

You're a demon. Yeah, a capital-D horns-and-pitchfork-called-from-the-Pit-to-drag-the-souls-of-men-to-perdition demon. But life isn't all roses, wine, and willing sorcerers ready to sign in blood on the dotted line. This is the modern day we're talking about, and the Big Man downstairs has learned a thing or two from the humans about how to run a big corporation. You've got deadlines, you've got quotas, you've got DPRs (Damnation Progress Reports) to file, and G** help you if you aren't making your sales volume because Satan certainly won't. In fact, there'll be Hell to pay. Welcome to Hell Inc, junior tempter! Oh...and make sure to read the orientation manual. Satan may want to ensure the damnation of the entire human race, but he's not cool with sexual harassment.

You, the Rest of the Legion, and the GM

You and your friends each play an individual demon striving to make it in the Hell of the 21st century by beating your soul-damnation quota, currying favor with the lower-downs, and screwing over your competition (yep, that means the demons portrayed by the other players).

One of your friends gets to be the GM, whose job it is to portray your infernal superiors and all of the hapless mortals you and your co-workers are trying to drag down to hell. The GM is also in charge of having your superiors and those hapless mortals complicate your demon's efforts to make quota, adjudicating the results of failed rolls, and having your superiors and hapless mortals react to you and your co-workers schemes.

Making Your Demon

Write down "Hello My Name is _____" and "Junior Tempter" next to it. If you're lucky, you'll get to add some epithets to that as time goes on, maybe even make senior partner and get a cozy corner office next to the Lake of Fire. Make sure you don't let anyone know your real name (even other demons). If they know it, they can use it to control you. This, for obvious reasons really sucks. Who wants to be known around the water cooler as the guy who got conjured up and ordered around to clean up a park by some blessed-wannabe?

Now split 5 points amongst Cruelty, Deviousness, and Dark Majesty with a minimum of 1 or higher in each. When your demon does something that has a risk of interesting failure roll 1d10+Cruelty if you're being brutal and evil about it, +Deviousness if you're being sneaky and conniving, or Dark Majesty if you're being all broody and Miltonesque about it. If you're acting against a hapless mortal, you're looking for a result of 6 (mortals never roll) If you're acting against another salesdemon (or Lucifer forbid, a superior) both of you roll+ the appropriate ability.

When you try to do something that has a risk of interesting failure, tell the GM what your Demon is trying to accomplish. So long as it's a limited short-term goal, and is possible given the circumstances, a successful roll means that your demon accomplishes exactly what they wanted as they wanted to accomplish it. If you fail, the GM (or the player whose demon beat you at the roll) can do one of the following (whichever fits the situation):

- Get you in trouble with your lower-downs (You just violated provision 666, subclause Z 27! The penalty for which is seven years in the bladed tentacle pits. Hope you have a good explanation.)
- Steal a soul you've captured from you, or add one to your quota for this session.
- Force you to disincorporate (exorcism, lots and lots of bullets, some Barnes and Noble Pagan banishing you, or good-old-fire.) You can reform, but it'll take some time or you'll have to bargain with your lower-downs. The GM will tell you how long or what sort of ass you'll have to kiss.
- Trap you (in a magic circle, in a weak and frail mortal body, in a mountain dew bottle scribed with magic sigils). You can break out, but it'll cost you. The GM will tell you what.
- Draw attention to your true nature. This is bad. Satan wants things to stay on the down-low.
- Put hapless mortals in your path that could mess up your schemes (stupid meddling rabbis...)

- Reveal your True Name to someone. They can use this once to control you for a scene, and then your lower downs will issue you a new one (and a reprimand...it's expensive to issue new names).
- Have one of your lower downs make a sudden and jarring policy change that disadvantages you, or puts your fellow tempters at an advantage. The GM will tell you what it is. Suits, am I right?

Souls and Pacts

At the beginning of each session the GM rolls 1d10 for each demon playing, +1 for each time you've been promoted. Record the number she rolls for you at the top of the sheet. This is your soul quota. If you don't make it by the end of the session, you get (horribly and painfully) demoted. If you make it you get to add an Epithet to your name and either increase one of your abilities by 1 or get a cool demonic power that'll let you do something no other demon can (detail it). If you beat it by 2 or more, then they're impressed and you get to do both.

You can get souls by:

- Trading them or buying them from other demons.
- Stealing them from other demons.
- Killing mortals and ripping their soul out
- Getting them to agree to a Pact that signs their soul to you (this usually requires a roll, unless the mortal is desperate. Other people can't force you to make a Pact, unless they have your True Name.)
- Kissing a lot of ass and doing a specific favor for a lower-down. This requires a successful roll to suck up to your superior, and then jumping through whatever hoop they set for you. If you accomplish this task, then you get a soul. If you don't then you're immediately in trouble with your lower-downs and you don't get your kick-back. No one ever said that Hell was fair.

Pacts are agreements between you and a mortal or you and another demon to exchange goods or services (although a soul is usually involved). When you make an agreement with a mortal or a demon and finalize it (kissing, shaking hands, or signing a contract are popular) then it's mystically binding: you've got to uphold your end and they've got to uphold their end **to the letter of the contract**. When you (the player) have your demon make a pact, make sure to write down the terms so that everyone knows them (and can pick them apart-that's part of the fun!)

If you don't fulfill your end, you immediately get into trouble with your superiors and the souls you have get evenly redistributed to other demons. (Yep, your accounts get transferred, welcome to the fun side of sales!) If the other party doesn't fulfill their end, you immediately get their soul (in the case of hapless mortals) or if the other party is a demon, they suffer the consequences of renegeing on a contract enumerated above. If there's a disagreement over a contract at the table, it falls to a table vote to determine who has the best case, with the GM serving as a tiebreaker.

Burning Souls

It's not strictly allowed by infernal law, but devils are nothing if not masters of loopholes. If you're really desperate to succeed you can devour a soul you have in your possession to do one of the following (this destroys it):

- Auto-succeed on a roll, unless your opponent devours 2 souls (your lower downs and mortals never devour souls. Mortals because they can't, and lower downs because Satan would ream them out).
- Gain 1 use of a demonic power that no other demon has.
- When you succeed on a roll, get something extra out of it beyond what you set out to do.

