

CRISIS ON CHRISTMAS PRIME



A supplement for *Troika!*
by Ian M^cDougall

Introduction

INTRODUCTION

I won't reproduce the whole introduction to the "first edition" of *Crisis on Christmas* here. To summarize: *Troika!* is infectious, "the holiday season" is my broad inspiration, and while I engage with religious themes, I mean no disrespect to any holiday, included or missed.

In *Crisis on Christmas Prime*, I added twelve more backgrounds, six more adversaries, and a lot of art. I laid out the whole thing in A5 and reworked and tweaked all the existing content. I learned a lot and I'm possibly unreasonably proud of myself.

2020 was a long year, and we're not through it yet. I hope this small distraction brings you some joy.

Season's Greetings,
Ian M^cDougall



Introduction

Backgrounds

★ BACKGROUNDS



Backgrounds

II Arctic Explorer

Someday you'll return with stories and riches from afar, a hero. Watch out history!

What feat will you be the first to accomplish?

Advanced Skills

- 4 Climb
- 4 Ski
- 2 Write
- 1 Golden Barge Pilot

Possessions

- Warm Clothes (as *Light Armor*)
- Ice Axe
- Skis
- Kendal Mint Cakes
- *How to Not Die in the Cold: An Explorer's Manual*



Names: Fairweather, Goodheardt, MacMurth, Maybanks, Redford, Siberius

Backgrounds

12 “Baby” New Year

Sure they all loved you when you were a tyke, but then they turned. All they could remember is what you did wrong, what you took from them, what they were too incompetent to do right themselves. Just because you’ve retired doesn’t mean you’re done.

What year since yourself did you most enjoy?

Advanced Skills

- 4 Timekeeping
- 3 Mathmology
- 3 Spell – Ghostly Vision
- 2 Scythe Fighting



Possessions

- Sash (choose year)
- Martini
- Scythe, Rusting
(as *Polearm*)

Special

Add +1 to any roll involving a celebrity. (A celebrity is anyone who meets Wikipedia’s notability guidelines.)

Names: 323 BCE, 1312 CE, 1864 CE, 1912 CE, 1985 CE, MMXII

Backgrounds

13 Big City Boyfriend

Each year your then-partner returns to their charming hometown for the holidays and you never see them again. You're not bitter, but sometimes you wonder what you're doing wrong.

What urgent matter finally tore you away from your desk?

Advanced Skills

- 4 Evaluate
- 3 Secret Signs – Business
- 2 Mathmology
- 1 Fist Fighting

Possessions

- Tailored Suit
- Briefcase (as *Club*)
- 2d6 More Silver Pence



Names: Archer, Hunter, Irene, Monica, Vance, Veronique

Backgrounds

14 **Christmas Dad**

You found yourself in a care-giving role, and your latent Big Dad Energy™ took over.

What hobby do you share with your charge?

Advanced Skills

- 4 Puns
- 2 Carpentry
- 2 Sleight of Hand
- 1 Locks

Possessions

- Tie
- Socks
- Cuff Links



Special

Once per session, you can correctly intuit the perfect Christmas gift for someone and test your luck to acquire it.

Names: Anne, Cyn, Frank, Fred, Hank, Vi

Backgrounds

15 Christmas Mom

You found yourself in a care-giving role, and your latent Maternal Instincts™ kicked in.

Where is your charge now?

Advanced Skills

- 4 Fretting
- 2 Awareness
- 2 Healing
- 1 Cooking

Possessions

- Fruitcake
- Ribbons
- Wrapping Paper
- Embarrassing Sweater

Special

Once per session, you can issue a dire warning framed as a conditional (“If you leave without a coat, you’ll catch a cold!”). If the condition is later met, the warned must test their luck to avoid the consequence.



Names: Darlene, Edward, Joey, Martha, Steven, Wendy

Backgrounds

16 Forgotten Holiday

Humanity has always come together in the shortest days to celebrate. Everyone knows the names Christmas, Hanukkah, and Kwanzaa. Before them came Dies Natalis Sol Invicti, Yule, and Saturnalia. Your turn was so long ago, no one recognizes your true name.

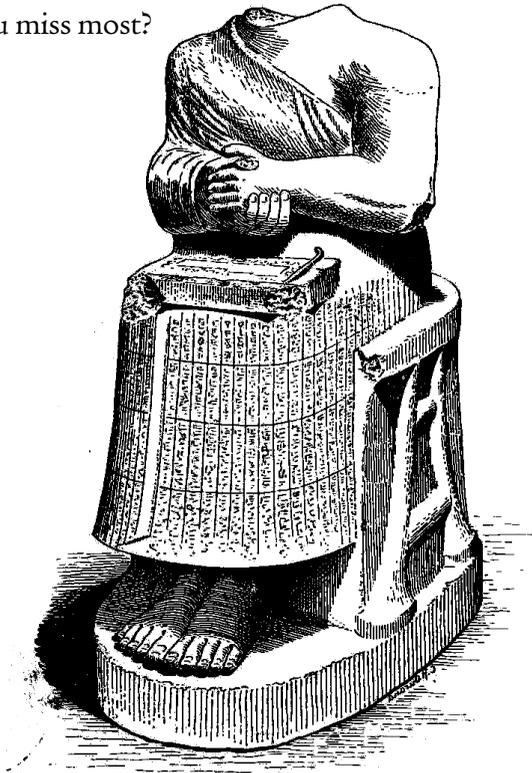
What pagan rite do you miss most?

Advanced Skills

- 4 Religion
- 3 Sickle Fighting
- 3 Spell – Light
- 2 Spell – Youth
- 1 Ceramics
- 1 Juggling

Possessions

- Incense
- Bronze Sickle
(as Axe)



Names: Balsam, Douglas, Holly, Ivy, Laurel, Leto

Backgrounds

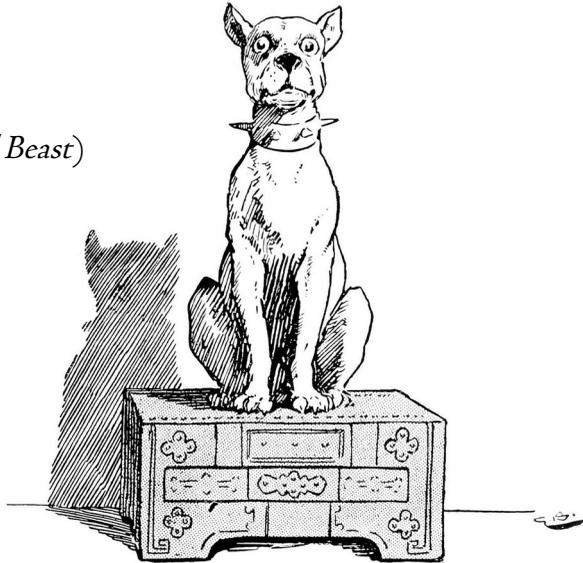
21 Good Dog

Life is pretty good: people feed you, you stay warm, and fleas mostly leave you alone.

~~Who's a good dog?~~ What do you irrationally mistrust?

Advanced Skills

- 3 Track
- 2 Bite (as *Small Beast*)
- 1 Fetch
- 1 Play Dead
- 1 Roll Over
- 1 Sit
- 1 Stay



Possessions

- Backpack
- Collar

Special

Other people must test Language – Mammals to understand you. Disregard this rule if it doesn't sound fun.

Names: Cub, Fox, Jet, Prince, Scout, Spot

Backgrounds

22 Good Monarch

You were the best ruler and truly loved your people. You wanted the best government for them, so you abdicated.

What consequence of this didn't you foresee?

Advanced Skills

- 3 Etiquette
- 3 Political Theory
- 2 Run

Possessions

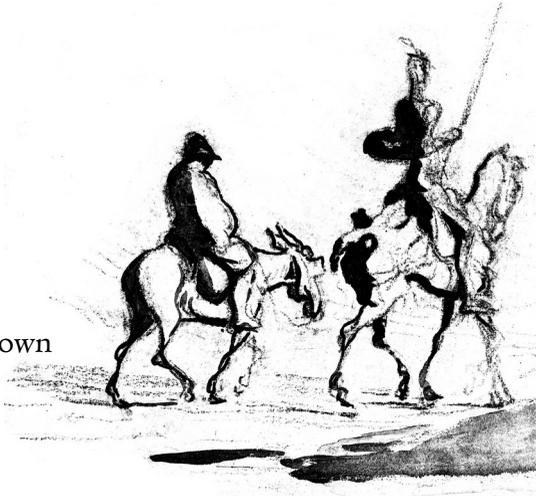
- Heavy Gold Crown
- Loyal Retainer

Loyal Retainer

Skill 9; Stamina 12; Initiative 2; Armor 3

Damage as Spear

Rules as Henchman



Names: Alphonso, Egbert, Conrad, Sophia, Olivia, Rosalia

23 Possessive Scarf

When someone wears you, your voice fills their ears with whispers. When something wears you, your voice fills their inanimate head with the idea of life.

What form did you possess before this one?

Advanced Skills

- 6 Dance
- 2 Fly
- 1 Fashion

Possessions

- Mannequin
- Fancy Clothes

Special

When you fly, you leave behind all your possessions.



Names: Fringe, Fuzzy, Green, Houndstooth, Plaid, Red

Backgrounds

24 **Questing Mystic**

Respected in your own religion, events have you considering other perspectives. With regret, you investigate further.

What omen are you currently chasing?

Advanced Skills

- 3 Astrology
- 3 Second Sight
- 2 Enlightenment
- 1 Awareness
- 1 Spell – Peace

Possessions

- Astrological Equipment
- Camel
- Good Will



Names: Badadilma, Gushnasaph, Hormisdas, Karsudan, Larvandad, Melchior

Backgrounds

25 Reindeer

There was only ever one career path for a reindeer like you: pulling the sleigh. The games, the backstabbing, the studying, the pressure ... everything in your life lead up to it. But so did everything in every other reindeer's life. And well, they can't all make the cut.

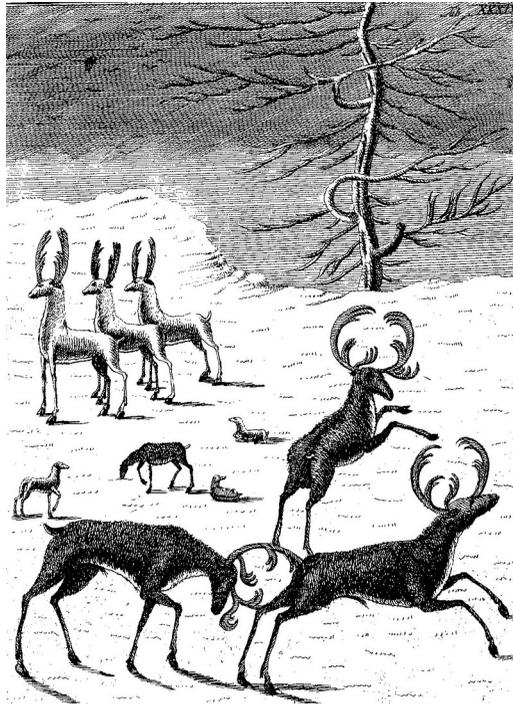
What game were you most skilled at?

Advanced Skills

- 2 Run
- 2 Fly
- 2 Games
- 2 Golden Barge Pilot
- 2 Teamwork

Possessions

- Bells
- Reigns



Names: Flicker, Foxtrot, Freewheel, Frolic, Montage, Vamos

Backgrounds

26 Reindeer, Mutant

Not all reindeer are accepted by society. For reasons unknown, some reindeer are born with **HORRIBLE MUTATIONS**, and cursed to live as outcasts.

Like snowflakes, no two mutants are exactly alike. What new mutation will replace yours on the table below?

Special

Advanced Skills and Possessions as Reindeer, plus one random mutation:

1. Glowing. (Cannot Hide, always illuminating)
2. Green.
3. Metal-antlered. (Damage as *Hammer*, cannot Fly)
4. Eight-legged. (+2 Run, foretold)
5. Hollow-boned. (+3 Fly, -1 Stamina)
6. Static-furred. (Small static discharges, collect dust)

Names: Arthur, Bernard, Daphne, Emilia, Francine, Rupert

Backgrounds

31 Scrooge

Every grinch has their awakening someday.

What do you secretly regret?

Advanced Skills

- 8 Business
- 2 Resist Magic
- 1 Ice Skating
- 1 Holiday Cheer

Possessions

- Scarf (Warm)
- 2d6 Coal Lumps

Special

Once each day, collect 1d6

Silver Pence in interest, donations, disbursements, etc.

Resist Magic

Resist Magic is a new skill. When making opposed rolls to cast a spell, this number is applied to the “defensive” roll.

Names: Dunworth, Filmore, Forthington, Malover, Priscilla, Silbury



Backgrounds

32 Shepherd

BE NOT AFRAID

screamed the fiery ball of wings and eyes. That's fine for you, but neither your dog nor most of your flock has been found since.

What instrument do you play to pass the time?

Advanced Skills

- 3 Healing
- 3 Herding
- 2 Crook Fighting
- 2 Lonely Tunes

Possessions

- Crook (as *Staff*)
- Shears
- Musical Instrument
- Pocketful of Dog Treats
- d6 Sheep



Names: Elizabeth, Hepsibeth, Jabal, Jeremiah, Rebecca, Zacharius

33 Snow Angel

An angel of absence, the idea of an angel where nothing is. Made by humanity, someday you will join the true celestial choir.

How are you not a “real” angel?

Advanced Skills

- 3 Mathmology
- 3 Music
- 3 Spell – Redecorate
- 2 Spell – Find
- 2 Spell – Reunion
- 1 Spell – Summon Sword
- o Fly

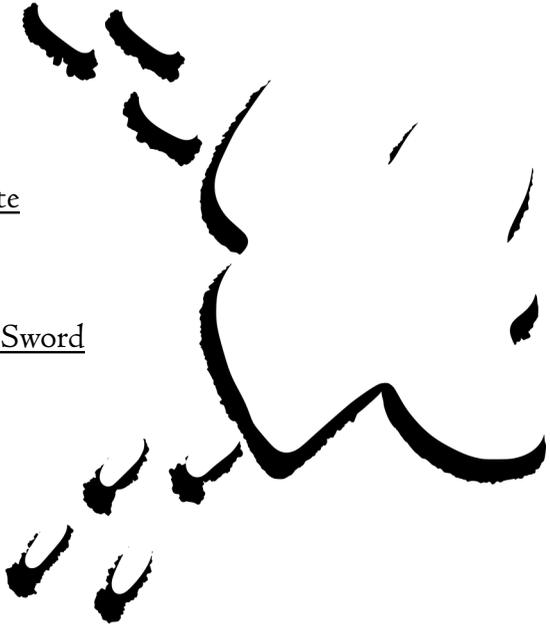
Possessions

- None

Special

You can show someone a world without them, removing all traces of their identity and nullifying all of their accomplishments. Only you and they remember, and only you can undo it. You must release the first beneficiary before enlightening a second.

Names: Artiya'il, Chalkydri, Eleleth, Harut, Katibin, Samyaza



Backgrounds

34 **Toy Soldier**

Worked your way up through the ranks. Kicked death in the teeth. Lead your soldiers to victory. Left it all behind.

What war did you fight in?

Advanced Skills

- 6 Nut Cracking
- 4 Sword Fighting
- 2 Ride
- 2 Sneak
- 2 Romance

Possessions

- Sword
- Spiffy Uniform
- Chip of Shell
(from your Nemesis)
- Token of Affection
(from your Love)



Names: Anna, Dmitry, Ivan, Svetlana, Tatiana, Vasily

Backgrounds

35 Workshop Elf

The workshop can be tough, but you're tougher. Elves learn to sick together.

What does your family think you're doing?

Advanced Skills

- 4 Toy Making
- 3 Keen Hearing
- 2 Labor Organization
- 2 Spell – Animate



Possessions

- Sewing Kit
- Two Toys
- Woodworking Tools

Names: Fannia, Libby, Luigi, Martin, Pauline, Terrence

Backgrounds

36 Yeti

Your people are spiritual guides and custodians of the wild, terrifying and mysterious deities ... *Sigh* ... Yeah, alright, you can also punch an avalanche or whatever.

Why have you chosen to become visible and leave your tribe?

Advanced Skills

- 4 Fist Fighting
- 4 Strength
- 3 Blurriness
- 1 Language – Ice

Possessions

- Thick Warm Fur
(as *Moderate Armor*)



Names: Annapurna, Cho Oyu, Kamet, Lhotse, Malaku, Nuptse

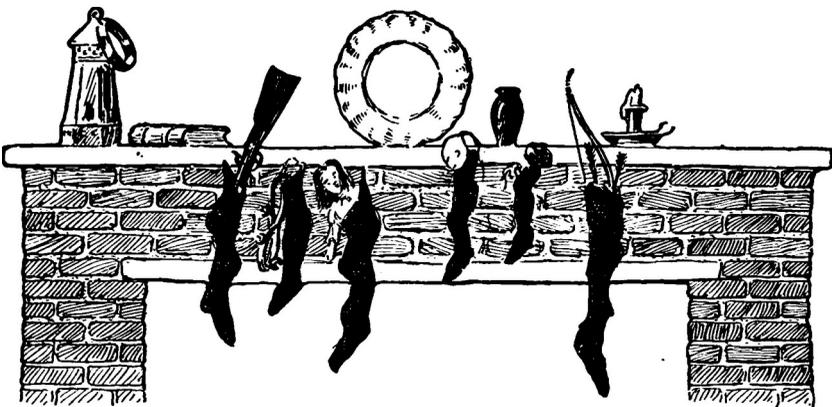
ITEMS

Cracker

A small twist of wrapping paper and gunpowder. It takes two people to open properly, makes a loud bang, and contains confetti, a silly hat, a bad joke, and a small toy.

Tailored Clothes

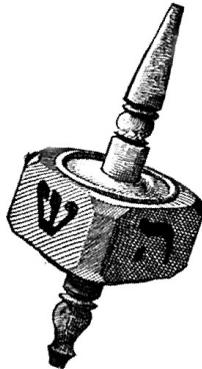
Regardless of fashion, a well-tailored suit grants +1 to Etiquette until the first time you take damage in combat. It can be repaired with skill and supplies.



Items

Toys (d66)

11	Bat & Ball	31	Kazoo	51	Pop-Pop Boat
12	Binoculars	32	Lincoln Logs	52	Riding Horse
13	Cast Iron Car	33	Magic 8-Ball	53	Skateboard
14	Costume Hat	34	Marbles	54	Skipping Rope
15	Crayons	35	Marionette	55	Snow Globe
16	Doll	36	Music Box	56	Spinning Top
21	Drum	41	Nesting Dolls	61	Teddy bear
22	False Mustache	42	Noisemaker	62	Throwing Disc
23	Hula Hoop	43	Nutcracker	63	Train Set
24	Ice Skates	44	Paratrooper	64	Wind-Up Robot
25	Jack-in-the-Box	45	Pinwheel	65	Wooden Sword
26	Jacob's Ladder	46	Plasticine Clay	66	Yo-Yo



Items

Spells



Spells

Ghostly Vision (1)

Summon a ghost to show someone the likely outcome of their actions. The ghost sends a single snapshot vision of the future should they continue on their present course, but clarity of interpretation is not guaranteed.

Naughty or Nice (1)

1. Did this person complete all regularly assigned tasks (i.e. chores) in the last year?
No: Naughty
2. Did this person follow all rules they were expressly reminded of in the last year?
No: Naughty
3. Did this person help at least one other person in the last year?
No: Naughty

If the person is not Naughty, then they are Nice.

Redecorate (1)

Really spruces the place up. Makes it look chic or homey or gaudy or any other way, but always festive.

Spells

Reunion (3)

Arrange cosmic circumstance so an unlikely figure from a person's past is here now by surprise. This can be:

1. Bittersweet
2. Confusing
3. Distracting
4. Enraging
5. Joyous
6. Tearful

Unless the referee has a better idea.

Summon Sword(2)

You call forth a flaming sword, the symbol of righteous violence made manifest (as *Greatsword*, but on fire). It cannot be extinguished, but consumes itself in 1d6 minutes.

Youth (2)

Fills a person with vim and vigor. Restores 2d6 stamina, but unlearns them an advanced skill of their choice by 1d6.

Spells

ADVERSARIES



Adversaries

II Cloud Monet

Skill 9

Stamina 18

Initiative 3

Armor 1

Damage as Weapon

Cloud Monet is a composer whose symphonies are storms. The current production is:

1. Accumulative
2. Foggy
3. Frightful
4. Quiet
5. Wet
6. Windy

Special

Cloud Monet knows *Hurricane*, and casts it unthinkingly.

Mien	
1	Critical
2	Curious
3	Elated
4	Intense
5	Proud
6	Receptive



Adversaries

12 Crèche

Skill 7

Stamina 7

Initiative 2

Armor 1

Damage as Weapon

Mom and Dad kneel, surrounded by squalor and animals and allegory. The crèche is missing a piece. They want it to be you.

Mien	
1	Imploring
2	Missionary
3	Pious
4	Political
5	Superior
6	Wheedling

Who's missing?

1. Angel
2. Baby
3. Caganer
4. Magus
5. Ox
6. Shepherd



Adversaries

13 Feral Santas

Skill 7

Stamina 8

Initiative 2

Armor 0

Damage as Club

The feral Santas are a scourge on the land, and specifically on all the land's finer drinking establishments.

Mien	
1	Delighted
2	Lecherous
3	Spacey
4	Spendy
5	Vomiting
6	Weepy

Special

They can cast any spell desired, but only for the benefit of others and only after they sober up.

14 Frileuse

Skill 8

Stamina 14

Initiative 2

Armor 1

Damage as Weapon or Jolt

Lost in the snow, you might find a young woman who looks cold. Her touch causes frostbite and no fire can comfort her.

Mien	
1	Cold & Flirty
2	Cold & Hungry
3	Cold & Jealous
4	Cold & Timid
5	Cold & Tired
6	Warm & Content

15 Ghost Tree

Skill 2

Stamina 4

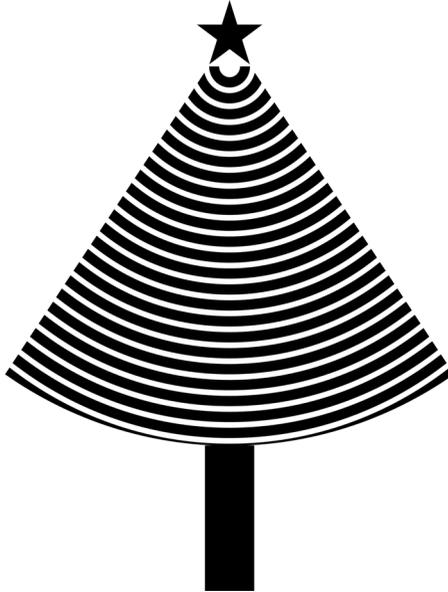
Initiative 0

Armor 3

Damage as Modest Beast

Some people say a ghost tree will never be as good as a “real” one. But an ethically summoned ghost tree has many advantages: it’s not a fire hazard, it’s environmentally friendly, pets can’t destroy it, and you can reuse it every year. Nothing will go wrong with this plan.

Mien	
1	Cheery
2	Gleaming
3	Glittering
4	Gloating
5	Haunting
6	Vengeful



Adversaries

16 Gingerbread Man

Skill 3

Stamina 4

Initiative 4

Armor 0

Damage as Small Beast

The first thing he stole was himself, and he hasn't stopped thieving since.

Mien	
1	Fearful
2	Giggly
3	Prideful
4	Sneaky
5	Trusting
6	Zoomy

21 Krampus

Skill 12

Stamina 20

Initiative 3

Armor 2

Damage as Gigantic Beast

You might expect Krampus to be bitter or spiteful, and many “punishment figures” are.

Since he was exiled from the usual holiday proceedings though, he mostly just misses all the activity.

Mien	
1	Inconsolable
2	Lonely
3	Melancholy
4	Righteous
5	Scheming
6	Wistful

Special

Krampus knows if you've been Naughty or Nice.

Adversaries

22 Penguin

Skill 4

Stamina 4

Initiative 3

Armor 0

Damage as Small Beast

Not native to this sphere, but fitting right in.

All attempts at communication have failed.

Mien	
1	Bold
2	Cliquish
3	Entrepreneurial
4	Organized
5	Playful
6	Suspicious

23 Polar Bear

Skill 8

Stamina 12

Initiative 2

Armor 0

Damage as Large Beast

Bears can mess up your day, and the only thing that seems to hurt them back is global warming.

Mien	
1	Aggressive
2	Contemplative
3	Hibernating
4	Hunting
5	Lusty
6	Mournful

Adversaries

24 Snowman, Abominable

Skill 4

Stamina 30

Initiative 6

Armor 4

Damage as Gigantic Beast

At the first snowfall, children build snowmen, and in the spring they melt. But some migrate too far into the cold. Unmelting, layers of snow accumulate, subsuming their features and limbs into great spheres. Inevitably they go mad, unable to express themselves.

Mien	
1	Befriending
2	Frustrated
3	Hungry
4	Lonely
5	Rageful
6	Sleepy

25 Snowman, Innocuous

Skill 5

Stamina 5

Initiative 6

Armor 0

Damage as Weapon or Moderate Beast

Three snowballs, two branches, seven lumps of coal, a carrot, a hat, and a scarf: by this recipe, even a child can construct one of these friendly homunculi.

Mien	
1	Dancing
2	Following
3	Greeting
4	Smoking
5	Sweeping
6	Awaiting Further Instruction

Adversaries

26 Wassailant

Skill 5

Stamina 6

Initiative 1

Armor 0

Damage as Weapon

Oh God, I can hear them coming down the street. Turn out the lights, nobody move.

Mien	
1	Cold
2	Demanding
3	Hungry
4	Joyous
5	Neighborly
6	Nosy

JULIE, would you like to pick?

I want jingle bells.

“Jingle Bells” it is everyone, page 3.

**Dashing Through the Snow
In a One Horse Open Sleigh...**

Looks like a bust.

But they have decorations up!

Must be out at a party.

Hey Ho Nobody Home...

Crisis on Infinite Christmases

CRISIS ON INFINITE CHRISTMASSES

11	A nebulous conspiracy is	adulterating	candles!
12	An ancient prophecy is	agitating	candy!
13	An unreformed humbug is	antagonizing	children!
14	Chimney-sweep orphans are	attacking	chocolatiers!
15	Corporate executives are	boycotting	coal miners!
16	Deluded military generals are	brainwashing	founding fathers!
21	His majesty, the king is	buying up	gifts!
22	Indebted baristas are	confiscating	holidays!
23	Martian invaders are	confusing	lumberjacks!
24	Old Scratch himself is	counterfeiting	our traditions!
25	Organized bears are	delaying	postal workers!
26	Parents the world over are	hiding	retail workers!
31	Rag-tag Adventurers are	obstructing	Santa's sleigh!
32	Skeletal hordes are	ransoming	the elves!
33	Summer goblins are	robbing	the Pole!
34	The elves are	rushing	the reindeer!
35	The government is	stealing	the stars!
36	The weather is	threatening	true love!

Crisis on Infinite Christmases

Crisis

Why has an authority figure summoned the party? Roll 1d3 and 1d6 on the crisis table (left) three times to find out!

Sparks

When in doubt, roll on the spark table (right) for inspiration.

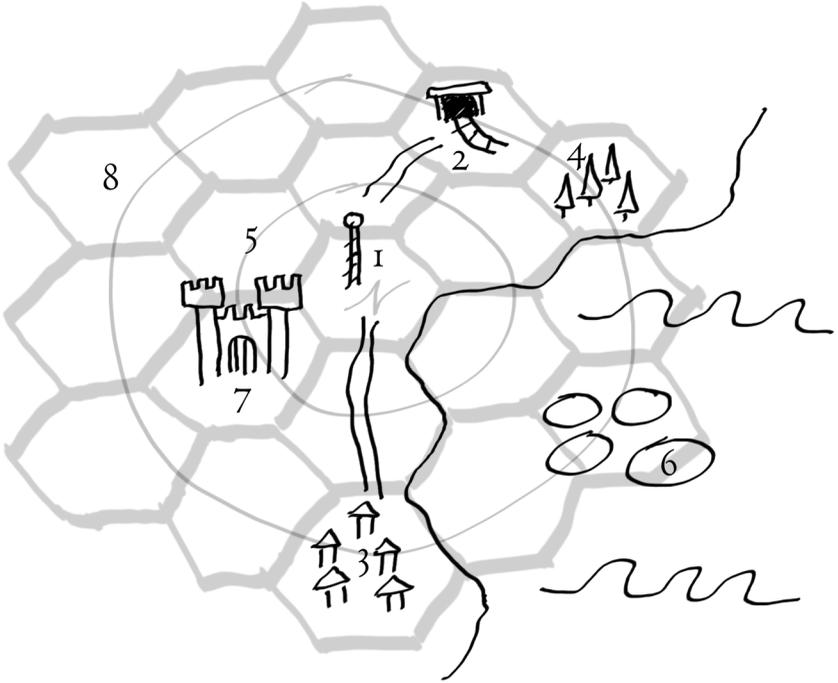


d20	Spark 1	Spark 2
1	Ancient	Bells
2	Calendar	Candles
3	Clockwork	Candy
4	Coal	Chimney
5	Cold	Feast
6	Commercial	Fire
7	Community	Fog
8	Dark	Ghost
9	Gamble	Monarch
10	Gift	Monster
11	Handmade	Orange
12	Hunger	Saint
13	Hypnotic	Sleigh
14	Ice	Star
15	Knit	Toys
16	Moon	Train
17	Peppermint	Traveler
18	Postal	Trees
19	Rebirth	Witch
20	Work	Wolf

Crisis on Infinite Christmases

Arctica

ARCTICA



1. Santa's Workshop & The North Pole

An industrial mill town. Brick with smokestacks, containing dormitories, cafeterias, warehouses, and elves.

Near the pole, Santa's house overlooks the workshop. Inside is The Book, containing the names of every person under age 18, whether that person has been Naughty or Nice, and the single thing they have desired most in the last year. Archives of past years are kept in The Vault.

The stables have three sleighs:

- Red Sleigh—flies.
- Golden Sleigh—travels the spheres.
- Wooden Sleigh—goes across snow and ice.

2. Tinseltown

The dwarves were at the pole first, but they don't seem to mind the company. They don't seem to mind anything. They happily trade what they mine (mostly coal) if asked, but they dig for their own reasons.

The dwarves don't talk much, but they especially don't talk much about The Tinsel Mine, the abandoned shaft outside town (takes searching to find).

3. Port Nicholas

Upsettingly merry. Ships in harbor might include:

1. A postal ship, carrying letters to “The North Pole”.
2. A steamboat carrying tourists. Port Nicholas keeps them from poking about where they’re not welcome.
3. A cold-war spy submarine.
4. Imports of toys for Santa. The workshop only makes non-branded toys, a sore point for the union.
5. A crusty old fishing ship with a crusty old captain.
6. Icebreaker.

4. The Sugar Pine Forest

A cute coniferous forest, the trees tapped to produce syrup.

Searching reveals an overgrown village, identical in layout to Port Nicholas, but where the statue of Santa should stand, there are only scorch marks.

Knights from Keep Christmas hunt the Boar of Ignorance. They always catch it, and always it escapes. They do not know it can only be harmed by books.

5. Arctic Wastes

The harsh flat icy expanse is dotted with caves. The Witch of the Wastes can be found here, riding a giant lynx.

Lights have been seen at night, brighter than the sun, skating across the ice. The locals say it's a natural phenomenon.

6. Outcast Islands

The Outcast Islands are full of assorted humbugs, grinchies, misers, and retired helpers each with their own, incompatible schemes and grudges against Christmas.

7. Keep Christmas

King Ebenezer rules here, a reformed soul, compulsive quest-giver, and vanguard against Halloween and all things spooky. Nearby settlements respect him for holding wilder forces at bay.

His knights are fervent converts to the cause of Christmas. If assigned as chaperon, they are obnoxious enough to want to ditch, but useful enough want to keep around.

8. The Vault

Searching reveals The Vault, a guarded repository of all Santa's records.

The Fine Print

THE FINE PRINT

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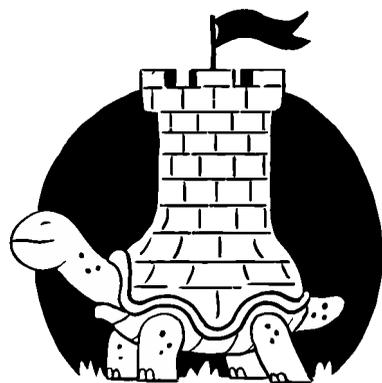
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I blog about games at Benign Brown Beast and frequently use the handle “iemcd”. You can email me at i@nmcdougall.net.



COMPATIBLE WITH

TROIKA