

Lines & Veils: HorrorHomebrew Edition

This is an example document, for Mimic in the Pantry or any table where laughter and terror share a plate.

The purpose of the following form is to learn any hard lines of the players to add to this list of banned content/ subject matters in-game. As a horror game, heavy gore and fear-based content are to be expected. However, it is still important to establish boundaries to ensure a safe and fun environment for all. This form is confidential with the DM.

What This Is

Before we tell our story, we decide where the shadows end.

This form helps us play with fear, not cross into harm.

It lets every player feel safe while the game gets spooky, gross, or emotionally heavy.

You can use this form (or your own variation tailored to your campaign) privately or together.

It's important that your players can update it anytime.

The Dungeon Master keeps this in confidence.

Lines (Hard Limits)

The listed topics below are a generalised list to cover as much as possible. The List does not detail campaign-specific / featured topics.

These are topics and depictions that **will not appear** in the story, not described, not implied, not joked about.

Mark all that apply, or add your own.

- Sexual violence or coercion
- Abuse of children or animals
- Torture or prolonged suffering
- Self-harm or suicide
- Graphic real-world hate or bigotry
- Detailed body horror (gore, mutilation)
- Player character betrayal
- Loss of bodily autonomy (mind control, forced mutation)
- Psychological manipulation or gaslighting
- Other (write your own): _____

Veils (Soft Limits)

These are topics that **may exist** in the story but will fade to black, be handled off-screen, or described abstractly.

- Death or dying scenes
 - Romance or intimacy
 - Blood and injury
 - Corruption or possession
 - Madness or hallucination
 - Transformation (physical or mental)
 - Cannibalism or consumption of human flesh
 - Medical horror or experimentation
 - Themes of religious trauma
 - Other: _____
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Tones of Horror You Enjoy

Tick the flavors you *do* want at the table — what you find fun, spooky, or cathartic.

- Creepy atmosphere and suspense
 - Monster horror (fangs, claws, slime)
 - Cosmic dread and the unknown
 - Psychological tension
 - Gothic tragedy
 - Ghost stories and hauntings
 - Body horror (in moderation)
 - Black comedy and absurd horror
 - Folk horror and superstition
 - Survival horror and desperation
 - Other: _____
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Comfort Tools

These signals help everyone stay comfortable mid-game.

HARD STOP — Say *Hard Stop* if something crosses your line. The DM will rewind the moment and shift focus. They should also check in to see if the table needs a break.

“Check-in” — The DM may ask “O-K?” to confirm comfort during intense moments. Thumbs up or “yes” keeps the play rolling.

Fade to Black — For veiled content, we skip to the aftermath and let imagination do the work.

Player Notes

Is there anything that helps you feel grounded after heavy scenes?
(Rituals, jokes, breaks, snacks, aftercare, etc.)

Signature of Understanding

By signing, you agree that this table is a space for **shared horror, not personal harm**.
We respect boundaries as much as we respect the dice.

Player Name: _____ Date: _____
Dungeon Master: _____ Date: _____
