

Board of Mammon

A GM-less PVP one-sheet TTRPG about greed, by Alex Wiltshire
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You are demonic executives competing for Mammon's favour in corporate board meetings. At the end of the coming financial year, Mammon will judge you. Who will stab backs and grift hard enough to be its champion? ~YOU WILL

What You Need

Print this double-sided on a single sheet and give 5 six-sided dice and a pencil to each player. Note safety tools, e.g. X-Card.

Getting Started

1. Each player picks a division of the Company to run: **Finance**, **Personnel**, **Marketing** or **Production**. Cut out its section below and follow the steps to create an Exec. ~you are better than THEM
2. Decide which of you is also the **CEO**. Vote, fight, roll; whatever suits. The **CEO** runs the game until voted out. Cut out the **CEO** section and follow the steps to begin the first Quarter.
3. Exec 101: failing a **Target** incurs **Debt**. **Debt** raises difficulty.

Congratulations! You are the Company's leader, the alpha demon who will guide it with a sure hand/claw through the coming Quarter.

1. Roll **Target** (see reverse) and brief your fellow Execs.
2. Distribute 2 **Budget** among Execs. Can include yourself. ~TAKE it all
3. Roll **Event** (see reverse) and describe its threat.
4. Roll the **Agenda**:
 - 3 dice to start
 - +1 per **Debt**
5. Chair **Board Meeting** (see reverse of Exec sections). Set the scene in the narration phase by describing how the **Event** is affecting the Company.
6. Award the **Winner** with 1 **Bonus**. If there is more than one **Winner**, choose who gets it. ~use their greed
7. If Company failed the **Target**, add 1 to **Debt** and conduct a Vote of Confidence: Execs vote for a new **CEO**. If a draw, negotiate and re-vote until majority. ~INGRATES

Quarter: _____ of 4
After 4 Quarters, play the End of Year (see reverse of intro).

Debt: _____ (start at 0)
Sets the number of dice rolled for the Agenda and for Mammon at the End of Year.

Finance

You control the Company's expenditure, profit and loss. Taint spreadsheets, move funds, burn accounts.

Name: _____

Business Style:

Roll or choose one. Adds a die to your roll if useful in a Meeting.

- ☐ Negotiator
- ☐ Evangelist
- ☒ Data-driven
- ☐ Manager
- ☒ Strategist
- ☐ Visionary

1. Describe your diabolical business reputation to your fellow Execs.
2. Describe the Company's headquarters and location to your fellow Execs.

Bonus: _____ (start at 0)
Sets the number of dice you roll in the contest against Mammon at the End of Year.

Production

You control the Company's product output. Research and develop, metastasise operations, flood the market.

Name: _____

Business Style:

Roll or choose one. Adds a die to your roll if useful in a Meeting.

- ☐ Negotiator
- ☐ Evangelist
- ☒ Data-driven
- ☐ Manager
- ☒ Strategist
- ☐ Visionary

1. Describe your diabolical business reputation to your fellow Execs.
2. Tell your fellow Execs what the Company makes and how it's produced.

Bonus: _____ (start at 0)
Sets the number of dice you roll in the contest against Mammon at the End of Year.

Marketing

You control sales and promotion. Rebrand toxic marques, scry fresh markets, run omnipresent advertising.

Name: _____

Business Style:

Roll or choose one. Adds a die to your roll if useful in a Meeting.

- ☐ Negotiator
- ☐ Evangelist
- ☒ Data-driven
- ☐ Manager
- ☒ Strategist
- ☐ Visionary

1. Describe your diabolical business reputation to your fellow Execs.
2. Tell your fellow Execs the Company's name and describe its logo.

Bonus: _____ (start at 0)
Sets the number of dice you roll in the contest against Mammon at the End of Year.

Personnel

You control the Company's employees and staffing. Maximise productivity, crush dissent, inspire innovation.

Name: _____

Business Style:

Roll or choose one. Adds a die to your roll if useful in a Meeting.

- ☐ Negotiator
- ☐ Evangelist
- ☒ Data-driven
- ☐ Manager
- ☒ Strategist
- ☐ Visionary

1. Describe your diabolical business reputation to your fellow Execs.
2. Describe the Company's working culture to your fellow Execs.

Bonus: _____ (start at 0)
Sets the number of dice you roll in the contest against Mammon at the End of Year.

Target

Mammon slavers for results. Roll to learn the nature of its appetite this Quarter. Ensure it is sated.

- ☐ Reduce costs
Finance
- ☐ Expand into new territory
Production + Marketing
- ☐ Poach new talent
Personnel
- ☐ Launch new product
Production
- ☐ Raise brand prestige
Marketing
- ☐ Acquire a competitor
Finance + Personnel

Event

The market roils and rages. First roll for the challenge it will bring the Company this Quarter...

- ☐ Staff strike
Personnel + Finance
- ☐ Hostile takeover
CEO
- ☐ Recession hits
Finance + Marketing
- ☐ Competitor emerges
Marketing + Production
- ☐ Supply chain choked
Production + Personnel
- ☐ The markets are calm

...then roll to discover the infernal context of the challenge.

- ☐ Hellspawn bloom
- ☐ Church interference
- ☐ Soul containment breach
- ☐ Angel incursion
- ☐ Magma rift
- ☐ Newly discovered sin

End of Year

After four Quarters, the Execs face Mammon in a final contest. There will be a winner. Pray it isn't Mammon.

1. The **CEO** rolls for Mammon:
 - 2 dice to start
 - +1 per **Debt** *~they UNDERMINED you*

2. Execs each roll:
 - 1 die per **Bonus** they have retained *~you deserved it ALL*
3. The roll with the greatest number of successes, including Mammon, is the **Winner**. **CEO** chooses if a tie. *~the final laugh*
4. As in a Board Meeting, Execs take turns narrating their actions. **CEO** also sets the scene and narrates Mammon's responses.



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Board Meeting

1. Collect a dice pool:
 - 2 dice to start
 - -2 if the **Event** strikes your division
 - +1 per **Budget** spent
 - +1 if **Business Style** applies to situation
 - +1 if **CEO** *~RULE them*
2. Roll. 4+ is a success. The Exec with the most successes is a **Winner**.
3. If the **Target** invokes your division and your roll equals or exceeds the **Agenda**, the Company achieves the **Target**. *~they need you*
4. Take turns narrating actions you take during the meeting. **CEO** starts by narrating the **Event**, then Execs who didn't beat the **Agenda** take their actions; **Winner/s** go last. *How do you succeed or fail? Does your **Business Style** help or hinder the Quarter? Whose fault is all this?*
5. Add unspent **Budget** to your **Bonus**. *~FOOLS for trusting*

Board Meeting

1. Collect a dice pool:
 - 2 dice to start
 - -2 if the **Event** strikes your division
 - +1 per **Budget** spent
 - +1 if **Business Style** applies to situation
 - +1 if **CEO** *~should be you*
2. Roll. 4+ is a success. The Exec with the most successes is a **Winner**.
3. If the **Target** invokes your division and your roll equals or exceeds the **Agenda**, the Company achieves the **Target**. *~beat ALL expectations*
4. Take turns narrating actions you take during the meeting. **CEO** starts by narrating the **Event**, then Execs who didn't beat the **Agenda** take their actions; **Winner/s** go last. *How do you succeed or fail? Does your **Business Style** help or hinder the Quarter? Whose fault is all this?*
5. Add unspent **Budget** to your **Bonus**. *~WASTED on them*

Board Meeting

1. Collect a dice pool:
 - 2 dice to start
 - -2 if the **Event** strikes your division
 - +1 per **Budget** spent
 - +1 if **Business Style** applies to situation
 - +1 if **CEO** *~feel its power*
2. Roll. 4+ is a success. The Exec with the most successes is a **Winner**.
3. If the **Target** invokes your division and your roll equals or exceeds the **Agenda**, the Company achieves the **Target**. *~LOST without you*
4. Take turns narrating actions you take during the meeting. **CEO** starts by narrating the **Event**, then Execs who didn't beat the **Agenda** take their actions; **Winner/s** go last. *How do you succeed or fail? Does your **Business Style** help or hinder the Quarter? Whose fault is all this?*
5. Add unspent **Budget** to your **Bonus**. *~better YOU take it*

Board Meeting

1. Collect a dice pool:
 - 2 dice to start
 - -2 if the **Event** strikes your division
 - +1 per **Budget** spent
 - +1 if **Business Style** applies to situation
 - +1 if **CEO** *~make them PAY*
2. Roll. 4+ is a success. The Exec with the most successes is a **Winner**.
3. If the **Target** invokes your division and your roll equals or exceeds the **Agenda**, the Company achieves the **Target**. *~you surpass them*
4. Take turns narrating actions you take during the meeting. **CEO** starts by narrating the **Event**, then Execs who didn't beat the **Agenda** take their actions; **Winner/s** go last. *How do you succeed or fail? Does your **Business Style** help or hinder the Quarter? Whose fault is all this?*
5. Add unspent **Budget** to your **Bonus**. *~YOURS now*