



Safety in D&D: Managing off-limits topics

Updated December 2022

It is important to AV that everyone feels safe in our program.

To help with this, all participants in each group are asked to tell us if they have any topics that they do not wish to have mentioned in the sessions at all as well as topics that they do not wish to have discussed in detail. This may include any triggers, fears or phobias, or strong sensory responses (ie: for some, just the mention of a smell, taste, texture etc to which they have a strong reaction causes them to feel uncomfortable.)

In the D&D community, these are sometimes known as “Lines and Veils”.

In the AV D&D program, we are calling them red topics and orange topics, using the traffic light analogy.

“Red topics” are off-limits topics.

- These are topics or themes that a player **does not want mentioned** in the game.
- **Example:** if a player nominates “cruelty to animals” as a red topic, the DM will do their best to ensure that the topic is not raised **at all** in that group.

“Orange topics” are background-only topics.

- These are topics that a player is comfortable to have as part of the story and it can be mentioned, but **without any detail**.
- This is a way of dealing with a theme while avoiding graphic detail.
- **Example:** if a player nominates “graphic descriptions of injury” as an orange topic, the DM may mention that a character has experienced an injury, but they will not mention any further details.

How this works

- In registration, players will be asked to tell us about any red or orange topics that they would like the DM to be aware of when planning or running the game. These may be topics, themes, or other aspects of gameplay.
- All player responses will be shared with the DM.
- The DM will share these topics **anonymously** with the group in the first session of each program (known as Session 0).
The DM will include any of their own off-limits topics.
- All players in that session will be required to agree that they will respect these topics, and that they will not deliberately raise or introduce these in the program.
- This ensures that all players are aware of the boundaries in each group and can support each other to have a safe and enjoyable D&D session.