

A romantic couple is shown from the back, holding lit candles. The woman on the left has long blonde hair and is wearing a denim jacket. The man on the right has dark hair and is wearing a blue sweater. They are surrounded by warm, glowing bokeh lights, suggesting an outdoor night setting. The overall mood is intimate and tender.

*Light  
to  
Your Heart*

*By Jacky Leung*

# Credits

**Design & Layout:** Jacky Leung

Special Thanks to Leona Maple for advice and being an amazing soundboard for ideas.

**Special Thanks to my Patrons:** Dragons in Dungeons, Tyler Kennedy, Dave Lee, Jeff McGowain, James Runnings, RPG Kitchen, Robert Walker

**Cover Art:** Pixabay Stock Art

**Interior Art:** Pixabay Stock Art

© 2019 Jacky Leung. All rights reserved.



Check out my Patreon for exclusive behind the scenes previews to RPG content, blog articles, and projects. Your support helps ensure more content to be published on the DMsGuild, DriveThruRPG, and more!

[patreon.com/deathbymage](https://patreon.com/deathbymage)

# What is Light to Your Heart?

Light to Your Heart is a roleplaying game about building intimacy through candles, sharing, and the dark. Over the course of the game, the players will learn more about each other and possibly by the end, no longer need lights to truly see each other. It's a game about consent, comfort, safety, and truly getting to know someone.

# Safety & Consent

Since players will be sharing information, stories, and aspects about themselves, it is important that all players discuss prior to gameplay the boundaries of what they are comfortable sharing. Share what you are comfortable sharing to others, while this game does involve developing intimacy, it should not be done at the expense of one's mental health.

---

You are both alone, separate by candles.

As you learn about each other, the  
candles go out  
& the room darkens.

In the dark, you are left with your raw,  
unhindered emotions

Anything can happen.

---

Light is easy to love.  
Show me your darkness.

— R. Queen



# Getting Started

You will need the following items to play this game:

- A deck of playing cards, use only the Aces, Jacks, Queens, Kings
- Eight candles
- A dimly lit room preferably with a table for two
- A partner to play this game with you

Arrange the table seating so you and your game partner can sit opposite to each other and the candles form a straight line between both of you. You will want to place the candles in such a way that each player has four candles their side of the table. Light the candles.

Shuffle the deck of cards and split the pile even for both players. Place them within arms reach for each player.

**WARNING:** Please use safe practice when playing this game. The author is not responsible for any damages, accidents, or injuries related to improper fire safety practices during the course of the gameplay.

# Gameplay

In Light to Your Heart, you and your game partner take on the roles of characters who have no reason to be in a room together, yet ultimately by the end of this game, both of you may come to understand each other better. Possibly even bare all your truths to each other when the last candle goes out.

Alternatively, you can play this game as yourselves and build intimacy between you and your game partner.

The first player is someone who recently blushed when thinking about another person.

---

On each turn, a player draws a card from a pile closest to them.

Based on the card drawn, a player can share something about themselves based on the context of the suit and value of the card.

♣ **Clubs** represent topics about conflicts and trials, such as competitions, stressful moments, tests of faith, difficult events,

♦ **Diamonds** represent topics regarding the mind and the future, such as aspirations, admirations, dreams, goals, and motivations.

♥ **Hearts** represent topics about passions and activities, such as hobbies, favorite memories, interests, moments of laughter, times of fun, and happiness.

♠ **Spades** represent topics regarding secrets and things typically hidden, such as things from the past, fears, desires, crimes, mistakes, shame, and other hidden qualities.

**Aces** reflect the distant past, up to a year ago to your childhood.

**Jacks** reflect camaraderie and friendships. Sometimes with colleagues or peers.

**Queens** reflect family and heritage. Share what you are comfortable to talk about.

**Kings** reflect your present self, typically within the recent year.

# Blowing out the Candles

After a player shares something about themselves, the other player can perform one of the following actions:

## **Blow Out a Candle**

The receiving player may blow out one of their candle if they find common ground or acknowledgement to what is shared to them.

The act signifies that the player wants to dive deeper and learn more, no longer needing less of the light to see your true self.

## **Discuss and Learn**

The receiving player may choose to not blow out their candle if they wish to understand and learn more about what was shared to them.

The recipient may not have found common ground, or they may wish to learn more so they can understand from either curiosity or clarity. Both players discuss between each other until they reach a common ground.

## *Next turn...*

After selecting one of the actions above, the turn passes to the other player and the process repeats.

Tell me every  
terrible thing  
you ever did,  
and let me love you anyway

- Sade Andria Zabala

A romantic scene featuring the silhouettes of a man and a woman embracing. They are positioned in the center-left of the frame, looking out over a vast ocean. The sky is a gradient of colors, from a deep blue at the top to a warm orange and red near the horizon, suggesting a sunset or sunrise. The water in the foreground is dark and textured. The entire image is framed by a thin white double-line border with rounded corners.

Love is brightest in the dark.

- Avatar, the Last Airbender

# *Ending the Game*

The game ends when either player tries to draw a card from a pile on their turn and cannot, or the last candle is gone out.

## **Running Out of Cards**

When a pile of cards is depleted but there are still candles lit, the players have gained a newfound understanding for each other. Learning about each other is an important process to building intimacy but you have only scratched the surface. Perhaps this is a good time to get to know each other some more either through another round or find a nice space where you are both comfortable and discuss your thoughts on your experiences playing the game.

## **Last Candle Goes Out**

When the last candle between both players goes out, there is only the darkness between you. You both no longer need to use your facades and personas, you both have become closer with each other. There are no longer any barriers between you two, only your hearts and emotions. At this stage of the game, you both can continue to share intimate things with each other in the dark, or you may start another round of the game.

A pair of hands is shown from the bottom, cupping a tangled string of warm white LED lights. The lights are glowing and creating a soft, warm glow. The background is a blurred sunset or sunrise sky with soft orange and pink hues. The overall mood is cozy and intimate.

# Alternative Play Methods

Here are some alternative methods to play the game, especially if both players are not in the same room together, or perhaps wish to play with more than two players.

## **Players Apart**

If both players are not in the same room but wish to play the game, set up is essentially the same.


- Instead of eight candles, each player has four candles placed in front of them.
- Use your favorite video or audio conferencing software.
- Have one central deck between both players, usually one player will draw the cards and either read the prompts or show them to each other.
- The rest of the game resumes as written.

## More Players

This game can support up a maximum of four players. For additional players beyond that, include another set of cards.

- Feel to add the two Jokers into the deck. The Jokers represent a wild card topic. Anyone who draws it may share anything they deem appropriate for your group.
- It's wise to set up a central deck within reach of all players.
- Arrange all the players at a table so they are within reach of the deck.
- Place the candles in front of each player, creating a straight line to the center of the table.
- When resolving **Blowing Out the Candles**, each player in counterclockwise order determines whether they wish to blow out their candles or engage in a discussion. Once each player has decided their action, if any player wishes to have a discussion, all players are welcome to participate in it.



- 
- A person with long, dark hair is shown in profile, holding a tangled string of warm white LED lights. The background is a soft, out-of-focus sunset or sunrise sky with warm orange and yellow tones. The overall mood is romantic and nostalgic.
- So bright the flames burned  
in our hearts that we found
  - each other in the dark.

- Dallas Green