

Beastfucker: A Game of Duty and Fertility

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Author's Note: This game contains a lot of material and imagery that is intended to be disturbing. This may not be comfortable for all players. We, the authors, want to make sure everyone is safe while playing this game. We also recognize that how to do this will look different from group to group. Beastfucker as written does not include safety techniques, but that DOES NOT mean that we think it should be played without them. We 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.

Content Warning: Non-consensual sex between humans and an unknowable Beast, unwanted pregnancies, and forced impregnation (offscreen, no graphic descriptions). Body horror and family strife (very much on screen).

Background and Principles

Everyone must fuck the Beast

Fucking the Beast changes you

One person must carry the Beast's spawn

Your family has a terrible secret. Your wealth and power is made possible by a deal your bloodline made with The Beast - an utterly inhuman entity. Every generation, one member of the family must carry the Beast's spawn. You have been selected by your family as one of the potential mates for the Beast. There were other members of your family who could have done this, but they were not selected, and you were. To carry the Beast's spawn destroys you utterly - you will not die but you will be transformed both physically and mentally and become something abominable to your current perspective. If any one of you were to refuse the responsibility of being one of the chosen, you would be disowned and cut off from all of your family's resources and risk bringing down the wrath of the Beast and the destruction of your entire family.

The Characters

Carlos - Sam and Edwina's brother. Middle child. Studying sociology. Wants to be an artist but hasn't pursued it because of family pressure. Close friends with Lewis. Carlos was initially rejected from the college he's currently attending but his parents said they'd take care of it. He doesn't know what they did but they reversed their decision. Based on the way the admissions officer looked at him afterwards, he's always suspected the Beast was involved.

Sam - Carlos and Edwina's sister. Eldest. Her parents always told her that her younger sister would have to fuck the Beast, but instead they sent all three to the Beast. Now Sam is worried that she'll never achieve her dream of graduating with a degree in art history and becoming an art history professor. She has a steady partner back at college- they don't understand why fucking the Beast is so bad. Two years ago her parents took her down into the Beast's lair to show her to it for reasons they refused to explain. She doesn't remember anything about what happened in there.

Edwina - Carlos and Sam's sister. Youngest. Studying business. Sickly. Doesn't understand why her sister hates her so much. Edwina has never understood why the family hasn't asked the Beast to cure her of her persistent sickness.

Sarah - Kyle's Sister. 2nd child of four. Sarah plays varsity sports in college and doesn't understand why Kyle can't get his shit together. Sarah kind of admires the Beast's strength, while simultaneously being threatened by it. On a few occasions, the Beast came to Sarah in her dreams, often before major turning points in her life. These dreams were not frightening but she has a hard time remembering what they were.

Kyle - Sarah's Brother. 3rd child of four. Dropped out of college. When he was 11, he was hit by a car and the Beast saved his life and left him unchanged. He has had nightmares about the Beast ever since.

Lewis - Only child. Youngest of the group, college freshman. When he was 6, his mother was chosen to carry the Beast's spawn. She's never been the same since, and he's terrified of his body being twisted and warped in the same way hers was. Close friends with Carlos. Resents the others for not appreciating their siblings.

Set Up

Beastfucker requires two spaces - a common area and the Beast's lair. The common area should have seats for all players. The Beast's lair should be another space, not visible from the common area. Put one chair in the Beast's lair. There should be an easy and clear path from the common area to the Beast's lair. If you're able, turning the lights down low and lighting some candles will help set the mood. In addition, this game requires a scarf to be used as a blindfold.

After you've gone over the rules, choose a character. There are six available but not all six need to be filled in order to play. For 5 players, choose from Carlos, Sam, Edwina, Sarah, and Kyle. For 4 players, Carlos, Sam, Edwina, and Lewis. For 3 players, Carlos, Sam, and Edwina. For 2 players, Sarah and Kyle.

While there is no Game Master or person in charge, it's a good idea to have one player take charge of things like rules explaining and reminders, so that people know who to look to in times of confusion.

Start of Play

Everyone starts by sitting in a circle in the common area. You're all drawn here by a common thread- the Beast. You all know what's coming. You've heard stories time and time again. You're all nervous, and scared. You take some time to get to know these others, the ones who can potentially spare you from your dark fate. Go around the circle and read your character's description aloud - you have all known each other since childbirth and know each other well.

All of you are here because your family has benefited in some way from the patronage of the Beast. Working together, come up with what the Beast has done for the larger family, of which you are all members. The catch- now you've been entered in the running to carry the Beast's spawn by your parents.

After this, take a moment of reflective silence, and then share one story you've heard about the Beast. These stories are not good. They can be about the Beast's physical form, about the consequences of bearing its spawn, or something else entirely.

Once everyone has shared what they get from the Beast, take a moment of reflective silence and think of what you're most scared of losing. Try to distill this down to one word, which will also be shared with the group. This will certainly be lost if you are the one chosen to carry the Beast's spawn.

Fucking the Beast

Once everyone has shared, the preliminary round begins. In no particular order, each of you must exit the circle, and have a sexual encounter with the Beast. The Beast will test the limits of your body, mind, and soul, and change each of them.

The player who will be fucking the Beast should tie the scarf around their eyes. All other players guide them to the threshold of the Beast's lair and gently push them inside. The remaining players return to their seats and chant to

placate the Beast. Select a chant from the reference sheet.

Once within the lair, remove the blindfold and behold the Beast. During your encounter with the Beast:

- You will discover something about the Beast- some awful, horrible aspect of the Beast - it has bloody tentacles, hands of bones, long, long legs, etc
- You are changed both physically and mentally ie. Your eyes turn pitch black, your teeth become razor sharp, you no longer understand music, you no longer care about one of your core values, etc.
- You learn something the Beast will give whoever carries it's spawn- some shimmering, glorious thing that would have previously been completely out of reach for a mere human i.e. You become immortal, you have revenge on all who ever wronged you, you will be able to speak any language, even inhuman ones, etc.

When you are finished fucking the Beast, return to the common area and tell the others what you have learned. To show how you've been changed physically, tie the scarf that was used to blindfold you over the part of your body that has been changed by the Beast. As you rejoin your family, take a moment to narrate your physical change. Players **never** describe what it was like to fuck the Beast - only the aspect of the Beast they discovered (can remember?), your revelation, and how fucking the Beast changed you, physically and mentally.

Selection

Once all players have fucked the Beast, return to the circle. Go around the circle and say one sentence about why you should or should not be the one to bear the Beast's spawn. After all players have gone, say a short prayer and then each player points to the one they think should bear the Beast's spawn. You cannot vote for yourself. In case of a tie, vote again. Keep voting until someone is selected.

The selected is once again blindfolded and lead to the Beast's lair. The remaining players return to their seats and chant. The select player spends as much time as is necessary in the lair before returning to the circle (really twist the knife).

Starting with the player to the selected's left, each player says one or two sentences about what they're doing 10 years after the ritual. Finally, the selected will say what happened to them. They can say as little or as much as they wish, including saying nothing.

When the selected stands and leaves, the ritual is over.

Appendix of Chants

Pick one:

- Bless Us and Protect Us, Oh Beast
- Grant Our Blood Your Gifts, Oh Beast
- Speak Unto Your Chosen, Oh Beast
- Sate Yourself Upon Us, Oh Beast
- Let Us Carry Your Spawn, Oh Beast
- We Honor Our Debts, Oh Beast

Ritual Timeline

Phase 1: Introduction

- Select characters
- Read character descriptions aloud
- Describe how the Family has benefited from the Beast
- Each chosen tells a story about the Beast
- Each chosen says something they're scared of losing

Phase 2: Fucking the Beast

- Each chosen exits to fuck the Beast in turn
- Remaining chosen chant
- The chosen returns and shares
 - What they learned of the Beast's nature
 - How they were changed, both mentally and physically
 - What the Beast will give whoever bears it's spawn

Phase 3: Selection

- Each chosen says why or why not they should bear the Beast's spawn
- Prayer to the Beast
- Vote on who will be Selected
- The selected leaves to fuck the Beast
- The remaining chosen chant
- The selected returns
- The remaining chosen give their epilogue
- The selected gives their epilogue