

Are You Like Ok' Beastfucker?

A disturbing larp about family, greed, sacrifice, betrayal, false sympathy and fucking a beast. Based on games "Are You Like Ok'?" by Carly Kocurek and "Beastfucker" by Julian Hyde and Wendy Gorman

Written by: Piotr Milewski.

Type: chamber / LAOG

Genre: supernatural family drama

Duration: 60 to 120 minutes

Characters: 6, all unisex

Audience: No

Triggers: non-human sex, unwanted pregnancies, family strife

Author's Safety Note (written by Julian Hyde and Wendy Gorman for "Beastfucker", adjusted by the author): *This game contains a lot of material and imagery that is intended to be disturbing. This may not be comfortable for all players. As the author, I want to make sure everyone is safe while playing this game. I also recognize that how to do this will look different from group to group. "Are You Like Ok' Beastfucker?" as written does not include safety techniques, but that DOES NOT mean that I think it should be played without them. I encourage everyone to do their research, talk to each other, and come up with a plan that will keep them having fun as they play through some tough stuff.*

What is this game about?

A wealthy American family has got a dark secret. For almost two hundred years it prospers thanks to the blessing of the Beast. Once every 20 years, six young members of the family perform a gloomy ritual. In a remote, family chapel, each of them fucks the Beast. Once they are done, they vote who will carry the Beast's offspring. The chosen one deeply changes, both physically and mentally. That is the price. But no one ever opposes. Breaking the pact would unleash the wrath of the Beast. A risk not worth taking.

No one prepares you how it is to fuck a beast. No one told you how you will feel afterward.

How to run it? General rules

- Alex (the sad one) is at the center of the story.
- During the game, all other players should try at least once.
 1. Ask them something (How Alex feels? Why? How can Alex be helped? e.t.c.)
 2. Express sympathy.
 3. Give advice.
 4. Offer support.
 5. Cheer somehow (Tell a joke? A story? A family anecdote?).
- Not all characters are aware of the ritual. All players should be.

Special rules: online version

- Play at night.
- Prepare for an online meeting on the chosen platform.
- Set up a common voice channel and a backup off-game txt channel for everyone.
- Setup separate text channels for one-on-one conversations, and
- Assign characters to players.
- 15 minutes before the game starts, ask all players except Blake to sit in darkness, run the audio file and wait for the "unexpected" online call from Alex.
- On priv ask Blake to go outside. Inform Blake he/she has just fucked the Beast and right now is coming back home. He should still be outside when the call starts.
- Alex start's the game. They had a terrible nightmare and is feeling like shit. Do others have these nightmares too?
- APPLY GENERAL RULES.

After 45 minutes any player may say “Guys, it’s late. Let’s go to sleep”. Once the third player will use this code, Alex expresses their feelings, wraps it up, and ends the call within 5 to 15 minutes.

Special rules: chamber version

- Find a venue for the game. A big toilet in the cinema, conference center or theater would be perfect, but it’s a larp - anything else will do.
- A day before the game, assign characters to players and send character sheets.
- Ask them to play the audio file sometime during the night before the game.
- Ask Blake to imagine he fucks the Beast (again!) during the listening
- Meet in the venue the next day.
- Run warm-up workshops of your choice.
- Tell players they are attending an annual corporate event of their family business. Important announcements are about to be made, but they are all stuck here with Alex, who is having some kind of meltdown.
- To start a game, any player may ask “Are you like ok Alex?”
- APPLY GENERAL RULES
- After 15 to 20 minutes, text all players. An employee of the year has just been announced. Observe the dynamic of the group and choose which player was awarded to push the narrative forward in the most interesting direction.
- After another 20 minutes, text players again. One of the players was announced as a new board member of the whole corporation. It is a very prestigious and powerful position! Congratulations! Or not? Again, it is you who makes that choice
- After 60 minutes from the start, any player may say “Guys, the banquet is about to start. Let’s go, Beyoncé is not going to wait”. Once the third player will use this code (they can alter that sentence, but must mention Beyoncé), Alex expresses their feelings and wraps the whale story up. All players must leave the restroom in any order within 5 to 15 minutes.
- The game ends. Apply debriefing techniques of your choice.

AUDIO FILE: <https://bb3c.pl/wp-content/uploads/2023/10/Are-You-Like-Ok-Beastfucker.mp3>

Character Sheets

Alex. The Sad One

You participated in the ritual last weekend, and you feel shitty ever since. It is really hard to tell why. Is it because you had sex with The Beast? Maybe because you enjoyed it? You’d like to think that it’s because you voted for poor Denise, the youngest of your group. You can’t forget the void in her eyes, when she came back.

Will this feeling ever go?

Who was there? Blake, Remy.

Siblings: Remy. Younger than you. You both know that you’ve got the same mother (ex model, btw), but the family blood runs only in Your veins. Dear mummy cheated on your dad, and Remy’s father was some pool cleaner. You don’t give a flying fuck about it, but Remy does. It’s their problem, not yours. Would be nice if they stop channeling their anger towards you.

Friends: Quinn. The only person in this family who is not a schemer. You have been best buddies since the age of 3, probably. Someone must tell them about the family secret before it’s too late. You really don’t want to be that person.

Empire: Jordan. Running one of the family enterprises with this moron must be some kind of karmic price to pay. Hate that champagne-party-ferrari lover. Whenever you look at their face, you know why this family needs The Beast to stay afloat.

Attitude towards The Family: right now, you wish you were never born as one of them. It wasn’t always the case, but that’s just how tables turned.

Blake. The Cool Dodger

You finally went through the infamous ritual. It wasn't that bad. Of course, it wasn't anything pleasant (and there is this nasty mark on your chest that supposedly is going to stay there forever), but not as horrifying as it was promised. And you managed to communicate with The Beast. And to make a unique pact (you've never heard of anyone doing this before). The Beast will grant you immense powers and let you build a new Family... If you just bring them another pray out of the regular order. It is going to be your secret. It gave you one week to make up your mind.

You visited and fucked it again. You said YES. Now you are heading back home. Happy.

Who was there? Alex, Remy.

Siblings: **Jordan**, the middle child. Your little puppet. Always doing what you ask them for. Never hesitates, never thinks, never asks unnecessary questions. Loves shallow compliments.

Quinn, the youngest. Beloved child. Your parents wish you were like him/her. You smile, you laugh, and you hate him/her. To you, Quinn's inner light and goodness is extremely uncanny.

Friends: **Hunter**. The funny one, around your age. Sees you as the sibling they never had. You molded them that way and they never noticed.

Empire: You are doing your best not to work with any of the relatives your age.

Attitude towards Family: You love your family business, but sharing it with random people (at least so they seem to you) is not something you are willing to accept. You want an empire of your own. And you are going to have it.

Hunter. The Golden Retriever

You are a proud member of the American Old Money. Your family is among the richest, and you all know not only how to earn money, but also how to share. Since you were a teenager, you participated in philanthropic projects run by your relatives (and their lawyers). You can't wait to finally be in charge and broaden the scope of all charity projects your family runs.

Siblings: None. But **Blake** is like a brother to you.

Friends: **Blake**, of course. He's older than you, and you keep trying to follow his steps. It's easy, since he is always eager to help you and share brilliant advice.

Remy. Oh, always sad Remy. Something broke them a few years ago, and they never told you what it was. You'd love to cheer them up. Yet you never found a right way to do it. You'd really like to know what has happened.

Empire: Jordan. You work together. Lovely but irresponsible. You are on an eternal quest of passing all of Blake's advice to them. They don't listen to the older brother, yet you hope they'll listen to you. They will someday, right?

Attitude towards Family: Your family is a shining example of how to be successful and bounteous at the same time.

Jordan. The Happy Moron

Someone said, "it's nice to be important, but it's more important to be nice". You've made this sentence your life motto, just the other way around. You love your life and live it to its fullest. Furthermore, you despise all the other family members, who think too much and don't know how to spend the money from the endless stream of gold. Idiots. At some point, money just makes themselves. You just shouldn't stay on their way. So you step aside. A 200 ft yacht is a great tool to do it with great efficiency.

Siblings: **Blake**. A villainous bore with a dark heart. You can't look in his eyes. Something dark hides there. And it's getting worse.

Quinn. Oh, dear Quinn, thank you for being here! You care so much about everything, everyone and all of their feelings, that I don't have to. So nice of you. Love you.

Friends: None of them is your friend. They are family. Friends are something that one buys. That's how we can be sure they'll stay loyal.

Empire: I work in the same company as **Hunter**. They got the brains, I got the looks. We both make a lot of money. Would be lovely if they stop coaching me. It's irritating, and I literally don't hear and get anything they try to pour into my ears. My mind must be naturally resistant to bullshit.

Attitude towards Family: Hope it will live long and prosper. At least to the day I die. Frankly, I don't give a damn what happens after.

Quinn. The Protector in Denial

Family is the biggest value. Of course, you are making mistakes. Everyone does. But overall, there are more good than bad deeds in your portfolio. Your business is more social aware, you support the fight with climate change and spend a tonne of money on charity. Yes, you've got your old, weird kinks, like that "meeting with the Beast". You were never chosen for that, and just heard stories. They are exaggerated, for sure. Of course, all that wealth is corrupting. Luckily, there are people who see it and fight with it, for the good of the whole family. You feel you are one of them.

Siblings: Blake, the oldest of three. You love him, but your parents harmed him by raising him as an heir. He/she is cold, focused on money, not on people. It's not his fault.

Jordan. They are so spoiled. Mom and Dad focused on Blake so much, that they let Jordan be encircled with false friends. You'd like to be closer, yet he/she rejects you.

Friends: Your only true friend is **Alex**. Alex just... Get it. Whatever the "it" is at the moment.

Empire: Currently, you work with **Remy**. They should believe in themselves more. You can't believe why anyone in this family can be so insecure. What's the reason for that? You feel some strange urge to care for Remy. To lift them up. Somehow.

Attitude towards Family: We should be constantly aware not to deviate from the right path. It is so easy to slip. Empires always fall, sooner or later. Let's make sure that in our case it will be "later".

Remy. The Broken Bastard

I am not one of them. We dine and party together, we were raised together, we work in the same joint-venture-multi-billion-dollar-international-holding. Yet, the blood in my veins is not their blood. The Beast made it clear, spitting it out with disgust. It stopped fucking me and pushed out of its lair. I've always heard rumors about my mom being unfaithful (so stupid of her), but during the ritual I got the proof. I am a bastard, at least to myself. The blessings of The Beast won't be my share, although I was willing to pay the highest price and carry the Beast's spawn.

Who was there? Alex, Blake.

Siblings: Alex. The firstborn, the sole heir. You've always fought them, and now you know you'll never win.

Friends: Hunter. Your blind besty, always trying to cheer you up. You envy them so much. There is some kind of tranquility in their soul, something you feel when they're around. So treacherous, it stopped them to see how rotten this family is.

Empire: You work with Quinn. Unlike Hunter, Quinn knows exactly what's going on and consciously denies it. Everyone perceives them as such a good person. You can't.

Attitude towards Family: I hope it will perish. I hope this deal with The Beast will finally be broken, and they'll all go to hell. Well, maybe except Hunter.