

Safety and Boundaries

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Lines and Veils

Before beginning play, discuss your comfort levels. This game explores themes of loss, separation, grief, and emotional vulnerability. Use the Lines and Veils framework:

Lines are hard boundaries—content you absolutely do not want in the game. If something crosses a Line, we stop immediately and rewind or redirect.

Veils are content that can exist in the story but happens "off-screen." We acknowledge it happened without describing details.

Common topics to discuss:

- Death or dying (especially of the Windcallers themselves)
- Romantic relationships and their intensity
- Child endangerment or loss
- Psychological trauma or breakdown
- Betrayal between the Windcallers
- Body horror or transformation

Write down your Lines and Veils before Session Zero. You can add to them anytime during play.

Pause and Check-In

Either player can say "**Pause**" at any time to:

- Check if the other player is comfortable
- Discuss if something is approaching a Line or Veil
- Take a break
- Adjust the game's direction

This is not a failure of play—it's responsible storytelling.