LIGHT & MIST /

Basic Rules

6–12 players + 1 host · 30–45 min · Ages 10+

Objective

Watchers win with 3 successful missions. Deceivers win with 3 failed missions or by reducing Unity to 0.

Setup

Deal roles according to player count. Set Unity to 6; select a random first Leader. Host runs first night. First game: exclude neut rals, Scripture cards and Faith tokens.

Night

All close eyes. On the first night only, Deceivers open eyes to identify teammates. Each night: Pastor protects, False Teacher i nterferes, Watcher inspects (Disguiser passive applies). With the advanced module, Encourager distributes a Faith token.

Nominate and vote

Leader proposes exactly the required team size and may join. Everyone votes openly at the same time. More than half must ap prove. Tie/rejection: Unity −1; pass Leader clockwise; nominate again for the same mission without a new night.

Mission

After approval the Divider may use their once-per-game ability. If Unity hits zero, stop immediately. Selected members secretly play a mission card: Watchers must play Faithful; Deceivers may play Faithful or Sabotage. Shuffle submissions; announce onl y success/failure. Mission 4 requires 2+ Sabotage cards with 7–12 players; all other missions fail on 1+ Sabotage.

Result, replay, discussion

After the initial result, Intercessor may once per game request the same team resubmit; the second result replaces the first. Re cord final outcome, check victory, discuss up to 3 minutes, rotate Leader clockwise, and begin the next night.

Unity

Starts at 6; −1 for each rejected team or Divider use. Failed missions do NOT reduce Unity. At 0, Deceivers immediately win.

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Player and mission reference

Use the exact role list below /

Players / Teams / Mission sizes 1–5

6 | 4 / 2 | 2 – 3 – 4 – 3 – 4

7 | 4 / 3 | 2 – 3 – 3 – 4 – 4

8 | 5 / 3 | 3 – 4 – 4 – 5 – 5

9 | 6 / 3 | 3 – 4 – 4 – 5 – 5

10 | 6 / 4 | 3 – 4 – 4 – 5 – 5

11 | 7 / 4 | 4 – 5 – 5 – 6 – 6

12 | 7 / 5 | 4 – 5 – 5 – 6 – 6

Role configuration

6: Pastor, Watcher, Faithful Believer, Faithful Believer, False Teacher, Ordinary Deceiver

7: Pastor, Watcher, Faithful Believer, Faithful Believer, False Teacher, Divider, Ordinary Deceiver

8: Pastor, Watcher, Intercessor, Faithful Believer, Faithful Believer, False Teacher, Divider, Disguiser

9: Pastor, Watcher, Intercessor, Encourager, Faithful Believer, Faithful Believer, False Teacher, Divider, Disguiser

10: Pastor, Watcher, Intercessor, Encourager, Faithful Believer, Faithful Believer, False Teacher, Divider, Disguiser, Ordinary Deceiver

11: Pastor, Watcher, Intercessor, Encourager, Faithful Believer, Faithful Believer, Faithful Believer, False Teacher, Divider, Disguiser, Ordinary Deceiver

12: Pastor, Watcher, Intercessor, Encourager, Faithful Believer, Faithful Believer, Faithful Believer, False Teacher, Divider, Disguiser, Ordinary Deceiver, Ordinary Deceiver

Host Script and Timing

Keep roles confidential · only announce group results

First night

“Close your eyes. Deceivers, open your eyes and identify one another. Close your eyes.”

Each night: Pastor

“Pastor, silently point to one player to protect. Close your eyes.”

Each night: False Teacher

“False Teacher, select one player to interfere with. Close your eyes.”

Each night: Watcher

“Watcher, choose one player to inspect.” Silently indicate Safe / Suspicious. “Close your eyes.”

Advanced: Encourager

“Encourager, select a player to receive a Faith token.” Award it publicly by day.

Nomination and vote

“Leader, propose the required number of players. Everyone vote simultaneously.” Rejection: Unity −1, rotate Leader, retry same mission.

After approval

Allow Divider to secretly use their once-per-game ability. If Unity reaches 0, game ends now.

Mission and result

Collect secret mission cards and shuffle. Announce success/failure only, never sabotage count. Intercessor can request a replay by the original team here.

Settle and discuss

Record final result, check 3 successes / 3 failures. If game continues, discuss up to 3 minutes, rotate Leader clockwise and begin next night.

Pastor

Watchers

Each night protect one player from the False Teacher’s interfere nce; not the same player on consecutive nights.

Role card / 2.0

Watcher

Watchers

Each night inspect one player. Host returns Safe or Suspicious, applying interference and disguise.

Role card / 2.0

Intercessor

Watchers

Once per game, after the mission result and before discussion, order the same team to resubmit. The second result replaces th e first.

Role card / 2.0

Encourager

Watchers

Advanced module: each night give one player a public Faith tok en; not the same player on consecutive nights.

Role card / 2.0

Faithful Believer

Watchers

No special ability; may submit only Faithful on missions.

Role card / 2.0

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Role card / 2.0

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Watchers

No special ability; may submit only Faithful on missions.

Role card / 2.0

False Teacher

Deceivers

Each night interfere with one player, reversing the Watcher’s res ult if inspected; Pastor protection cancels interference.

Role card / 2.0

Divider

Deceivers

Once per game, secretly lower Unity by 1 after team approval a nd before mission cards are dealt.

Role card / 2.0

Disguiser

Deceivers

First inspection returns Safe; later inspections Suspicious; interf erence may invert this.

Role card / 2.0

Ordinary Deceiver

Deceivers

Knows the other Deceivers; may submit Faithful or Sabotage on missions.

Role card / 2.0

Ordinary Deceiver

Deceivers

Knows the other Deceivers; may submit Faithful or Sabotage on missions.

Role card / 2.0

FAITHFUL

MISSION CARD

Watchers may play Faithful only.

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FAITHFUL

MISSION CARD

Watchers may play Faithful only.

LIGHT & MIST

SABOTAGE

MISSION CARD

Only Deceivers can submit.

LIGHT & MIST

SABOTAGE

MISSION CARD

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LIGHT & MIST

Test Everything

ADVANCED SCRIPTURE

After inspection: Watcher spends one Faith token to recheck; all abilities still apply.

At most 1 per mission

Speak Truthfully

ADVANCED SCRIPTURE

At discussion start, each player speaks for 15 uninterrupted seconds.

At most 1 per mission

Pursue Unity

ADVANCED SCRIPTURE

During discussion: Unity +1, maximum 6.

At most 1 per mission

Ask for Wisdom

ADVANCED SCRIPTURE

Before voting: leader may replace one nominee; team size unchanged.

At most 1 per mission

Quick to Listen

ADVANCED SCRIPTURE

At discussion start: add 1 minute of turn-taking; each player speaks once.

At most 1 per mission

Walk in the Light

ADVANCED SCRIPTURE

After mission reveal: host announces 0, 1, or 2+ Sabotage cards.

At most 1 per mission

Advanced module and notes

Not included in first playtest /

Scripture

Shuffle and reveal 3 shared cards. Encourager distributes public Faith tokens nightly. Spend 1 token to play a shared Scripture card, at most 1 per mission. Discard used cards and refill to 3 if available.

Neutrals

Seeker and Doubter have not been fully defined and are NOT playable 2.0 roles.

Safety

Bluffing applies to consenting fictional role-play only. No player elimination, and no judgment of real-world faith or cha racter. Reveal all roles after the game.

Inspection order

Disguiser determines the base inspection result, then effective False Teacher interference inverts it; Pastor protection cancels interference.

Playtest

Version 2.0 is in development. Test action timing, double sabotage on Mission 4, and Unity decline before final manuf acturing.