

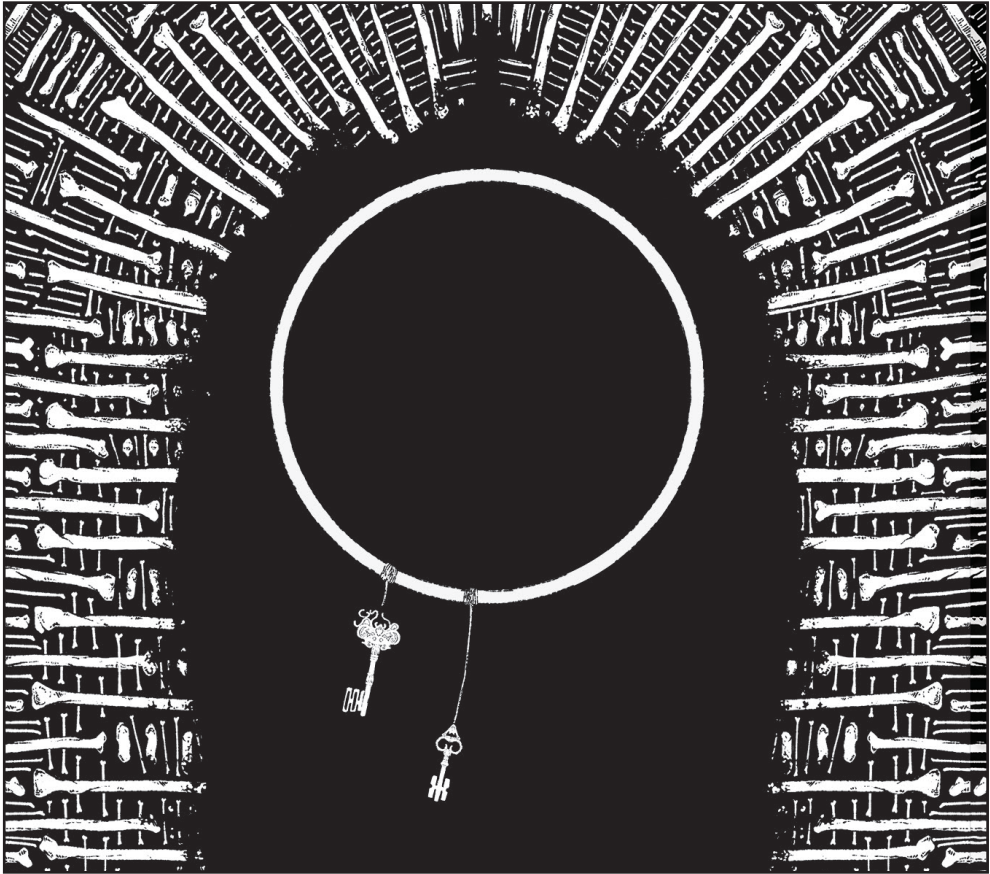


# Doomsday

**CONTENT WARNING**



# Running Horror safely



The Doomsong system is designed for horror. There's no getting around the fact that horror is, by its very nature, a thing that makes us uncomfortable. Therefore, we suggest you give some thought as to how you are going to run your game. Every group is different, but every group deserves to have fun.

If you are reading this, you are most likely the GM of an upcoming Doomsong campaign and it falls on you to curate the kind of atmosphere that you want at your table. The safety tools below might not be right for you or your friends, but we think you should at least know they exist.

Safety tools are never a replacement for effective communication and a tactful reading of the room. Ultimately, it's up to each and every player at the table to make sure that they're comfortable with the adventure being run. It's also up to each player to foster an environment where other players feel safe and confident raising concerns.



## Session Zero

For any campaign longer than a one-shot, we suggest getting together for a Session Zero. This is a special session that occurs before the story begins; it is used to make characters, discuss horror themes that might turn up in the game and potentially run a combat to get a feel for mechanics.

See [here](#) for more about Session Zero.

## The X Card

When running one-shots with people I don't know extremely well, I personally like to use the X card. This, alongside a quick announcement of "this game is medieval horror" before starting, prepares people for the game they are about to experience. I find this method lightens the potential load at the start of a game, which can be important when you don't know a group of people very well.

You can find more about the X card [here](#).

## Lines and Veils

If a campaign is going to cover more than a couple sessions, something a little more structured can be useful. Lines and Veils is a safety tool that consists of asking your players if there are any specific themes they'd like to avoid entirely (a line) or would like to encounter only in the abstract (a veil). You can do this without a content warning list or use the list on the next page as a starting point.

A further explanation of Lines and Veils can be found [here](#).

## Content Warnings

Content warnings often go hand in hand with Lines and Veils, but rather than beginning with a list of things to avoid, the game begins with a list of everything the players consider "fair game". This changes depending on the setting and tone of the game. For *Doomsong*, creating a fully comprehensive list can be quite intimidating (and perhaps impossible), so make sure to let your players know that your warning is not intended as a recipe but rather as a "may contain nuts." Content warnings may or may not come up, depending on the preferences of the group.

It may be important that players have a place they can go (usually online) to read the content warning and then contact you privately to specify things they would like to avoid coming into contact with.

A list of potential content warnings can be found on the next page.

## Debrief

Whatever safety tools you use, it's always useful to ask your players after a game about what they liked and what they would prefer to avoid in the future. If you foster a culture of openness and frank communication, you'll find that your games improve over time.





The content warnings below are an incomplete list of triggers that might come up in an average *Doomsong* campaign. The bolded entries are more central to the game as a whole. If a great number of these make people uncomfortable, we suggest trying a different TTRPG system or campaign world.

- ✧ **FANTASY RELIGIOUS PERSECUTION**
- ✧ Persecution of witches and heretics
- ✧ **MEDIEVAL SENSIBILITIES**
- ✧ Suicide imagery
- ✧ Self harm
- ✧ **HANGING**
- ✧ **SCARS**
- ✧ Drowning
- ✧ Medieval attitudes to mental illness
- ✧ Emotional abuse
- ✧ Fantasy drug use and addiction (predominantly leeches)
- ✧ Alcohol
- ✧ Child abandonment and orphaning
- ✧ Child death
- ✧ Nightmares
- ✧ **LOSS OF AGENCY**
- ✧ Disabilities, often oversimplified
- ✧ **GORE**
- ✧ **DISEMBEUREMENT**
- ✧ **DISFIGUREMENT**
- ✧ **PERMANENT, LIFE-CHANGING INJURIES**
- ✧ Non-erotic nudity
- ✧ **DEATH**
- ✧ **GRAPHIC DEATH**
- ✧ Mass death (mostly via plagues or famines)
- ✧ **MURDER**
- ✧ Execution
- ✧ **BURNING**
- ✧ Suffocation
- ✧ Torture (usually implied)
- ✧ Mutilation
- ✧ **VIOLENCE**
  - Arachnids and insects
  - Monstrous animals
  - Human foes
  - Humanoid monsters
- ✧ Heights
- ✧ Small spaces
- ✧ Existential horror
- ✧ Disease
- ✧ **BODY HORROR**
  - Teeth
  - Tongues
  - Eyes
  - Skin
  - Blood
- ✧ Cannibalism





# Lord Have Mercy Upon Us Content Warnings



The content warnings below are specific to the Doomsong campaign, *Lord Have Mercy Upon Us*. If you feel we've missed something important, please let us know so that we can update this list!

- ✧ Suicide imagery (Lice Mother)
- ✧ Self harm (Lice Mother)
- ✧ Hanging (Tombstone Bridge, Crooked Heath)
- ✧ Mental illness imagery (Ranting Lord, Mad Baker)
- ✧ Medieval attitudes to mental illness (Pillory Cliffs)
- ✧ Emotional Abuse (Father Plague/Lice Mother)
- ✧ Fantasy drug use and addiction (hispid nectar)
- ✧ Child Abandonment (Orphanage, orphans)
- ✧ Nightmares (A Glimpse of Yet to Come)
- ✧ Child death (orphans, Granny Redwork)
- ✧ Kidnapping (The Convent, Sleeping Sisters)
- ✧ Mass Death (Pest House)
- ✧ Suffocation (droscas)
- ✧ Drowning (droscas)
- ✧ Blood draining (hispid)
- ✧ Violence to and by children (orphans)
- ✧ Arachnids and insects (bultchweavers and hispids)
- ✧ Heights (The Drop, Pillory Cliffs, Milvus' Barrow)
- ✧ Disease (the entire adventure as set within the plaguescape)
- ✧ Vomit
- ✧ Pustules
- ✧ Fever
- ✧ Death
- ✧ Teeth (toothworms, the Zanzurm)
- ✧ Marriage (Father Plague and the Lice Mother)
- ✧ Body horror (the plague totems, the liceborn, the bultchways, the Hellevore)
- ✧ Teeth
- ✧ Tongue
- ✧ Eyes
- ✧ Skin
- ✧ Blood
- ✧ Cannibalism (Granny Redwork)
- ✧ Cult Activity (Sanctuary, Sanctuary Monks)
- ✧ Animal Death (No-Fly Forest is full of dead birds, Nithemest contains random encounters with animal corpses containing wasp larvae)

