

# Satan, Pay My Rent!

Second Edition

By Nicholas Johnson



# **Rent is due, and you are short \$666**

You and your roommates make a deal with the devil for help paying the rent. Satan will give you the power to do whatever it takes to get your rent money, but you must get it yourself. After all, Satan is a capitalist, and poor people can't just expect handouts.

## **Characters and Roleplaying**

You should name your character and come up with a description for their appearance and personality. You should also know where you live, so you know what your rent money is going towards. You are free to play a character that directly reflects yourself, or to craft a

new identity. Satan is an equal-opportunity lender, so your character can be of any religion, gender, ethnicity, or sexual identity. All are equally susceptible to the horrors of capitalism and the temptation of Satan.

## **Skills**

To earn money, you have to utilize your skills. Each tenant should have two skills, to represent what they're good at. Ideally, one of these should represent the tenant's day job (because your value as a human in a capitalist world is tied to your employment,) and one should represent a hobby (because you must always monetize your hobbies to stay alive in a capitalist hellscape.) The skills may be something else, and tenants are free to choose their own skills.

Whenever either of these skills comes into play for an action you want to perform, you will roll a d6 for each relevant skill to the action performed. Whenever you roll for anything, whether you are skilled at it or not, you will roll a separate d6, known as the Devil Die, representing Satan's blessing. If you are rolling with both of your skills and the Devil Die, you will thus be rolling 3d6 (hopefully getting 6, 6, 6 - since high values are desired.)

The only time you do NOT roll the Devil Die is if you are performing an evil action. If you're doing something evil, the Devil Die is automatically a 6.

The Landlord will set the target difficulty of a roll, and any value 3-18 may be selected, but the following difficulty reference should prove

helpful in determining the appropriate challenge of a roll:

Easy= 6+

Moderate= 10+

Hard= 12+

Very Hard= 15+

## **Soul**

You must use your abilities and Satan's blessing to earn money, but you must be careful not to do enough evil for Satan to claim your soul. You must balance your pursuit of profits with the integrity of your Soul.

Soul values are tracked by each tenant individually. You begin the game with 6 Soul and lose it when you perform evil deeds. While we

are mostly concerned with losing soul (since the profit motive often requires harming others,) but there may be opportunities to do good deeds to make up for past evil deeds. In these cases, your Soul value may never be above 6. Oh, and if you ever suffer any physical injury, you'll also lose a point of Soul, because you can't exactly get adequate medical care and will just have to power through it (and having to do that makes you die just a little bit more inside each time.) If your Soul value ever drops to 0, you have lost your soul to Satan, and you go straight to Hell. Your character is out of the game (but at least they don't have to pay rent anymore.)

## **Money**

You and your roommates begin the game with \$0 Money, and gain it when you succeed on a

task that the Landlord (AKA Game Master or GM,) thinks will earn money. To win the game, you must have \$666 Money. There may be opportunities to spend money to make money, but be wary of being scammed (you don't expect people to always conduct business ethically, do you?)

If you do wind up losing Money, be aware that your Money value may be expressed as a negative number when you incur further debt. You might have to claw your way out of the red first before you actually make rent.

When making Money, the Landlord will also determine how profitable an action is.

Generally, this will be hinted at before a roll is made, but the results can sometimes be surprising. Money is only awarded when an action is successful (since we can't be giving

kids participation trophies in the business world.) Moreover, sometimes money is risked when failing certain actions (Because this economy does NOT work for you.) A GM may award (and deduct) money in a free-form fashion, or may compensate a tenant for success on an action based on one of the following profitability scores:

Minimum Wage= 1x amount rolled.

Piece Rate= 2x amount rolled.

Pay plus Tips= 5x rolled.

Living Wage= 10x rolled.

## **Landlords**

You're the one running this sick little game. Your tenants may have Satan on their side (kind of,) but it's up to you to make sure they get you your money. Though are referred to as the

“Landlord” here in the rules, note that you will also have to play as any other NPCs (non-player characters) the tenants encounter, so be prepared to wear many hats.

As the Landlord, it’s your job to facilitate the game and make sure that the roommates have opportunities to make money. Present them with situations where money can be made, tempt them with losses of Soul, and so on. You should be the one putting forth whether a situation is evil (or good) enough to constitute a change in Soul, and you should be assigning the amount of money earned from succeeding at the various money making endeavors your tenants get up to.

If stuck for ideas on situations to put your players in, consult the d66 table below (One d6 is the tens digit, the other is the ones digit.)

## d66

11. You become carnival workers at a local faire to earn money.
12. The landlord insists you stay on site at the apartment complex until they're paid.
13. It's Biketoberfest in your small town. Bikers everywhere.
14. The landlord puts on a competition in the woods near the apartments. Battle royale with other delinquent renters to earn money.
15. A massive political rally is happening in town.
16. It's Sunday and your neighbors drag you to church while you're trying to make money. Too bad you brought Satan with you!
21. Your friend lets you borrow their food truck to run your money-making scheme from
22. You know a shady criminal-type who claims to know a way to make some quick money
23. You were on a vacation cruise when the landlord called to tell you your rent was late. They'll be waiting at the dock for you.
24. Your rent is late during exam week! Make the money while balancing your classes!
25. A local death metal band thinks it's pretty cool you made a deal with Satan. They'll let you try to earn money at their concert.
26. A massive fire is sweeping through town, threatening to consume your apartment complex. The landlord still wants their rent.

31. Satan sends a demon to “help” you. Make your money and make sure it doesn’t scare everyone off!
32. The landlord hired a bruiser to beat the money out of you if you don’t get it soon. Dodge the hired thug while making your money.
33. You had the rent money last night, but got blackout drunk and now it’s gone. Make the money back while hung over, or try to retrace your steps in a drunken haze.
34. A local news station heard about your rent troubles and is running a story about “Millennials” being unable to afford housing. Make your money while being followed by a news crew.
35. You need rent money, but also, it’s the eve of Capitalist Winter Consumerism Day. Can you make your money and get in touch with the spirit of the season?
36. In order to get the time extension on your rent, you had to agree to look after the landlord’s dog. It doesn’t like you, but you need to make money despite it getting in the way!
41. Your family has enough money to spare to help you, but chooses not to because they think you’re just being “lazy” by not earning it yourself. They’ll constantly call you to put you down about it though.
42. Using your newfound satanic powers, you and your roommates become superheroes/supervillains in an attempt to make money.
43. You visit a swap meet, hoping to make money or find something of value.

44. Your rent is not the only late bill. Fight off determined repo-staff to protect your property while you make enough to at least keep a roof over your head.

45. You go on a game show in hopes of winning money.

46. You compete in a talent show.

51. You become drivers for a rideshare service. You only have one car.

52. You make plans to rob a local billionaire to acquire your much-needed money.

53. You head into the hills outside of town looking for gold to pay your rent.

54. Rumors tell of buried pirate treasure near town. It would surely be enough to pay your rent.

55. The walking dead roam the city streets, but your landlord is convinced it will soon blow over and still wants their money.

56. Due to a recent housing crisis, another group of tenants is trying to take advantage of your late rent to scoop up your apartment! Pay your rent before they can come up with a security deposit!

61. You're late on rent because you had a falling out with a former roommate who left recently. On top of not paying their share, they are petty and will try to sabotage you.

62. By invoking Satan, your apartment complex was transported to hell. Your landlord is still there though, and they still want their rent money.

63. As part of the satanic bargain, you are now vampires. You must avoid the sun and drink blood, but also pay the rent to ensure you have somewhere to hide during daylight hours.

64. Your rent check was lost in the mail. Go to the post office to find it!

65. There's money to be made at the casino in town. Can you hit the jackpot to pay your rent?

66. The landlord will forgive your rent if you go to a rival apartment complex and do the equivalent amount in damages to make them look bad.

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