyi, or you need to find the NKVD man a victim. There are some examples of secrets below, but you are strongly encouraged to come up with your own.

LITTLE SECRETS

Grain stash. You have a private stash of grain which belongs to the State, now.

Vodka still. You distill your own vodka, exceeding your patriotic quota.

Prayers at bedtime. Your mother taught you, and you still say them. Uncle Joe doesn't approve.

Superstitious. You put milk out for the wood spirits and garlic over the door. Reactionary.

BIG SECRETS

BVM. You have secret shrine with a golden icon of the Blessed Virgin Mary in your closet.

Fabergé. When the Czarists fled from the Revolution, you took some of their jewelry in exchange for food and shelter.

Romanov. You are a blood relation of the Czar.

Steel wire. You (or your wife) aborted an unborn hero of the Revolution.

Andrei has got a vodka still in the root cellar, and his wife has a shrine in the closet. Sometimes he wonders if St. Isidore is worth the risk.

It is important to make sure that all the players know all the other players' secrets right from the beginning of the game. Your characters do not, but they'll get to work learning them right away.

IV. YOUR GREAT-HEARTED LOVE

Give yourself two dice of *Great-Hearted Love for All of the Motherland's Sons* for each player. When someone tells you a secret that you do not already know, you **must** give them one of these dice, if you have any left. Finding out another player's big secret and spreading it around is a good way to save yourself from a grisly end. It won't make you very popular, of course. You may also freely give one *Great-Hearted Love* die to another player to help them in any scene. You can never use your own *Great-Hearted Love* dice for yourself. The Party Chairman gets the same number of dice as everyone else, too, which he gives out when told a secret. *Great-Hearted Love* is replenished at the start of each session.

There are three of us playing so Andrei gets six dice, just like everyone else.

V. YOUR FACADE

Place a mark on the *Facade* scale between *Righteous Demeanour of a Hero of the Motherland* and *Dragon Dreaming*, no closer than two notches to each end. *Righteous Demeanour* helps to protect you from the NKVD, while *Dragon Dreaming* will save you from Belosnezhnyi's maw. Your values for both will fluctuate during the game, depending on what you do, but they should always add up to seven. For example, reporting someone to the Party Chairman increases your *Righteous Demeanour*, and decreases your *Dragon Dreaming* by one point each. If your *Righteous Demeanour* reaches zero, the Party Chairman will summon the NKVD. The lower your *Dragon Dreaming* score when Belosnezhnyi turns up, the more likely you are to get eaten.

I'm going to take a risk with Andrei, and give him a *Righteous Demeanour* of five, and a *Dragon Dreaming* of only two. I should be safe from Belosnezhnyi for long enough to swing those the other way before he comes to wakes up.

VI. YOUR STATISTICS

You have three pools of dice that help you achieve what you want in **WHITE DRAGON**, and nine dice to divide between them. No pool can start below two dice. You can increase these pools by revealing secrets - yours and other people's. The statistics are:

Noble Concern for your Comrades' Wellbeing (a.k.a. *Nobility*). Your *Noble Concern* is what allows you to be a nosy damn peasant and ask your neighbours awkward questions over a glass of vodka without being reported to the Chairman. If you have sufficient proletarian *Nobility* - and they are drunk enough, they will spill the beans. That is if you don't pass out first, of course.

Humble But Essential Cog in the Great Machine of Heroic Endeavour (a.k.a. 'Humility'). This is how your benevolent Motherland should see you, especially through the eyes of the Party Chairman or NKVD Officer. If they do not, you may need re-education, and you wouldn't like that. This won't help you resist the jaws of the dragon one little bit, but it will allow you to stonewall your inquisitive peasant brethren.

Son of the Soil with Bones of Stone and Thews of Steel (a.k.a. 'Soil'). This is a measure of your sturdiness, your resilience, your might and most importantly your capacity for vodka. Having a high *Soil* will help you stay more sober and resist the siren call of *in vino veritas*.

Andrei is a mean, conniving son-of-a-serf, with a Nobility of four, Soil of three and Humility of two.

VII. PICK TWO DRAGON POWERS

You have been touched by the magic of Belosnezhnyi, and can influence the material world in unusual ways. Use your Powers sparingly, though: the more you use the abilities derived from his supernatural being, the faster the dragon will awaken. You can only use your powers once each before you need to replenish them, which you do by drinking in large quantities.

Pick one power from each list:

LESSER DRAGON POWERS

Snow blinder. A flurry of snow catches the sun in dazzling glare. This power does not automatically affect another player's character, but offers a chance to avoid an *Invitation*.

Light-fingered touch. Something that was not in your character's possession now is; evidence of a crime against the State, for example. +1 *Righteous Demeanour*

I could murder a potato. The Party Chairman is overcome with hunger, and for a bribe of food, will overlook a minor infraction. +1 *Righteous Demeanour*.

Hello, great-grandpa. You consult with the spirits of your ancestors. You must narrate their utterly useless advice. +1 *Dragon Dreaming*. (+2 if you make everyone laugh while doing so).

Silvery tongue. Roll one more die in a sober conversation.

GREATER DRAGON POWERS

Look, shiny! Causes another villager to study something obsessively. You narrate what, they narrate how. Ends the scene, and automatically avoids an *Invitation*. This works on the Party Chairman and other players' characters, but not the Officer of the NKVD.

Burn, babushka, burn. Causes anything except a person (and yes, Belosnezhnyi is a person) to start burning vigorously, demanding everyone's immediate attention. You decide what, everyone else decides how to respond. Ends a scene, and may avoid an *Invitation*, and causes major property damage. Anyone who helps put out the fire gains +1 *Righteous Demeanour*. You get +1 *Dragon Dreaming*.

I've got a bad feeling about this. Allows you to completely avoid a proposed scene with anyone, including the Party Chairman. The proposer describes the setting, you describe how you avoid it. +1 *Dragon Dreaming* (+2 if the other players think you were particularly inventive).

Moving swiftly on. Causes the Party Chairman to lose his agenda, get lost in his notes, mix up his files, and turn his attention to another player's character. You escape the consequences of a summons, and both you and the character you nominate gain +1 *Dragon Demeanour*.

Forget! You have a chance to cause a player's character to forget one of your secrets.

Andrei has got the gift of the gab and a *silvery tongue*, and has been known to be present at some large fires - he has *Burn, babushka, burn!*

Feel free to make up your own Dragon Powers, and let me know what you come up with. If you do make up a new Power, discuss its effects on the game with everyone at the table: everyone gets a veto on new Powers.

VIII. GETTING DRUNK

Drinking and drunkenness are the central to **WHITE DRAGON**: you will conduct a lot of your play over an imagined bottle of home-made "*Dragon's Breath*" vodka in someone's kitchen, gossiping, slandering, conniving and falling off chairs. Now is your opportunity to personalise the experience. There are three stages of drunkenness, *Tipsy*, *Sloppy*, and *Drunk* for reference, but you should come up with your own terms for each stage (use the suggestions below if nothing springs to mind). These describe what your character is typically like when he is drunk, but your choice of adjective should not restrict you during play. For example, if Bill decides that Boris is giggly when *Sloppy* and a melancholy *Drunk*, he's perfectly entitled to play Boris as angry then legless in a drinking match with Carel.

TIPSY

Merry
Wobbly
Ruddy
Humourless
Buzzed

SLOPPY

Messy
Giggly
Hearty
Angry
Aggressive
Fried

DRUNK

Melancholic
Blind
Legless
Smashed
Violent

Andrei starts out Ruddy when tipsy, but soon gets Aggressive. Fortunately, he's usually Melancholic rather than violent before he passes out.

Fill in the gaps on the drunkenness grid on your character sheet, and you're ready to play. The hollow circles in each section of the grid represent your capacity for liquor and your progress in each state. When you fill all the circles on a line, you attain that level of inebriation. During play, you will get to use your Soil dice to delay the onset of each stage of intoxication. More on that later.

CHARACTER CREATION SUMMARY

- I. Name your character.
- II. Answer the name questions for your character.
- III. Pick two secrets, one big, one little.
- IV. Give yourself two dice of *Great-Hearted Love for All of the Motherland's Sons* for each player.
- V. Decide where you want to be on the *Facade* scale.
- VI. Divide nine dice between *Noble Concern for your Comrades' Wellbeing*, *Son of the Soil with Bones of Stone and Thews of Steel*, and *Humble But Essential Cog in the Great Machine of Heroic Endeavour*.
- VII. Pick two dragon powers, one lesser, one greater.
- VIII. Pick descriptions for your stages of drunkenness.

HOW TO PLAY

Carel Nikolaevich comes in to the abattoir and invites Andrei for a drink “*between friends*”. It was his wife that sent Andrei’s parents to the Gulag, and this could be the chance Andrei need to find out what Carel’s hiding and get some payback. Carel can really hold his drink, though... Andrei will be lucky to get away without spilling a secret of his own. Should he accept?.

Boris has told the Party Chairman about the shrine in your bedroom, and you’ve been summoned before him. Should you bribe him, or can you blackmail him?.. or should the Chairman’s desk spontaneously combust, allowing you a chance to save his life and earn his gratitude?

WHITE DRAGON is played in scenes. Most scenes involve a conflict between two players’ characters, although sometimes a scene is with the Party Chairman, in which case players take it in turns to wear the uniform. Scenes end with a player achieving a minor victory, suffering a modest defeat, passing out drunk, or starting a huge fire.

There are two types of scene: *sober conversations* and *drinking matches*. Players can **only** be made to reveal their secrets in drinking matches. You can propose a sober conversation at any time, and when you do, you get to choose who to talk to, what’s at stake in the conversation, and where it takes place. Your conversational opponent may choose to give in without a fight or they can try to resist your verbal gambit and avoid the topic, perhaps by sticking to conversation worthy of loyal and arduous labourers of the proletariat. Any player can use magic to prevent or interrupt a sober conversation, even if they’re not in the scene: simply announce that you are using a Dragon Power, and narrate the consequences.

I propose a sober conversation between Andrei and Boris at my pig-pen, and say that Andrei wants to reveal Carel’s big secret to Boris (so I can gain a die of *Great-Hearted Love*). Bill doesn’t want to use magic, nor does Clea, and Bill doesn’t want me to get the extra die... so we’ll fight it out.

HOW TO HAVE A SOBER CONVERSATION

The proposer of the conversation rolls the dice in his *Noble Concern for your Comrades’ Wellbeing* pool, and the other party the dice in his *Humble But Essential Cog in the Great Machine of Heroic Endeavour*. The proposer then starts the conversation, putting forward one of his dice as he does so. When the proposer is done, his opponent must verbally rebut or avoid the proposer’s statement, and at the same time match (or better) the proposer’s die with a die (or dice) of his own. You can match with as many dice as you like, but fewer is better. If the opponent successfully matches the proposer’s die, it is then the opponent’s turn to fire a conversational salvo.

I roll my four *Nobility* dice, and get 1,3,4, and 6.

Bill rolls three *Humility* dice, to get 2, 4 and 5.

Bill and I both know that Carel's wife Anna gave herself a steel wire abortion. It's time Boris found out, so I say, "*Andrei mentions that Anna is looking well, all things considered,*" and put out my 6.

Bill now has to match that six, so he will have to use two dice. He says "Boris nods, and praises her dedication to the Motherland: '*Anna will earn a Medal of Motherhood, 2nd class with the next kid,*'" and puts his out his 2 and his 4, for a total of 6. He's rebutted me, and we set the used dice aside.

He now slides his last die out, the 5, saying "How are the pigs doing this week, staying warm are they?"

"*The big sow over there is about to drop,*" I reply, putting out my 1 and my 4. Again, we put the used dice aside. "*She puts me in mind of someone else I know,*" I say, pushing forward the last die either of us has: a 3.

Bill now has no dice, but that doesn't mean he's lost yet.

During a sober conversation, there are three ways to get more dice on your side: from observers' *Great-Hearted Love*, from magic and from your opponents' secrets. Any observer can donate one die from his *Great-Hearted Love* in a scene. He can only do so once in that scene, and the recipient must mention that observer favourably in the conversation. The donated die is added permanently to the stat in use. *Silvery tongue* – a Lesser Dragon Power – allows a player to roll an additional die in a sober conversation. Finally, if a character knows one of his opponent's secrets, he can roll another die for bringing up a little secret, or two dice for a big one. In addition, coercion with a big secret gives him +1 *Righteous Demeanour*, the fink.

Bill's out of dice, and doesn't have *silvery tongue*, but Clea's not happy about Carel's secret spreading, so she gives Bill a die of *Great-Hearted Love*, which he adds to his *Humility*. He rolls a 2 with it - not enough - and decides to use the dirt he's got on Andrei as well. "*Did you hear the Chairman praising Carel last week,*" he says, "*for unearthing another illegal tool of the bourgeoisie: Pavel Vassilevich was running a vodka still in his basement.*"

He rolls the die, and gets a 5, which he uses at once. Note that Pavel Vassilevich didn't exit until Bill mentioned him.

Now it's his turn to start, and he puts out the 2 from Clea. I'm out of dice, so unless I set something on fire, I'm screwed. I tell Bill that he has won, and Boris shuts Andrei up with, "*Terrible thing, seeing Pavel get on the train last week.*"

I didn't get my die of *Great-Hearted Love*, but Boris used a Power, and now he needs a drink, so it's not all bad.

Agreements reached between characters in sober conversation are binding on players and characters, but many consequences can be avoided with judicious use of Dragon Powers.

An invitation is a special case of a sober conversation, where the stakes are whether or not two characters engage in a drinking match. Lesser Dragon Powers only give you a chance to avoid invitations: when you invoke a Lesser Power to escape an invitation, roll your Dragon Dreaming or less with a die.

HOW TO START A DRINKING MATCH

As you might expect, drinking matches are an extension of sober conversations, with the addition of vodka. In your village, it's invariably homebrew vodka, called "*Dragon's Breath*", "*Dragon's Blood*", "*Dragon's Tears*" some or other variation on the theme of Belosnezhnyi's body fluids. Illegal homebrew vodka of course. Part of setting the scene for a drinking match is detailing where you got the vodka – an infraction so ubiquitous and trivial that it is one of the few crimes routinely overlooked by the Party Chairman.

At the start of the drinking match, pencil in an additional circle on your drunkenness scale for each point of *Soil* you have. As your character gets more and more intoxicated, you check off circles, and grow more likely to spill a secret. However, getting drunk is the only way to recover Dragon Powers, once spent, so those hangovers will have a silver lining.

You begin the drinking match by rolling both of your *Nobility* and *Humility* pools. Don't worry which dice came from which pool; this is a drinking match, not an audit. The match then proceeds in rounds, starting with the character who issued the invitation. Here's how a round goes:

- Player A puts out a die and his character pours the vodka.
- Player B puts out one or more dice matching A's die and makes a toast.
- Both characters knock back a shot and the players fill in a box on the drunkenness scale.
- Both players reroll one die of those they put out, the remainder are discarded.
- Whoever scored highest subtracts the difference and fills in that many boxes on his drunkenness scale. In case of a tie, both players fill in that many boxes.
- If he's still conscious, Player B starts again by putting out a die, and pouring.

You are strongly encouraged to perform great feats of appropriate narration, like hurling your shot-glass into the fireplace, and other such familiar *grandes gestes*.

HOW TO FINISH A DRINKING MATCH

If either player runs out of dice before passing out, they lose, and suffer in various ways, depending on how drunk they got:

- If the loser was merely *Tipsy* when he lost, he loses 1 *Soil*.
- If the loser was *Sloppy*, but not *Drunk* when he lost, he spills his little secret, but regains his Lesser Dragon Power, if spent.
- If the loser was *Drunk* when he lost, he spills his big secret, but regains his Greater Dragon Power, if spent.
- If the loser passed out, he spills neither secret, regains both Dragon Powers and gains 1 soil.

The winner regains his Dragon Powers in the same way.

EXAMPLE

MORE ON SCENES

If your character is not directly involved in a scene, that does not mean that you can't take part. You should encourage your gaming colleagues to new depths, offer deals of collaboration – to which you are absolutely not bound – threaten them and so on. Don't interrupt them in mid-flow... but otherwise, chip in!

The session runs until either the dragon wakes, and is fed, or an NKVD agent sends a character to the Gulag. That's it for the character: the player gets to create a new one, and decide who was most responsible for the demise of his previous character.

SPENDING GREAT-HEARTED LOVE.

You can spend Great-Hearted Love in four ways:

- Add a die permanently to your *Nobility* or *Humility*
- Add a point to your *Soil* score.
- Move one notch in either direction on the *Facade* scale.
- Put it into your own pool of *Great-Hearted Love*.

If you are given a die of *Great-Hearted Love* in a scene, you do not have to roll it at once. If you **do** roll the die, it must be added to your *Nobility* if you were the instigator, or to your *Humility* if you were not. If you choose not to roll the die, you may spend it as you see fit once the scene is over.

BELOSNEZHNYI AND THE OFFICER OF THE NKVD

Characters' actions in White Dragon draw the attention of the Party Chairman, and through him the NKVD, and they gradually waken Belosnezhnyi. Appendix C has a sheet for them both: pick an equal number of boxes to mark off, and check them every time a player does one of the following:

passes out drunk.	1 NKVD
causes major property damage:	2 NKVD
reveals a little secret to the Party Chairman:	1 NKVD
reveals a big secret to the Party Chairman:	2 NKVD
using a Lesser Dragon Power:	1 Belosnezhnyi
using a Greater Dragon Power:	3 Belosnezhnyi
volunteering a die of Great-Hearted Love.	1 Belosnezhnyi
Dragon Dreaming reaches zero:	Belosnezhnyi awakes.
Righteous Demeanour reaches zero:	NKVD Officer arrives

When all of Belosnezhnyi's boxes are filled in, he wakes up, and comes looking for food. Each player can propose one scene before the dragon arrives, to avoid being eaten. Other players may use any legal means to avoid scenes, as normal. After that, whoever has the lowest *Dragon Dreaming* is devoured. In the case of a tie, the character with the highest combined *Nobility* and *Humility* is eaten. If those stats are equal, the player with the lowest *Soil* is eaten, and if both players have the same *Soil* as well, flip a coin.

When all of the NKVD Officer's boxes are filled in, the Party Chairman sends to Moscow for assistance with the recidivists in the village. As with the dragon, each player can propose one scene with another player of their choice. Thereafter, the Officer of the NKVD arrives and forms a troika to try the worst offender. Whoever has the lowest *Righteous Demeanour* is sent to a premature and miserable end in the Gulag. In the case of a tie, the character with the lowest combined *Nobility* and *Humility* is condemned. Failing that, the player with the highest *Soil*, then the loser of a coin-toss.

If you manage to trigger both Belosnezhnyi and the Officer of the NKVD in the same scene, they are mutually fascinated. Go crazy narrating the meeting of an Imperial White Dragon with one of Stalin's enforcers, culminating in the consumption of the Officer by Belosnezhnyi. With the Officer dead, the NKVD have the whole town purged, the buildings razed, and the fields salted. The dragon's end is tragic, and yours to decide.

APPENDIX A – NAMES AND NAMING

RUSSIAN NAMES

In Russia, names are typically written with both family name and patronymic, a modified version of the father's name. For example, in the name "Lev Ivanovich Chekhov," "Chekhov" is the family name or surname whereas "Ivanovich" is the patronymic; we can infer that Lev's father was named "Ivan". The same is true in Ukraine, Belarus, Bulgaria and other places with east and south slavic population. A different suffix is used for women's names. Where a son whose father's name is Ivan will be called Ivanovich, a daughter will be called Ivanovna.

In Russia, in addition to the categories of last names in English — those based on occupation, place of origin, ancestry, or personal characteristics — there is a large category of "clerical" last names, given to seminary students and others who had to have a last name in order to get an education. These were based on names of churches (e.g. Uspensky, Kazansky), student jargon, or even arbitrary Latin and Greek words (e.g. Gilyarov, from Latin hilarius). Many serfs were given last names after the last names of their landlords, for example a serf belonging to the Demidov noble family might be named "Demidovsky", which translates roughly as "belonging to Demidoff" or "one of Demidov's bunch".

In Russia, family names endings are based upon the person's gender. For example, wife of Ivanov became Ivanova. The same for endings:

"-ov" -> "-ova" (e.g., Fradkov -> Fradkova);

"-ev" -> "-eva" (e.g., Lebedev -> Lebedeva);

"-in" -> "-ina" (e.g., Putin -> Putina)

"-y" -> "-aya", "-oya", "-eya", "-iaya" (e.g., Bely -> Belaya)

[Wikipedia]

NAMES FOR MEN

<i>Abram</i>	<i>Vitaly</i>	<i>Zakhar</i>	<i>Pyotr/Peter</i>
<i>Alexander</i>	<i>Vlad</i>	<i>Ivan</i>	<i>Rodion</i>
<i>Alexei</i>	<i>Vladimir</i>	<i>Ignat</i>	<i>Roman</i>
<i>Albert</i>	<i>Vladislav</i>	<i>Ignaty</i>	<i>Rostislav</i>
<i>Anatoly</i>	<i>Vsevolod</i>	<i>Igor</i>	<i>Ruslan</i>
<i>Andrei</i>	<i>Vyacheslav</i>	<i>Illarion</i>	<i>Semyon</i>
<i>Anton</i>	<i>Gavriil</i>	<i>Ilia</i>	<i>Sergei</i>
<i>Arkady</i>	<i>Garry</i>	<i>Immanuel</i>	<i>Spartak</i>
<i>Arseny</i>	<i>Gennady</i>	<i>Iosif</i>	<i>Stanislav</i>
<i>Artyom</i>	<i>Georgy</i>	<i>Kirill</i>	<i>Stepan</i>
<i>Artur</i>	<i>Gerasim</i>	<i>Konstantin</i>	<i>Taras</i>
<i>Afanasy</i>	<i>German</i>	<i>Lev/Leo</i>	<i>Timofei</i>
<i>Bogdan</i>	<i>Gleb</i>	<i>Leonid</i>	<i>Timur</i>
<i>Boris</i>	<i>Grigory</i>	<i>Maxim</i>	<i>Trofim</i>
<i>Vadim</i>	<i>David</i>	<i>Matvei</i>	<i>Fyodor</i>
<i>Valentin</i>	<i>Denis</i>	<i>Mikhail</i>	<i>Felix</i>
<i>Valery</i>	<i>Dmitry</i>	<i>Nikita</i>	<i>Filipp</i>
<i>Vasily</i>	<i>Evgeny</i>	<i>Nikolay</i>	<i>Erik</i>
<i>Veniamin</i>	<i>Yegor</i>	<i>Oleg</i>	<i>Yury</i>
<i>Viktor</i>	<i>Yefim</i>	<i>Pavel</i>	<i>Yakov</i>
			<i>Yaroslav</i>

NAMES FOR WOMEN

Alla	Veronika	Irina	Maya	Renata
Alyona	Valentina	Inessa	Malvina	Svetlana
Albina	Viktoriya	Izabella	Marta	Sofia
Anastasiya	Galina	Izolda	Marina	Taisia
Anna	Darya	Iskra	Mariya	Tamara
Antonina	Dina	Klara	Nadezhda	Tatyana
Anzhelika	Diana	Klavdiya	Natalya	Ulyana
Anfisa	Dominika	Kseniya	Nelly	Faina
Polina	Ekateirna	Kapitolina	Nina	Fedosia
Raisa	Elena	Klementina	Nika	Florentina
Rada	Elizaveta	Kristina	Nonna	Elvira
Rozalina	Evgeniya	Lada	Oksana	Emilia
Regina	Eva	Larisa	Olga	Emma
Renata	Zhanna	Lidiya	Olesya	Yuliya
Vera	Zinaida	Lubov	Polina	Yaroslava
Valeriya	Zoya	Liliya	Raisa	Yan
Varvara	Zlata	Ludmila	Rada	
Vasilisa	Inga	Lucya	Rozalina	
Vladlena	Inna	Margarita	Regina	

SURNAMES

Adamov	Gromov	Lebed	Rossel	Voloshin
Aksyonenko	Gromov	Lebed	Rushailo	Volsky
Alexy	Gubenko	Lesin	Rutskoi	Yakovenko
Anpilov	Gurov	Lisitsyn	Ryzhkov	Yakovlev
Arsanov	Gusinsky	Livshits	Shaimiyev	Yastrzhembsky
Aushev	Ignatenko	Lubchenko	Savostyanov	Yakushkin
Ayatskov	Ivanov	Lukin	Seleznyov	Yatskevich
Baglai	Ivanyuzhenkov	Lukyanov	Sergeyev	Yavlinsky
Basayev	Kalamanov	Luzhkov	Seslavinsky	Yeltsin
Berezovsky	Kalashnikov	Maskhadov	Shapovalyants	Yumashev
Blokhin	Kalyuzhny	Maslyukov	Shchegolev	Yuzhanov
Chaika	Kasyanov	Matviyenko	Shcherbak	Zadornov
Chernomyrdin	Khachilayev	Mikhalkov	Shevchenko	Zhirinovskiy
Chubais	Jordanian	Mironov	Shmakov	Zhukov
Dzhabrailov	Khlebanov	Nazdratenko	Shoigu	Zyuganov
Drachevsky	Khristenko	Nemtsov	Shvydkoi	
Dubinin	Kiriyenko	Nikolayev	Skuratov	
Dudayev	Kirpichnikov	Ogaryov	Slizka	
Dyachenko	Mikhail	Panfilova	Solzhenitsyn	
Dzasokhov	Koptev	Patrushev	Stepashin	
Fradkov	Korzhakov	Pochinok	Stroyev	
Frank	Koshman	Podberyozykin	Titov	
Gaidar	Kotenkov	Primakov	Totsky	
Gazizullin	Kozhukhov	Prusak	Trubnikov	
Gerashchenko	Krashennnikov	Putin	Tuleyev	
Gorbachev	Kuptsov	Raduyev	Udugov	
Gordeyev	Kvashnin	Reiman	Vasilyev	
Govorukhin	Lapshin	Rogosin	Veshnyakov	

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The basic dice mechanic in **WHITE DRAGON** is – transparently – a dumbed-down and then fucked-up version of the far better mechanics in Vincent Baker's *Dogs in the Vineyard*. Avoiding a wholesale ripoff of those mechanics is currently beyond me; kindly consider it the sincerest form of flattery.

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