Madness & Desire

A game where even Cthulhu can find love.

Before humanity, before the Earth, before the stars, there was Cthulhu. Eternal life as the Bringer of Madness can be a lonely place. After dating its way through lesser Elder Gods, Cthulhu has decided to play the field. Do you have what it takes to snag the ultimate provocateur?

Make a Contestant:

Choose or roll a d6 to determine your character type & role on the show.

Character Cliche:
1. The Hot Blonde
2. The Athlete
3. The Lawyer
4. The Farmer
5. The Scientist
6. The Teacher

Roles:
1. I Didn’t Come Here To Make Friends
2. The Alcoholic
3. The Smart One
4. The Crazy One
5. The Peacemaker
6. The Sex Crazed One

Name your contestant and pick your gender pronouns. Choose your Love Number 2–5. High Love Numbers feed your Madness rolls. Low Love Numbers inflame your Desire rolls.

Make a play for Cthulhu:

When you choose to do something dramatic, roll a d6 to see how successful it is. Add d6 if you’re playing up your character cliche and/or d6 if you’re playing your role on the show. Jamie J makes the final decision on the number of dice that you roll. Roll the dice and see if Ghadamon smiles upon you.

Make a Madness roll when there is violence, direct conflict, or you’re escalating the drama. Madness rolls are successful if the number on the die is under your Love Number.

Make a Desire roll when resolving romance, sexuality, or persuasion. Desire is successful if the number on the die is over your Love Number.

Hosting the show:

Television romance has a face and it’s yours, Jamie J! You will guide the contestants through the terrors and triumphs of finding love in the tentacles of the Elder God.

The game is played like a TV show where single people are searching for a spouse. Ask the contestants questions about their past, reasons for being on the show, and what they want for the future. Let those answers guide the direction of the story. Create conflict and let the players resolve it through storytelling and/or with dice rolls to decide elements of chance.

The show ends with a Consuming Ceremony. Contestants either find love with Cthulhu or they become food for the after party BBQ. The feasting shows commitment to their new soulmate and makes for quality TV. Who wins? Only Cthulhu wins this game. Jamie J decides which contestant(s) gets a ring.

Roll to discover how the show begins:
1. Awkward conversation in a driveway.
2. Personal interviews with the cast.
3. A cutthroat race to find a bed.
4. A summoning ritual. What is sacrificed?
5. Party! Can you get 1 on 1 time with Cthulhu?
6. A costume ball. What’s the theme?

Soon a...

1. headless puppy
2. demon in a sundress
3. armored narwhal
4. sentient teddy bear
5. enchanted teapot
6. toenail golem

brings in the date card. It’s time to...
1. play volleyball with a human head.
2. compete in axe based lumberjack games.
3. have a baking competition.
4. play Drunk Surgeon; Operation.
5. have an interpretive dance battle.
6. bathe in the blood of all who have wronged you.

Add in extra challenges, video confessionals, and dates as needed. 2–3 per game should be perfect.