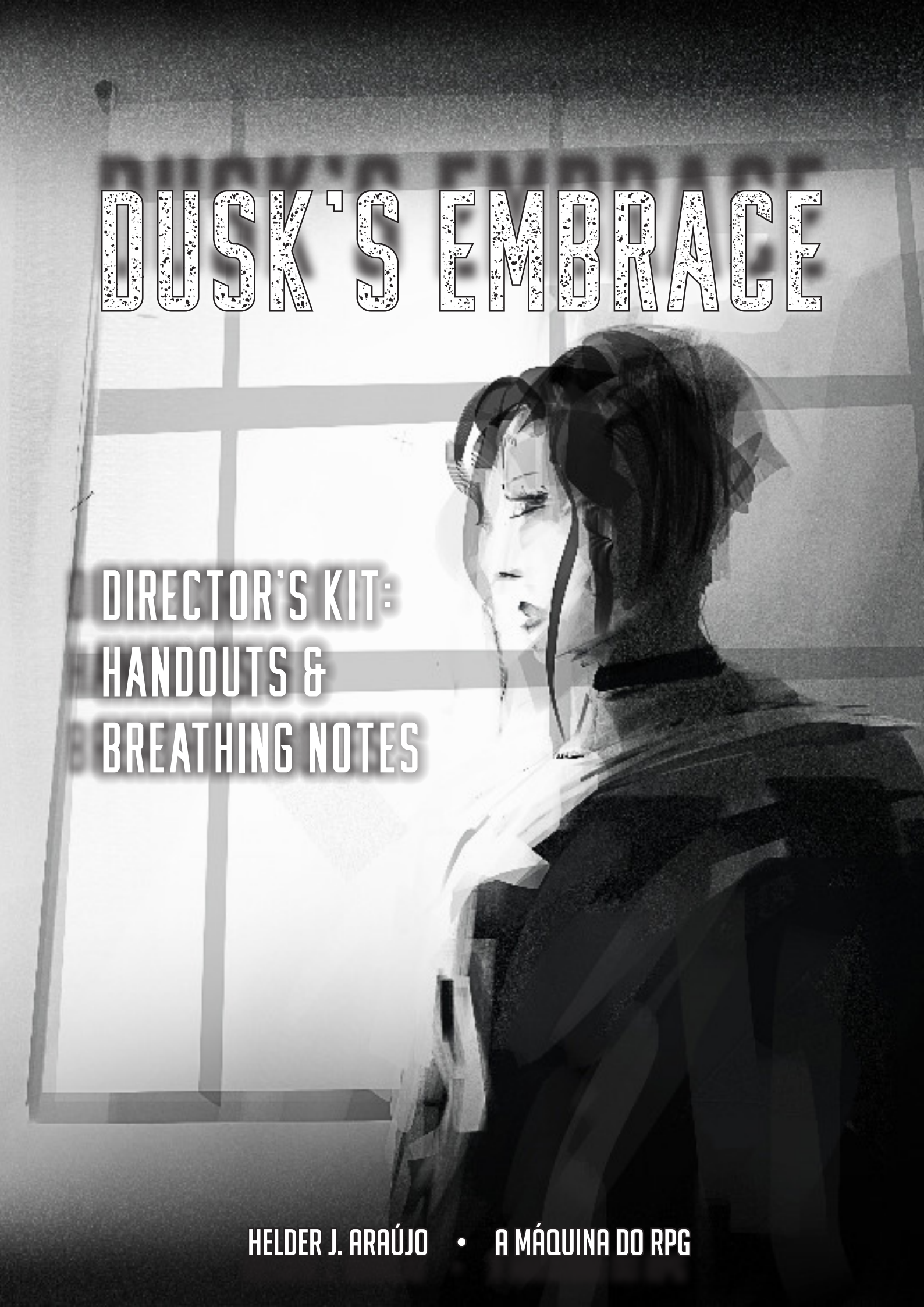
DUSK'S EMBRACE



DIRECTOR'S KIT: HANDOUTS & BREATHING NOTES

HELDER J. ARAÚJO • A MÁQUINA DO RPG

DIRECTOR'S KIT

If you're a Player, stop reading now. What follows is meant for the Director's eyes only. The mystery works best when you uncover it from within, not from the page.

Preparing *Dusk's Embrace*

Unlike a typical *Silent Læke* session — where knowing the rules is enough — *Dusk's Embrace* requires a bit more preparation.

This module assumes you'll learn the rules as you run it. What it does require is having the right materials ready.

Before the session, prepare the following:

- **Character Sheets** and **Main Sheet**
- **Handouts**
- The four **Character Introductions**
- A few **Sheets of Paper** handy to write notes during the session (as referenced throughout the scenario)

These can be printed (for in-person play), kept on hand to show Players, or shared digitally (PDFs).

The *Dusk's Embrace* Cast

Each Player selects one of the four characters: **Alyss**, **Barrin**, **Linus**, or **Marion**.

During the opening Scene at the Diner, **all four are present in the Scene** — including those not chosen by Players.

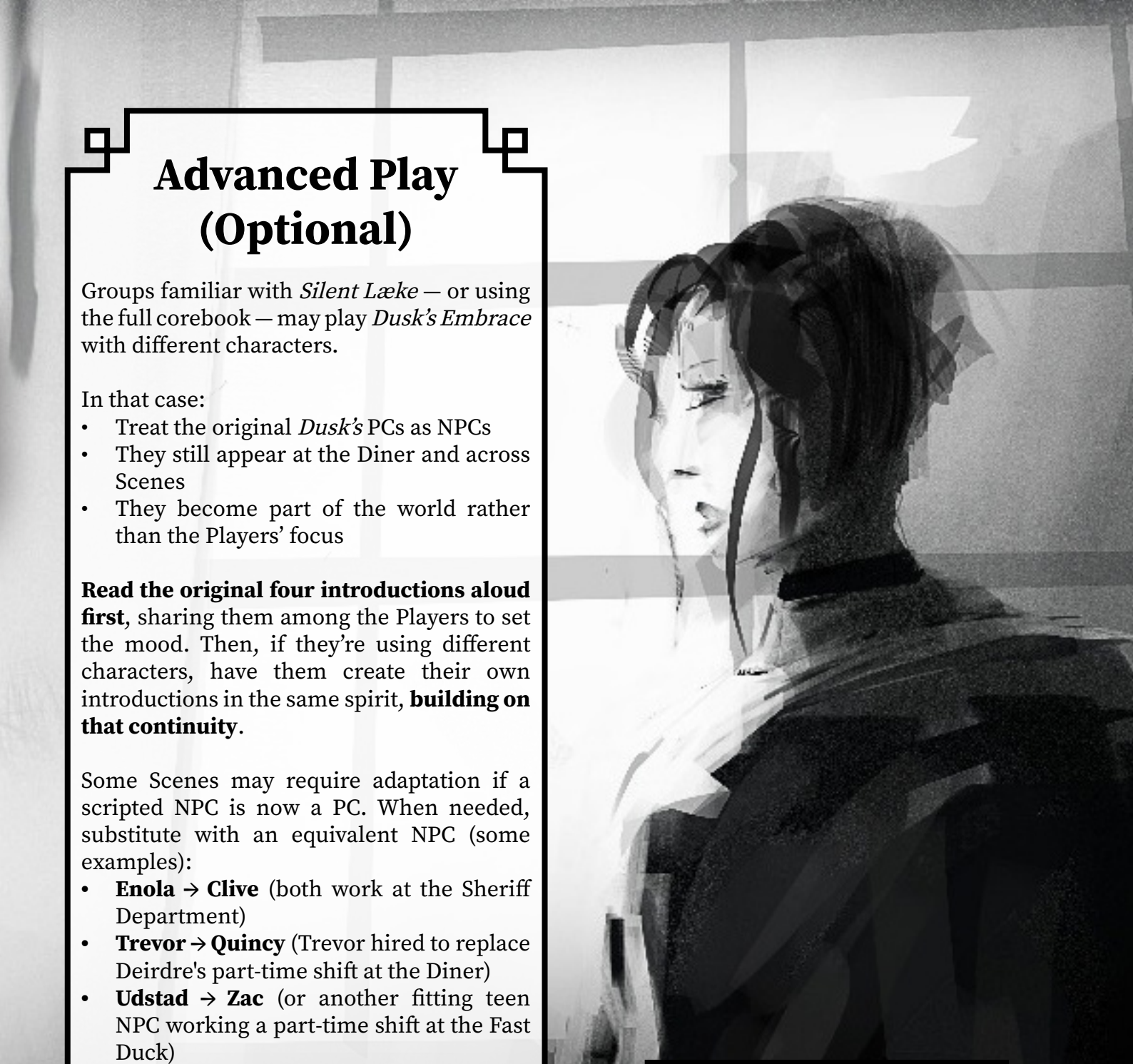
Once the group leaves the Diner, any **unselected characters become NPCs**, pursuing their own investigations across Silent Læke.

They may later reappear in Scenes, just like any other NPC.

Using Stuff Cards

If you're playing with official Stuff cards, use them directly instead of marking on the sheet. This is purely a matter of preference — tactile or minimal.

The mechanics remain the same.



Advanced Play (Optional)

Groups familiar with *Silent Læke* — or using the full corebook — may play *Dusk's Embrace* with different characters.

In that case:

- Treat the original *Dusk's* PCs as NPCs
- They still appear at the Diner and across Scenes
- They become part of the world rather than the Players' focus

Read the original four introductions aloud first, sharing them among the Players to set the mood. Then, if they're using different characters, have them create their own introductions in the same spirit, **building on that continuity**.

Some Scenes may require adaptation if a scripted NPC is now a PC. When needed, substitute with an equivalent NPC (some examples):

- **Enola → Clive** (both work at the Sheriff Department)
- **Trevor → Quincy** (Trevor hired to replace Deirdre's part-time shift at the Diner)
- **Udstad → Zac** (or another fitting teen NPC working a part-time shift at the Fast Duck)

Moments in the Other Side are closely tied to the default *Dusk's* PCs. If using different PCs, treat those encounters as templates and adapt them. Each should include:

- an **enigmatic figure**,
- a **revelation**,
- a difficult **dilemma**,
- a defining choice that grants a **tag** for future play.

The more unsettling and hard to resolve, the better.

Use what feels natural.
The structure holds.

Standard Deck vs. Official Oracle Deck

If you're using the official Oracle deck, use this equivalence to translate standard suits into their in-game equivalents.

♠	Night
♥	Day
♦	Town
♣	Woods
	Tulpa

Helping the Director Breathe

Dusk's Embrace is a guided experience, but it still lives on tension, uncertainty, and consequence. These notes exist to help the Director breathe — to keep the story moving when rules, structure, or pressure begin to weigh it down.

Failing Forward
(Without Going Soft)

If you feel the table is running low on leads, momentum, or simply fun, you may **allow progress after a failure**, as long as the PC **pays a real price**.

The key principle is simple:
failure should hurt — but it shouldn't stall the story.

Example:
Enola's Scene at the High School

If the Scene with **Enola** fails completely, instead of closing the door entirely, you may offer the Player a choice to suffer **one extra consequence**, on top of the usual results of the failed spread:

- **Suffer 1 MH**, or
- **Suffer** a **Condition**, or
- **Discard 1 card from Hand**, or
- **Lose 1 Stuff** (consuming or discarding it without benefit, just loss).

Ask the Player to describe **why** that consequence happens — the frustration, the awkward silence, the humiliation — as Enola leaves the classroom without giving any lead.

Then, as the PC gathers herself, she notices something Enola left behind:
Deirdre's Mapkin, forgotten on a desk.

The PC still failed.
She still paid for it.
But the story moves on.

Example:
The S. L. Kickers Football Field

If the PCs fail the Moxie Scene and miss the encounter with **Daphne** — and you feel the table would benefit from that moment, and you have time to play it — you may apply the same logic.

Charge a consequence (1 MH, a Condition, discard from Hand or losing 1 Stuff).
Then allow the Scene with Daphne to unfold **as if the Moxie had succeeded**.

Again: the PC advances, but wounded.

Always make the cost felt.
Avoid consequences that would immediately kill a PC (such as forcing a third Condition). The goal is tension, not punishment.

Symbolic Stuff, Real Comfort

Silent Læke doesn't shy away from vice. Quite the opposite. Coffee, cigarettes, sugar, late nights — they're part of the texture of the town and of the people who inhabit it.

That said, the *meaning* of Stuff matters more than its literal form. If a Player who's quitting a habit feels uncomfortable with a specific item, feel free to reskin it into something equally symbolic. A Jack doesn't have to be a cigarette — it can be a glass of whiskey, a burned-out lighter, a breath of night air. Pop doesn't have to be soda; it can be anything that fills the same role at the table.

The mechanics stay exactly the same. Only the surface changes.

Silent Læke is not about sanitizing experience — it's about emotional weight. Don't let a literal detail get in the way of that. If a small adjustment helps a Player stay present and engaged, make it without fuss and move on.

About "Dead" Characters

In *Dusk's Embrace*, PCs who "die" are replaced so the session can continue smoothly.
When the group reaches the Other Side, Players keep playing their **replacement characters**.

The original PCs are not gone forever.

They may return in another scenario — or even in the full *Silent Læke* game — where the lingering question of *how they survived* becomes part of the mystery.

Let the uncertainty simmer.
That question is a gift, not a problem.

Managing 3 or 4 Players

Silent Læke **is** designed primarily for **one or two Player Characters**. This is not a hidden assumption: it's built directly into the structure of play. Each Scene has a clear **Protagonist**, the active Player who holds the turn, chooses the Place, and usually decides the type of Scene and the NPC involved.

By default, Scenes are solo. A second PC may join as a **Deuteragonist** (pairing), but that is already the upper limit the system is tuned for. With three or four Players, the game still functions, but some of its sharpness and intimacy are inevitably lost.

That said, if your group truly wants to play *Dusk's Embrace* with **three or four PCs**, here's how to make it work with minimal friction:

- The Director should ensure that **each Player gets roughly the same number of Scenes as Protagonist**, as evenly as possible.
- At any given Scene, **only one other PC may join as Deuteragonist**, and only with the consent of both Players involved.
- If there's no clear agreement, **default to a solo Scene** and move on.
- Players not involved in a Scene are expected to **observe and engage as an audience**, trusting that their turn will come.

Dusk's Embrace explicitly addresses larger tables only in a few key moments — namely the whole **Diner sequence** and the likely **encounter with Vance in the Woods**. Outside of those, managing spotlight with more than two PCs relies on the table's maturity rather than on strict mechanical support.

A group that understands the game's limits — and respects each other's spotlight — will have no trouble watching other Players take center stage and waiting for their own moment. Silent Læke rewards patience, attention, and restraint just as much as action.

Eyeballing Beautiful Darkness

If you don't want to track BD point by point, you may **award Beautiful Darkness by instinct**. At the end of each Scene, give the PC **1 to 5 BD**, based on how intense, costly, or transformative it felt.

Use these guidelines:

- **1 BD** — Failed Scenes, low impact, or any Scene with pairing.
- **2–3 BD** — Normal success, emotional weight, or meaningful revelations.
- **4 BD** — Strong Scenes, high tension, major consequences.
- **5 BD** — **Only** if **all** of the following are true:
  - The Scene was **solo** (no pairing)
  - The Scene was **desperate**
  - The PC **won**

Additional limits:

- **Pairing** Scenes can **never** grant **more than 4 BD** per PC.
- Bonus **BD** from **shared memories** in failed Dialogue should *never* push a PC beyond:
  - **5 BD** (**solo**), or
  - **4 BD** (**pairing**).

Instead, let those memories *justify* awarding the *maximum*.

Trust your gut.
If the Scene left a mark, BD should reflect that.

ANATOMY OF A SCENE

1 – PLACE TO VISIT

- ***Select a Place*** *you have a* ***lead*** *to visit.*
- *Each Place can only be visited* ***once****, unless otherwise indicated in the scenario.*

2 – NPC TO MEET

- ***Select an NPC*** *from those available to meet in this Place.*
- *Define* ***Relationship and its Symmetric.***
- *Each NPC can only be visited* ***once****, but special circumstances cause* ***them*** *to appear in one of your Scenes.*

3 – SCENE TYPE

- ***Choose*** *between* ***Sex****,* ***Violence****,* ***Dialogue*** *or a* ***Moxie*** *Scene, depending on the Relationship and* ***Scene Types available****.*

4 – SPREAD CARDS

- ***Assess difficulty.*** *Always assume* ***normal*** *unless Director says otherwise or Melancholic Horror is 5 (****desperate****).*
- ***Spread cards****.*
- ***Check*** *for* ***mastery*** *and* ***environment****.*
- ***Only then*** *apply* ***consequences****.*

5 – CONSEQUENCES

- *Compare results and find out if you* ***win****,* ***lose*** *or* ***tie*** *against the Director's spread.*
- *Apply the results.*
- *Might earn* ***Stuff****,* ***leads*** *or story items.*
- ***Suffer/heal*** *Melancholic Horror/Conditions.*
- ***Gain Beautiful Darkness*** *(usually 1 to 5).*

RESOLUTION Matrix

Dusk's Embrace

Sex

must **love**

Protagonist **wins ties**

lose?

1. suffer **1 Condition** *or* **lose 1 Stuff**
2. suffer **1 MH**

win?

1. get **lead**
2. pick *one*:
   - get **1 Stuff**
   - **heal Mental** *or* **Social**
   - **heal 2 MH**

Violence

must **hate**

Protagonist **loses ties**

lose?

suffer the **Physical Condition**

win?

1. get **lead**
2. **heal Mental** *or* get **1 Stuff**
3. **heal 1 MH**

Dialogue

love or **like**? get **Stuff** *before* the spread

hate or **dislike**? **desperate** Scene

Protagonist **wins ties**

lose?

Both characters share a memory about their own and/or Deirdre's. **+1 BD** (nostalgic/romantic) *or* **+2 BD but +1 MH** (sadness/resentment) for each participating PC.

then pick **one consequence**:
lose 1 Stuff *or* suffer **1 MH**

then you can **try again** according to your Relationship:
love? 2nd try Sex, Dialogue or Moxie
like or **dislike**? 2nd try Dialogue or Moxie
hate? *must* do Violence Scene *(may flee with Moxie)*

*On a **2nd Dialogue loss**, suffer **2 MH**.*

win?
get **lead**

then

love or **like**?
heal 1 MH *or* **Social Condition**

Moxie

Protagonist **sneaks around a Place** *instead* of engaging with an NPC.

Protagonist gets **caught on ties**

tie?
you get caught by a suspecting NPC

what's your Relationship with the person who caught you?

- **love**? suffer 3 MH
- **like**? suffer 2 MH
- **dislike**? suffer 1 MH
- **hate**? **fight/defend** with Violence *or* **flee** with Moxie

lose?
suffer **1 Condition**

win?

1. get **lead**
2. get **2 Stuffs**

The Old Diary

consult the Oracle

2	**January 1, 1992** - *"The dreams have become more vivid. The shadows by the lake seem to whisper my name. Am I finally hearing the call of the Other Side?"*
3	**January 15, 1992** - *"I found strange symbols carved into the trees near the lake. They seem to radiate a dark energy. I need to investigate further, but I fear what I might find."*
4	**January 30, 1992** - *"My head is full of voices. They tell me to bring blood to the lake. The sacrifice is necessary, but whose blood will it be? Perhaps someone like me, touched by the Other Side."*
5	**February 10, 1992** - *"Today I saw a figure in the mist. It stood on the edge between worlds, its eyes glowing with a light not of this world. Could it be a guardian of the Other Side?"*
6	**February 20, 1992** - *"The lake's water grows darker. The trees whisper ancient secrets and speak of forgotten rituals. There is power here, but at what cost?"*
7	**March 1, 1992** - *"I saw Deirdre today. She seemed fascinated by the same secrets I am uncovering. Perhaps she is also connected to the Other Side. I need to speak with her."*
A	**March 15, 1992** - *"The rituals require the blood of someone connected to the Other Side. Only blood can open the portal.* ***Deirdre's blood*** *will suffice. She is the key."*
⚜	**March 30, 1992** - *"Maledictus est qui legat hoc: 'Sanguis est vita et mors, et per sanguinem veniet mors infinita.'"*
8	**April 10, 1992** - *"The townsfolk are starting to suspect. They don't understand the power we're invoking. They will never understand. They are blind to the dark truths of this world."*
9	**April 20, 1992** *"My hands are stained with blood. I can no longer distinguish between reality and nightmare. Have I already crossed the portal without realizing it?"*
10	**May 1, 1992** - *"The silence of the lake is deafening. Every breath seems to echo in an eternal void. I know I am close to the truth, but the cost is becoming unbearable."*

When the Player decides to read, consult the Oracle, silently read the corresponding entry, look worried, clip it, and hand the Player the correct strip from the Handout to read aloud. All PCs present in the Scene suffer **1 MH** for each entry read—except for *The Latin Curse* (⚜) entry, which follows its own procedures. The Deirdre's blood entry (**A**) also grants **+1 BD**, **on top of the regular BD** awarded at the end of the Scene.

After the first random entry is read (and its effect applied), inform the Players that reading Elias's diary is a small minigame of uncovering a hidden lead. This creates tension between the promise of discovery and the risk of suffering additional **MH**.

Once they find the key clue—that Deirdre's blood is one of the ritual's ingredients—further reading becomes optional. Each additional entry after this grants **+1 BD**, **on top of the regular BD** awarded at the end of the Scene.

my owl has something to tell you

As the character touches the Owl, Alyss's eyes close, and she becomes a conduit for the cryptic wisdom of the owl.

*"In the dance of shadows beneath the moon's tender glow, the threads of fate weave a tapestry both beautiful and haunting. At the crossroads of Silent Læke, where the **fast duck** hums with whispers of clandestine rendezvous, the Owl's feathers carry echoes of secrets buried in oily shadows.*

*Venture into the heart where the Owl's watchful gaze pierces the veils of **life and death**, revealing the intricate dance between the living and the departed.*

The Owl has spoken, and its cryptic song echoes the melody of a tale entwined."



Print and cut ***my owl has something to tell you***. Hand it to the Player if she's Alyss or after the table hears the Owl's message for the first time.

Print and cut ***"Whispers of the Dusk"***. Each time a Player consults the Oracle to read a random entry, cut the corresponding strip and hand it to her. Every entry grants **+1 BD**, **on top of the regular BD** awarded at the end of the Scene.

Yes—it's a massive BD mine. It also normalizes reading entries, making The Latin Curse in the Old Diary far more effective when it finally springs. Mwahahaha!

"Whispers of the Dusk"

Ten cryptic and disturbing quotes from "Whispers of the Dusk" by Elias Dunsley, 1912. Page 17 is missing. **Consult the Oracle:**

A. "In the silent woods, where the shadows dwell, the ancient ones whisper secrets only the brave dare to tell."

2. "The moon's pale light reveals the path to the hidden realms, where souls wander in eternal twilight."

3. "To gaze into the abyss is to invite the abyss to gaze back into your soul."

4. "Beware the silent lake, for beneath its still waters lies a darkness that hungers for the light."

5. "The veil between worlds is thin; one misstep and you may find yourself lost in the echoes of forgotten dreams."

6. "In the heart of the forest, the trees whisper the names of those who will never return."

7. "The spirits of the past linger in the shadows, watching, waiting for their time to reclaim what was lost."

8. "The key to the Other Side lies not in the mind, but in the heart that dares to dream beyond the veil."

9. "Ancient symbols carved in stone, a language forgotten, yet known to those who listen with their souls."

10. "The true nature of reality is but a reflection in the dark waters of the unseen world."

Whispers of Dusk



1. Grimoire Page 17

2. Black Candle

3. Blood of someone who has gone to the Other Side

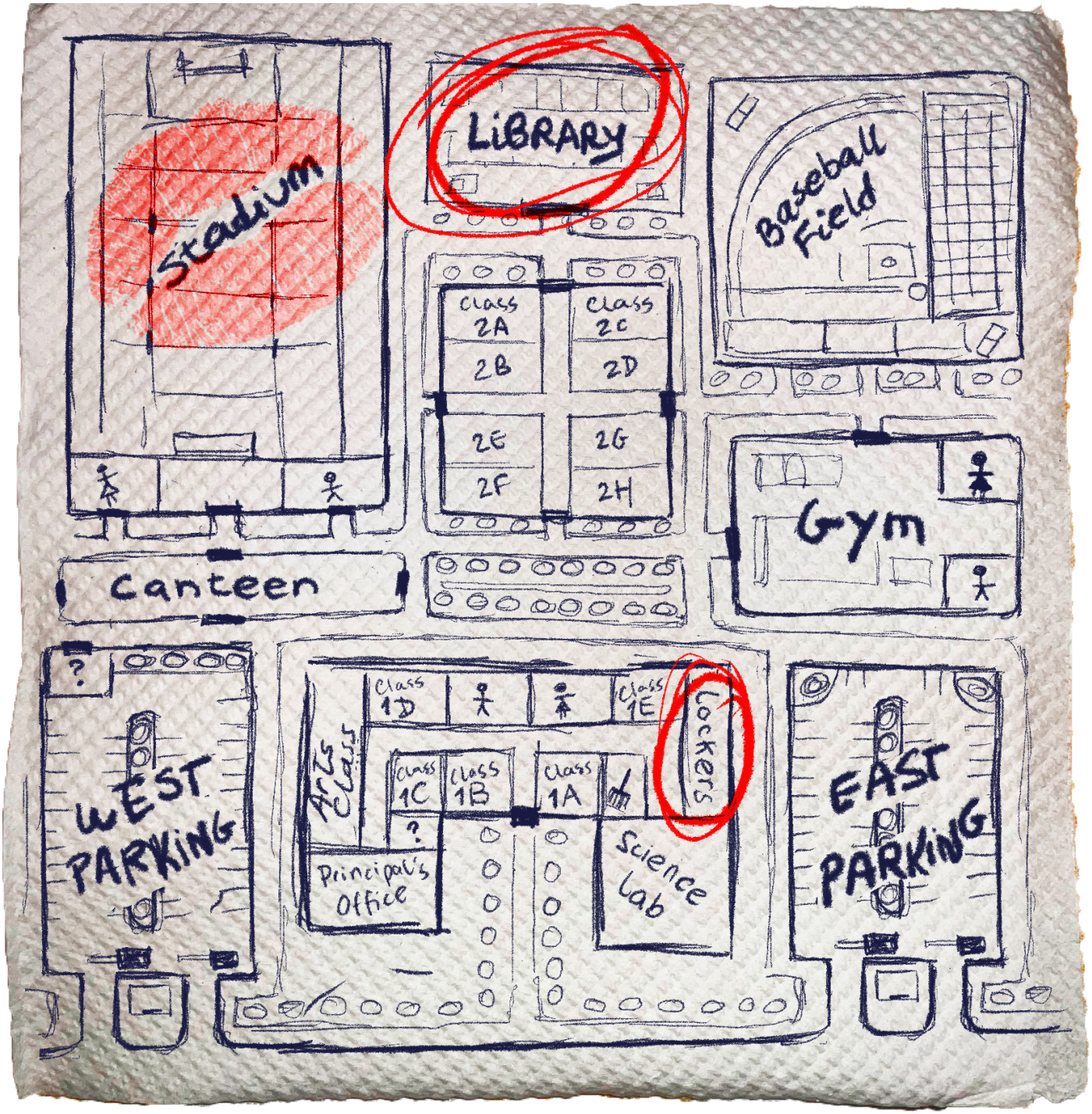
Summoning must occur on a waning moon night.
Turn the page to the South.
Light the candle in the North.
Spill the blood upon the Owl's visage and reveal your DEEPEST, DARKEST SECRET


HOPE THERE IS TIME
Who is in Room
WHO
WHO
WHO
Enola suspects something...
Jax doesn't get it
Should I say something?
Should I bring Barun?
I saw another Deidre
What are we
There are more
Deidre is here
Summoning
There are more
Lines didn't see anything Typical
Hunger?
Barun is watching me
the owl is watching me
HOPE?
This date keeps appearing
15th of May
Everything is ready...
I'm going to do the ritual just before prom
Why is it important?
Yvonne is the best xoxo
I KNOW
I ~~think~~ I saw
Something in the woods
HOPE

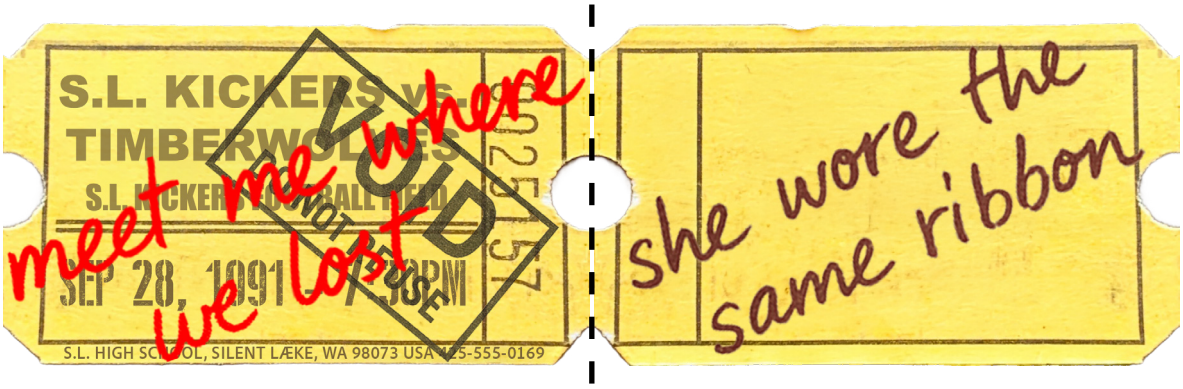
Silent Læke

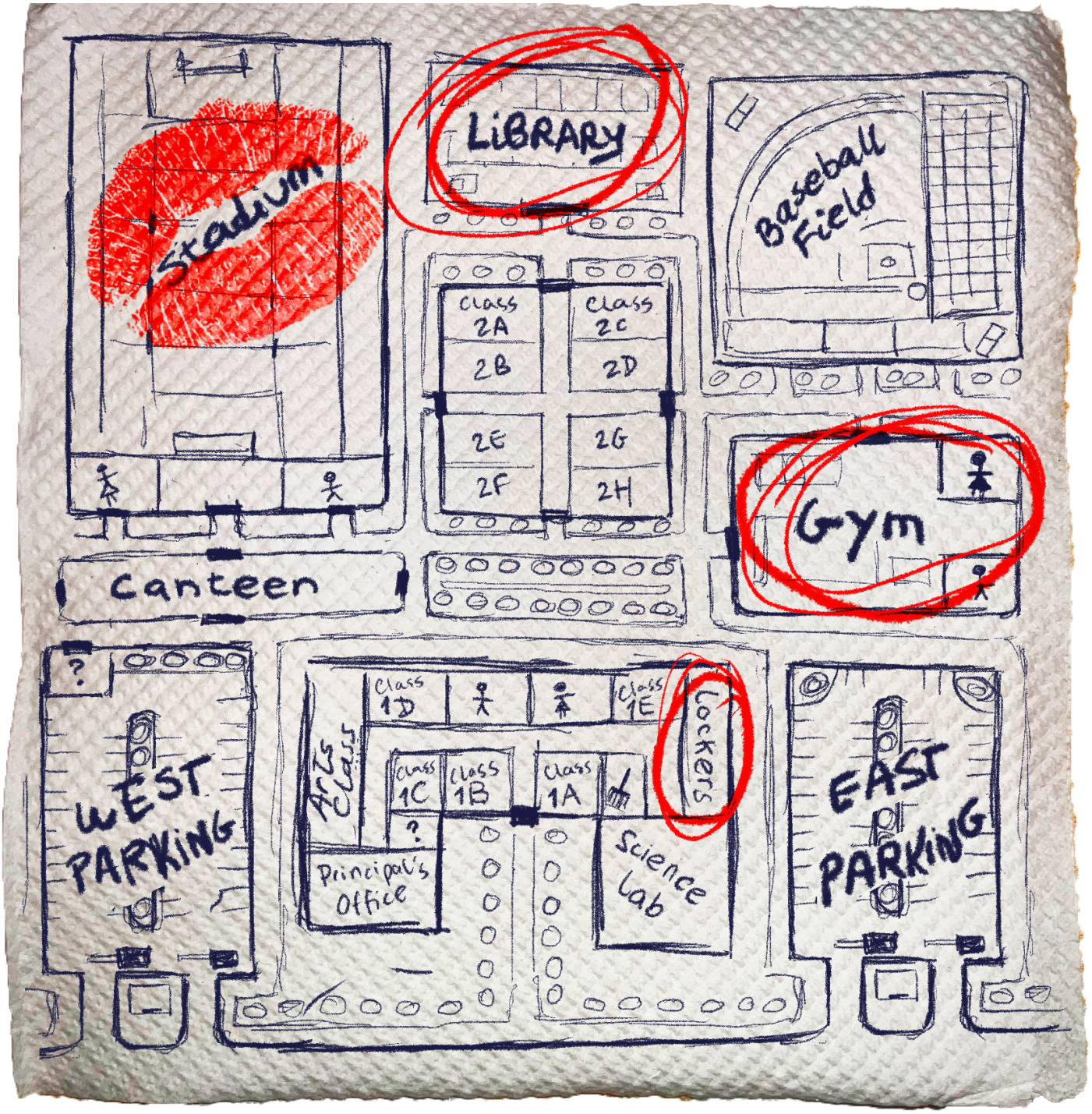
Before the session, the Director should decide whether she intends to run either of the **two optional Scenes** at the High School: **Daphne at the S.L. Kickers Football Field** (Stadium) and/or **Linus** (only if **NPC**) **at the Gym**. You may run Daphne's Scene or both optional Scenes. There's no point in running only the Gym Scene unless the Players skip the Stadium entirely after interacting with Linus.

- If running **Daphne's Scene**, treat the **lipstick mark** as a **genuine lead**. Otherwise, simply tell the Players it's **aesthetic** if they ask.
- For the **Gym Scene**, print and cut the version of the Mapkin in the **next page**—or print both—and use the one appropriate for the table (whether Linus is a PC or NPC and depending on time available). In this case, also print, cut out and glue both halfs of the **ticket** (next page) to form the ticket Linus gives to the PCs at the Gym Scene.



*Deirdre's hand-drawn **Mapkin** of the **High School** (if Linus **doesn't** appear as an NPC).*





*Deirdre's hand-drawn **Mapkin** of the **High School***
*(if Linus **appears** as an NPC and the Director wants to run the optional Scene at the Gym).*