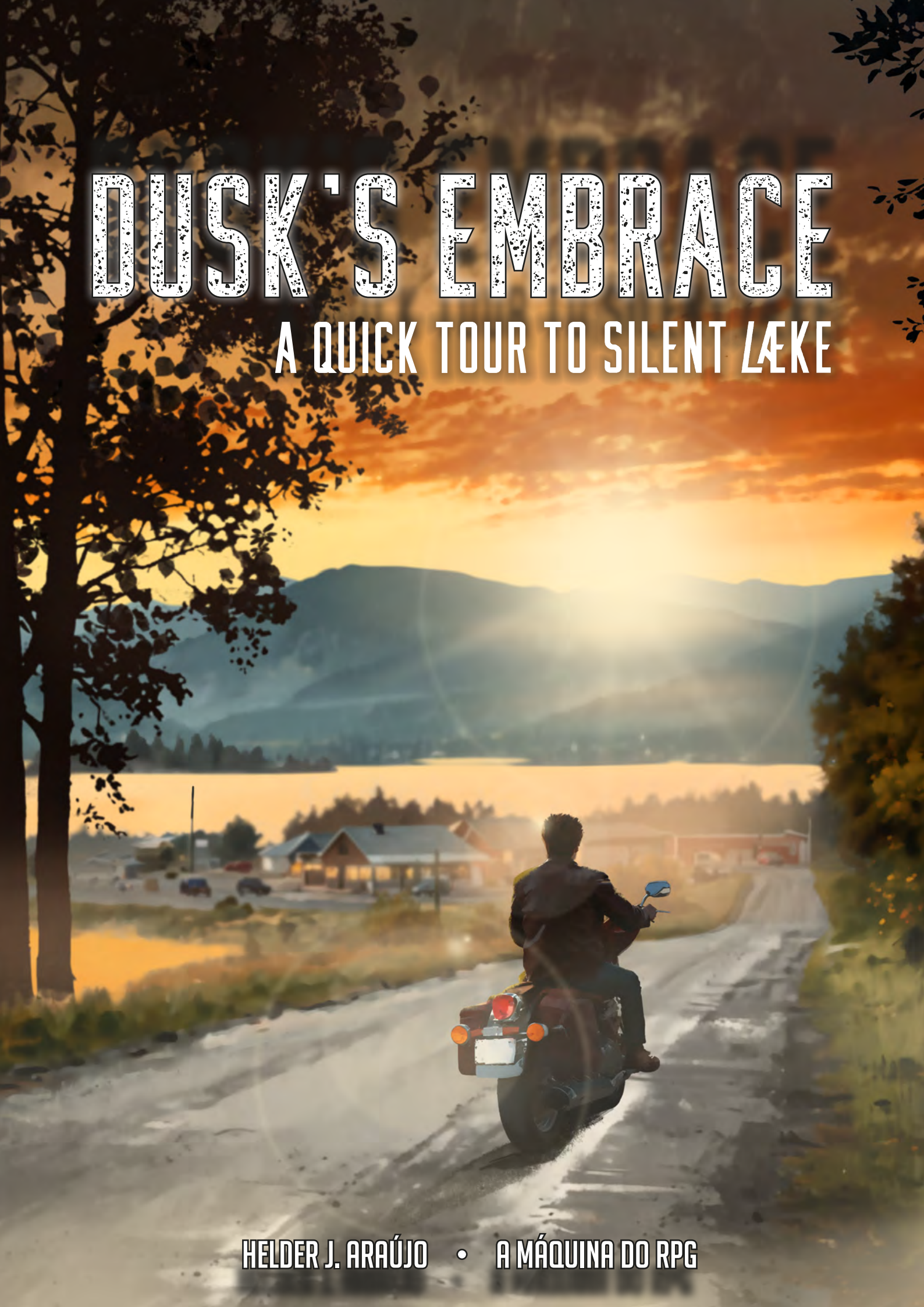
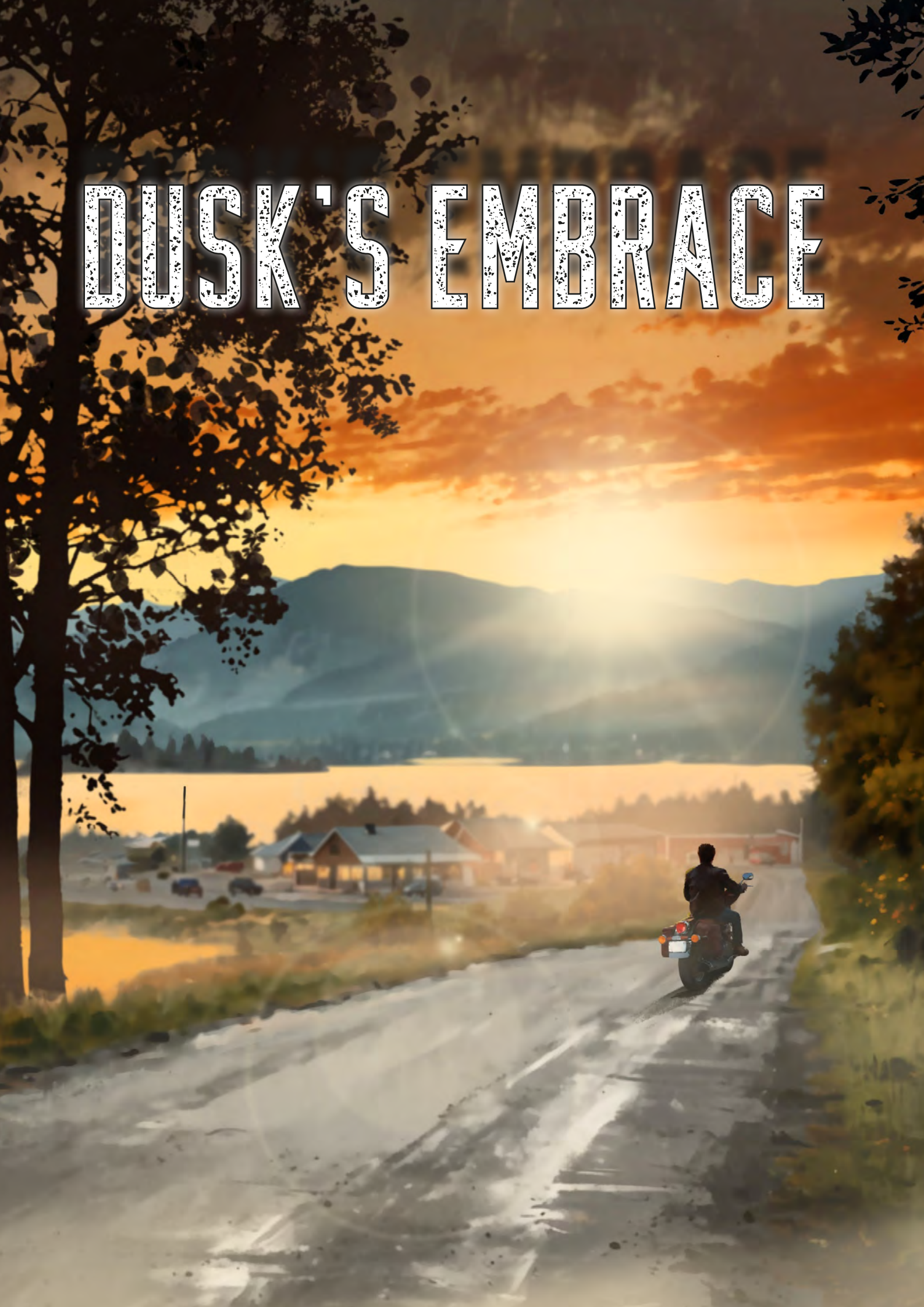

DUSK'S EMBRACE
A QUICK TOUR TO SILENT LÆKE
HELDER J. ARAÚJO • A MÁQUINA DO RPG


BENEATH THE VEIL OF EVENING
SECRETS DANCE


DUSK'S EMBRACE

PLAYING IN A SUPPO

Silent Læke deals with mature themes that may evoke discomfort, offense, or fear among Players. While the game's narrative may explore dark and edgy concepts, it should never compromise the comfort of those at the table. Establishing a supportive play environment begins with mutual respect and open communication.

The Director plays a crucial role in fostering this environment by facilitating discussions about Player boundaries and ensuring that anyone can say *"enough is enough"*. It's important for Players to feel empowered to communicate their limits and to express when they've reached their threshold. Before delving into the game, the Director should clarify the thematic focus, including any elements of horror, tragedy, or violence, and discuss the handling of sensitive topics like murder, abuse, or sexual violence. Establishing clear guidelines on when and how to cut Scenes involving these themes is essential for creating a comfortable space for storytelling.

While individual boundaries may vary, it's important for everyone to respect each other's limits without requiring anyone to explain oneself in detail. Verbal and non-verbal cues should be carefully observed, and any signs of discomfort should be acknowledged and addressed promptly. If someone expresses the need to stop, the game should pause immediately.

Maintaining a supportive play environment is a collective responsibility, with the Director taking the lead. Discussions about boundaries should continue throughout the game as new situations arise, and the Director should work together with the Players to overcome any difficult situations that may occur.



RTIVE ENVIRONMENT

If you need to

WALK AWAY.

WALK AWAY.

No need to explain. Just step back. Breathe.
You can always come back when you're ready.

Roleplaying games are safe

But sometimes, what happens at the table can stir things we weren't expecting. And that's okay.
If anything from the game begins to spill into how you feel outside of it—pause.
Talk to someone. Seek help.
You're more important than any scene or story.



The Director isn't a therapist.
The table isn't a circle of healing.

It's just a place to tell stories—nothing more, nothing less.

Take care of yourself first.

Then—when the dusk clears—come back to *Silent Læke*.

Credits Version 2

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Additional Icons by Lorc, Delapouite and Caro Asercion under CC BY 3.0

***Dusk's Embrace* scenario playtested by**
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Thanks to

João Mariano, whose simple question revealed why quickstarts matter.

Duarte "Cola" Santos, *Silent Læke*'s fiercest believer since the beginning.

NEWBORN GAMES 2023-2026

Inspirations

TV Shows & Movies

Twin Peaks, obviously. But also **True Detective**, **Mare of Easttown**, **The Killing** and **Zone Blanche** for the portrayal of decadent protagonists, heart crushing poetic sadness and the cruel overtones of indifferent dark forests.
Naked Lunch, for the wild ride through the horrors of heroin addiction.
Perfect Blue, for the female angst perspective and paranoia.
Mulholland Drive, for being cool, sexy and not caring much about the plot.

Poetry

From the Tongue of the Serpent - Atlas A. Bathory

Music

String Quartet no. 8 - Shostakovich
Break on Through (To The Other Side) - The Doors
You Doo Right - CAN
Hardly Wait - Juliette Lewis
Forever Failure - Paradise Lost
When Love and Death Embrace - HIM
Fetisha - Orgy
Coma White - Marilyn Manson
Gone With the Sin - HIM
Beautiful Disgrace - Orgy
Teenage Pregnancy - CAKE
Born to Die - Lana Del Rey
My Least Favorite Life - Lera Lynn
She's Gone Away - Nine Inch Nails
Hero - Sevdaliza

Table of Contents

Introduction 8

Lexicon 10

Preparing the session 12

Anatomy of a Scene 15

Character Preparation 16

Stats 16

Dusk's Embrace Player Characters 18

Playing the game 20

Resolution Matrix 23

Summary of the Card Spread 24

Pairing 24

Scene Type Breakdown 28

Sex: A Dangerous Intimacy 28

Violence: Breaking The Silence 30

Dialogue: Secrets in Plain Sight 32

Moxie: Daring the Unknown 36

Consequences *(The Price of Every Choice)* 40

Stuff *(The Things We Carry)* 42

Relationships *(Ties That Bind, Ties That Break)* 44

The Oracle *(The Director's Whispered Ally)* 45

Director's Kit 46

Dusk's Embrace (demo scenario) 54

Appendix: Sheets and Handouts 94

Introduction

Step into the enigmatic realm of **Silent Læke**, a town veiled in the haunting echoes of an unsolved mystery.

The tragic demise of **Deirdre**, once the radiant homecoming queen, has shrouded Silent Læke in an air of sorrow. Amidst the lingering grief, in the aftermath of Deirdre's untimely departure, the streets of Silent Læke hum with subdued conversations, each whispered word a potential breadcrumb in the quest for elusive truths.

Beneath the surface, Silent Læke conceals not only the personal secrets of its residents, but something older, deeper—barely whispered of, even by those who believe. As you navigate the narrow streets and succumb to the allure of the special places to visit, you'll discover that beauty and darkness dance in intricate patterns, creating a tapestry of suspense yearning to be unfurled.

In this town, when dusk settles, the **Charming Saloon Diner** stands as a refuge, its coffee a comforting elixir and the cherry pie a symbol of the intricate layers that define Silent Læke. Embark on this journey to unravel the truth, but tread carefully, for even the most inviting places can harbor secrets waiting to be unveiled.

A quick tour

This document is a condensed version of the ***Silent Læke*** rules, which includes four playable characters and a pre-made adventure. We call it ***quick tour***. Enjoy it, knowing that a complete game experience awaits you in the corebook!

In *Silent Læke*, all **neutral** references use **she**. This choice reflects the game's tone and voice.

Named characters are referred to as either **he** or **she**.

Feel free to adjust the language for your table.

Silent Læke in ***italics*** refers to the name of the **game**.

Silent Læke *without* italics is the name of the **town**.

Silent Læke is pronounced "Silent Lake".





Premise

In this introductory scenario, Players step into the roles of characters entangled in the quiet grief and unanswered questions left by Deirdre's demise. Silent Læke stirs softly — mourning, watching, remembering. But no one speaks plainly.

Uncovering what happened to Deirdre is at the heart of ***Dusk's Embrace***, but this tale reaches further. Whispers linger in alleys and diners. Some say grief twists perception. Others say something else is at play.

Players will portray residents of Silent Læke, each bearing quiet wounds and silent hopes, and each somehow tied to the town's strange charm. Set initially in the Charming Saloon Diner — a haven known for coffee, cherry pie, and stories best left half-told — the characters must wrestle with personal truths while navigating a landscape where memory and reality blur.

Designed as an introduction to *Silent Læke*, *Dusk's Embrace* serves as both a complete story and a prelude to larger mysteries. Most groups will experience it across several sessions, though it can also be played as a long one-shot. Whether tracing the echoes of Deirdre's death or sensing something just beyond the edge of understanding, Players are invited into a slow-burn descent into beauty, sorrow, and the things we almost remember.

Come find the truth.

Before all ~~HOPE~~ is gone.

Access the latest Dusk's Embrace files here.
newborngames.pt/basement/DE

Lexicon

Attribute – A PC's ability in a Type of Scene, rated from 0 to 10.

Beautiful Darkness (BD) – A corruption and experience Tracker ranging from 0 to 5.

character – Any fictional entity, including PCs, NPCs, and extras.

Condition – A Physical, Social, or Mental limitation, locking a card into a slot on the Character Sheet.

consulting the Oracle – Drawing a card from the Oracle to interpret its meaning, triggered event, or decision.

desperate – When a Scene or PC is desperate, the Director draws three cards for the spread instead of two.

Deuteragonist – A PC assisting the Protagonist in her Scene through pairing.

Director – Organizer and facilitator of the game, equivalent to GM/DM in other TTRPGs.

discard – Sending a played card to the Graveyard.

draw (action) – Taking a card from the Oracle for a spread or to the Hand when required.

enemy – Any character who has a hate Relationship with a PC.

environment (check) – Checking if a card's suit matches the Scene's Place suit.

escalate – When a Dialogue Scene shifts into Sex, Violence, or Moxie, or when Moxie escalates into Violence after a tie.

extra(s) – Tertiary characters improvised to enrich a Scene. Never targets of Relationships.

Graveyard – The pile of face-up discarded cards. If a Tulpa appears here, shuffle the Graveyard back into the Oracle.

Hand – Cards held by a Player; maximum three minus Conditions.



heal – Unlocking a card from a Condition slot and returning it to the Hand; or reducing Melancholic Horror.

lead - a clue or hint that directs the PC to the next Place for investigation.

lock – Placing a card in a Condition slot.

lover – Any character with a love Relationship with a PC.

mastery (check) – Checking if a card's value is equal to or lower than the Scene's Attribute.

Melancholic Horror (MH) – A Tracker measuring rising difficulty, from 0 to 5. MH 5 means the Scene is desperate.

Non-Player Character (NPC) – Secondary characters portrayed by the Director. All NPCs are tied to PCs.

Oracle – The main deck: 42 cards (Ace–10, four suits, two Tulpas), no face cards.

pair(ing) – Two PCs contributing to the same spread; one Protagonist, one Deuteragonist.

Place – The setting of a Scene. Several Places across four suits.

Player Character (PC) – A main character portrayed by a Player.

Protagonist – A PC leading her Scene.

Relationship – Defines if two characters love, hate, like, or dislike each other.

spread – The Player playing two cards against the Director's drawn cards.

suffer – Applying a new Condition or gaining Melancholic Horror.

story item – A narrative object with no effect unless accepted by an NPC.

Stuff – Fictional items with immediate or reactive effects.

Tracker – Meters tracking a PC's inner struggles: Beautiful Darkness and Melancholic Horror.

Tulpa – The Joker card in the Oracle.



Preparing the session

This document *assumes* you'll act as the **Director**. To better enjoy *Dusk's Embrace*, it's recommended to read through the entire adventure first for a general sense of the acts. Understanding the mechanics is useful, but feel free to consult them as needed. Mastery of the rules is ideal, but you're not expected to know them all by heart for *Dusk's Embrace*.

The People at the Table

You will be the game's Director, analogous to a Dungeon Master or Game Master found in other TTRPGs. I recommend that you invite one or two friends who seem to have the right morbid-romantic sensitivity for this game to be your **Players**. The less the better. *Silent Læke* is designed to be played by a Director and 1 or 2 Players, but for gameplay demonstration purposes, this *Dusk's Embrace* adventure allows up to 4 Players. In other words, take into account the natural limits of the game (2 Players), but don't be shy about inviting 4 friends if you feel it would be a better experience for you.

The Space You Play In

It's recommend that you reserve a quiet place and a leisurely evening. Any room with a table and space to sit a small group around it will do, as long as you know there will be no interruptions from outside.

Oh, and a **deck of cards**.

The Oracle

Silent Læke uses a deck of cards called the **Oracle**. Yes, you read it correctly —*Silent Læke* uses *cards*, not dice. This is the main game implement. Although an official deck would be ideal, the Oracle can be represented by any standard deck of cards by preparing it according to the instructions that follow.

Preparing the Oracle

Take the deck and remove the Kings, Queens, Jacks and any Joker beyond two.
Use only:

- **Aces** of all suits (4 cards);
- all **cards numbered from 2 to 10** (36 cards)
- **two Jokers**, of different colors (2 cards).

The deck will have a total of **42 cards**.

Oracle Lexicon

The deck reduced to 42 cards according to the preparation mentioned above, we call the **Oracle**.

We call Jokers the **Tulpas** 🃏. More specifically, we call the black Joker the **Black Tulpa** 🃏 and the red (or colored, depending on the deck) the **Red Tulpa** 🃏.

The suit of spades we call the **Night** ♠.
We call the suit of hearts the **Day** ♥.
The diamond suit we call the **Town** ♦.
We call the suit of clubs the **Woods** ♣.

The Sheets

Print the four **Character Sheets** and let the Players choose who they want to be. Each Player will place her Character Sheet in front of her. Print the **Main Sheet** and place it in the center of the table, accessible to everyone.

Reserving the Oracle

Shuffle the Oracle before the session. Place it face down in the space reserved on the Main Sheet.

Start with the Graveyard empty

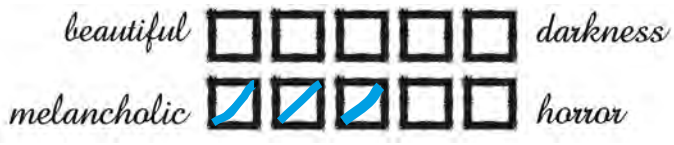
There's a space right next to the Oracle where discarded cards will go after being played. The pile of cards accumulated here is called the **Graveyard**.

The cards placed here are always face up. Every time a Tulpa 🃏 is place in the Graveyard, shuffle the Graveyard into the Oracle and place the full deck in the Oracle's place face down.

And yes, this happens every time a Tulpa 🃏 is placed in the Graveyard, potentially multiple times in a session.

Mark Trackers

Tell your Players to mark (with a /) 3 Melancholic Horror boxes ☐☐☐ on their Character Sheets. Beautiful Darkness starts at zero. That is, with the Tracker empty.

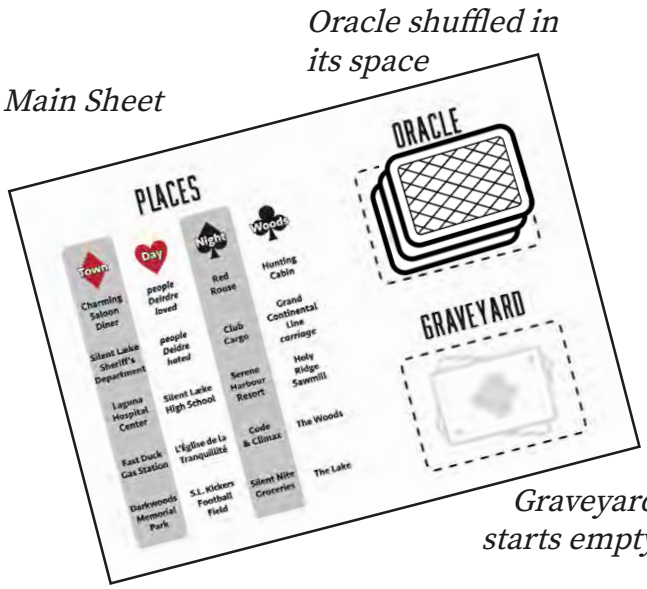


Draw cards

Each Player must draw 1 to 3 Oracle cards into the Hand, according to *"at the start of the game"* in the Character Sheet. Under no circumstances should her Hand be shown to the other Players or Director. Tell each Player to check their Stuff section, indicating that each ☐ means they start with that same Stuff. Not all PCs start the game with Stuff, though.

That's the only way it's beautiful.

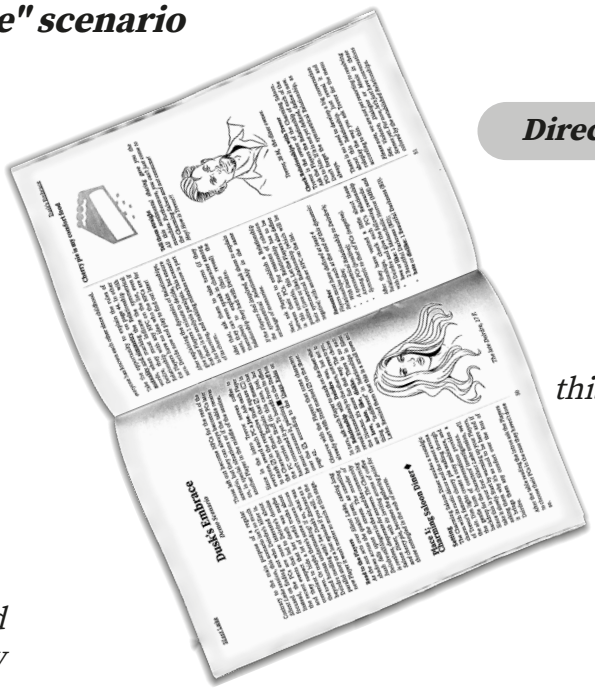
setup example to play the "Dusk's Embrace" scenario



Main Sheet

Oracle shuffled in its space

Graveyard starts empty



Director

this book

starts with three cards in Hand

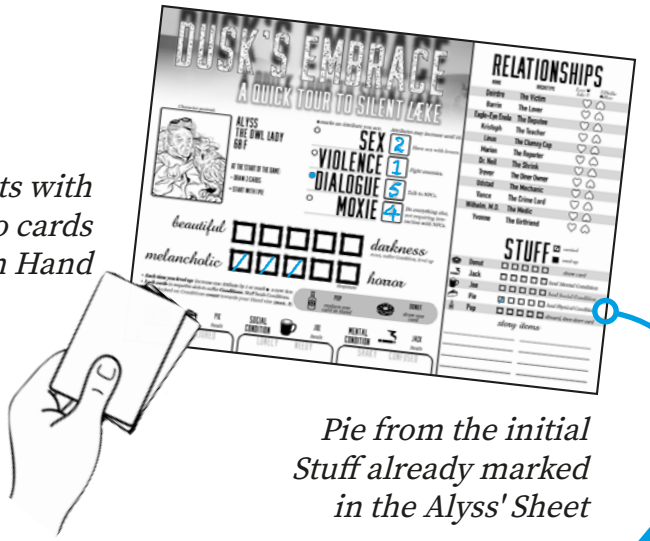


starts without Stuff

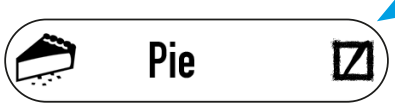
Barrin Player

*Barrin Player preferred using **red** beads to mark Barrin's Trackers*

starts with two cards in Hand



Pie from the initial Stuff already marked in the Alyss' Sheet



Alyss Player

The Time It Takes

Since we've covered the gaming space, let's talk about gaming time. When we talk about "time" in *Silent Læke*, we have to distinguish between **real time** and **fiction time**. A *Silent Læke* session takes around 4 to 6 hours of real time but could represent 3 days in fiction time, for example.

Dusk's Embrace is more flexible. Most groups will complete it in **one long session or two shorter ones**, though tables that enjoy exploring every lead may take longer. **In fiction**, the scenario usually unfolds across roughly **half a day**.

Real time

Plan ahead

Dusk's Embrace is best enjoyed when there is enough time to let its quieter moments breathe. If you're planning to finish it in a single sitting, reserve around **4 to 6 hours**. A little extra time is always welcome.

Minimize interruptions

Silent Læke benefits from focus. A joke, a brief digression, or a moment of laughter won't hurt the experience. Unexpected interruptions, however, can easily break the atmosphere.

If this happens, simply take a minute to recap recent events before returning to the Scene.

Have a break

Somewhere near the middle of the session — or whenever you notice fatigue setting in — take a short break.

It's often helpful to announce this beforehand so everyone knows what to expect. **Fifteen minutes** is usually enough to stretch, visit the bathroom, and enjoy a cup of *Joe as black as a moonless midnight* before returning to the mystery.

Fictional Time

In *Silent Læke*, the passage of fictional time is condensed compared to real-time. While a real-time hour might correspond to only a few hours of in-game time, the whole events of *Dusk's Embrace* unfold from late afternoon into the night.

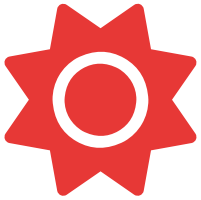
Scene Structure

Unlike traditional TTRPGs where time is often free-form, *Silent Læke* advances through **structured** Scenes led by a **Protagonist**—the PC whose turn it is. Each Scene includes a **Place**, an **NPC** to interact with, and a specific **Scene Type** (Sex, Violence, Dialogue, or Moxie).

However, in *Dusk's Embrace*, the approach is more guided:

- **Starting Place**: All PCs begin *Dusk's Embrace* in a predetermined Place—the *Charming Saloon Diner*.
- **Leads to New Places**: Players can only choose new Places to visit based on **leads** they obtain from prior Scenes. This encourages exploration and progression through the story.
- **Scene Choices**: When multiple Places are available, PCs can either split up for individual Scenes (which intensifies the focus on character development) or visit a Place together—or even **pair** up for a Scene (providing tactical advantages).
- **Multiple Scenes in a Place**: Unlike the broader *Silent Læke* experience, *Dusk's Embrace* allows for multiple Scenes within the same Place, each involving different NPCs. Even if two PCs visit the same Place, they might seek different interactions, adding depth to the narrative. The Director should inform Players of available NPCs and possible Sce-






nes upon entering a Place, allowing for strategic planning.

- **Scene Type Selection**: Most NPCs offer more than one type of Scene. Players must declare the Scene Type when selecting an NPC and roleplay accordingly (e.g., a Sex Scene might be preceded by flirtatious or seductive lines).

Day & Night

While the full Silent Læke *game places significant mechanical emphasis on* ***Day*** *and* ***Night****,* Dusk's Embrace *simplifies this aspect. The entire narrative takes place from dusk into night, making the distinction mostly aesthetic. This streamlines gameplay and allows for an easier introduction to the mechanics.*

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).*

Character Preparation

This is a good section to share with your Players, as it explains to them what the numbers on the Character Sheets mean and therefore helps them make informed decisions. Feel free to share it with them.

You have 4 characters to choose from for this *Dusk's Embrace* adventure, each with a name, age, sex, archetype, stats, and initial cards already defined. The rest, like Relationships, will be revealed as you play. The real fun lies in discovering who your character truly is throughout the game, rather than knowing every detail upfront.

Each Player selects a **Player Character** (**PC**) from the 4 available, each with her own reasons for uncovering what happened to Deirdre. This is the key choice during Character Preparation, as each character has a unique archetype and role.

Stats

There are two types of stats: **Attributes** and **Trackers**. Attributes are similar to *skills* found in other role-playing games and represent how good you are at the related task. Trackers are values that vary greatly and indicate your *state of mind*.

Attributes

Each PC has four Attributes:

- **Sex**
- **Violence**
- **Dialogue**
- **Moxie**

When choosing your PC, look at her Attributes. These can be as high as 10 and as low as 0. Bear in mind though that having Dialogue 0, doesn't mean you can't talk to anyone, just that you don't have a particular advantage in conversations. Contrary to skills found in other games, low Attributes (or even zero) do not restrict actions in the game. High Attributes make the character more robust and capable of acting more often until reaching her breaking point. Low Attributes will make the character reach it more quickly. However, do not restrict yourself from doing what you feel is right just because of a high or low score on a specific Attribute.

Sex

It represents not only the ability to seduce one of your **lovers**, but also to take her to bed. In the fiction, when using Sex, a PC seduces another character, has sex with her and obtains some advantage from it. In terms of rules, Sex is the most powerful action in the game, but also the most demanding. In relation to the setting and atmosphere of *Silent Læke*, Sex is not used because your character loves someone (even if she really does), but because she intends to extract information from that person.

You can only use Sex on characters you love.

In the full game, the PC may die or kill her lover in a Sex Scene. However, this option is outside the scope of Dusk's Embrace.

Violence

You can resort to Violence as a means of extracting information from an opposing **NPC** (**Non-Player Character**). In terms of mechanics, Violence is your second most powerful Attribute and one of the most demanding. Characters you hate are your **enemies**.

You can only use Violence on characters you hate.

As in Sex, in the full game Violence Scenes allow you to kill the NPC, but not in Dusk's Embrace.

Dialogue

When in doubt, Dialogue should be your go-to action. Although it's the weakest of the game, it's the safest, most accessible, and often the most fun.

While Sex and Violence are the big guns, Dialogue is your reliable workhorse—your bread and butter. Dive into personal questions, intense monologues, intimidating glances, or social smoking. Anything more intense falls under Sex or Violence.

You can engage in Dialogue with *any* NPC.

In case of **failure**, Dialogue is the *only* Attribute that allows a **second try**—usually with a new Dialogue spread.

If the NPC is a **lover**, a failed Dialogue *can* **escalate into Sex**, allowing a **second try** with the **Sex** Attribute.

If your PC **hates** the NPC, a failed Dialogue *automatically* **escalates into Violence.** Talking to enemies is risky—hopefully, it won't end in a beating.

Moxie

Moxie stands apart from other Attributes in *Silent Læke*. While most of the game focuses on character interactions, Moxie is used for more covert actions—sneaking into locked rooms, stealing incriminating items, eavesdropping on conversations, and avoiding detection. It doesn't rely on direct NPC interaction, but failure can quickly escalate to Violence or result in serious Conditions.

In Dusk's Embrace, Moxie Scenes are pre-scripted to simplify learning, allowing Players to ease into its unique role in the game.

Ace Attribute

In addition to the values in the Attributes, you may have noticed that each PC has dots ○ before the Attributes, but in one of them is filled ●. This indicates you have a special talent, or **Ace**, in that Attribute. It doesn't necessarily mean it's your highest Attribute, but when using it, any Aces played count as **11** instead of 1 for spreading purposes (though they still count as 1 for Hand refresh procedures).

Fill Attributes and Ace

Write over the *same* numbers onto the Character Sheet, marking the *same* Ace. Update these numbers as the Attributes increase during play.



Example of Attributes of a PC and her Ace. In this case, Sex.

Trackers

There are two Trackers in *Silent Læke*:
Beautiful Darkness (**BD**) and
Melancholic Horror (**MH**), representing your state of mind and your own intrapersonal relationship.

Beautiful Darkness

Central to the game's theme, BD acts as a corruption and experience meter in a single Tracker. **You start the game with the BD at 0** and fill it in (on the Character Sheet) from left to right, based on the consequences of your actions in the Scenes you play.
Whenever the BD reaches the maximum (5), you *clear* the Tracker (delete everything) and two things happen:

- You **add a point** to one of your Attributes *or* assign **another Ace** (paint another ○ dot);
- You **suffer** a **Condition**.

It's nice (but not required) if there is some narrative justification for the Attribute increase or Ace gain, as well as the suffering of the new Condition. **If you gain BD *beyond* 5, resolve Attribute/Ace/Condition as above, clear the Tracker, *then* add the excess.**

Melancholic Horror

MH regulates the overall difficulty in *Silent Læke*. **You start the game with MH at 3.** When all 5 MH points are filled, you become **desperate**, meaning *all* spreads become desperate as long as the Tracker remains full. If at least one desperate spread is used in a desperate Scene, you earn +1 BD at the end of it. This is a great way to accumulate BD, even though it increases the overall difficulty for your PC.

If your MH drops *below* 5, you are no longer desperate.

MH is capped between 0 and 5. When it reaches **5**, you **suffer a Mental Condition** (if you don't already have one). When it drops to **0**, you **heal** your **Mental Condition** (if you have one).

Remember:

- **5 MH** points mean you are **desperate**;
- any other value (**between 0 and 4**) means **you're not**.

Dusk's Embrace Player Characters

Alyss, the Owl Lady



Alyss, an enigmatic 68-year-old figure, is often spotted in the woods, accompanied by an unnamed owl she claims carries a message. Reclusive and mysterious, Alyss is a constant presence at the Charming Saloon Diner. Her penetrating gaze and the ever-present Owl create an aura of mystique, drawing both curiosity and unease from the townsfolk. Rumors swirl around her connection to the unknown, and the Owl's purported message becomes a focal point of interest, especially in the wake of Deirdre's tragic demise.

Starting Attributes
Sex 2, Violence 1, Dialogue 5 (Ace), Moxie 4

Starting Hand: two cards.

Starting Stuff: one Pie.

Barrin, the Lover



Barrin, a 16-year-old emo biker (before *emo* was even a thing!) with a melancholic disposition, is Deirdre's secret lover. Unaware of her double life, he perceives her as the perfect schoolgirl with straight As. Following Deirdre's death, Barrin becomes reclusive, haunted by their short-lived affair and displaying signs of deep emotional distress. In the mystery surrounding Deirdre's secrets, Barrin seeks answers to the questions that torment him. The unspoken pain and longing in his eyes hint at a profound connection to the unraveling tragedy.

Starting Attributes
Sex 6 (Ace), Violence 2, Dialogue 1, Moxie 3

Starting Hand: three cards.

Starting Stuff: none.

Linus, the Clumsy Deputy



Linus, the bumbling 39-year-old deputy, brings an unintentional comedic element to the Silent Læke Sheriff Department. Despite his clumsiness, Linus is loyal to Sheriff Clive and ready to assist in the investigation. His distinctive appearance, walrus moustache and a round belly, is a source of amusement for the townsfolk. However, beneath the clumsiness lies a genuine desire to contribute meaningfully. Linus's involvement in the investigation unfolds a compelling narrative of redemption and unexpected heroism.

Starting Attributes
Sex 1, Violence 2, Dialogue 3, Moxie 6 (Ace)

Starting Hand: one card.

Starting Stuff: one Donut and one Pie.

Marion, the Reporter



Marion, a 31-year-old eccentric reporter, has this unconventional style that reflects her conspicuous personality. Known for her fearless pursuit of captivating stories, Marion sees the mysterious murder of Deirdre as the opportunity to secure the story of her career. Her determination to uncover the truth, coupled with a penchant for dramatic flair, adds an element of suspense and unpredictability to the unfolding investigation. Marion's journey becomes a quest for justice and journalistic triumph in the eerie backdrop of Silent Læke.

Starting Attributes
Sex 3, Violence 1, Dialogue 6 (Ace), Moxie 2

Starting Hand: three cards.

Starting Stuff: none.

Playing the game

Silent Læke has a *clear* narrative structure, where Players know *exactly* when a Scene begins and ends. **Most Scenes are resolved with a single card spread.**
It's recommended to use the same cards as shown in the examples, to simulate the moves and better understand the rules. Mechanically, Silent Læke is closer to Blackjack than to traditional TTRPGs.

Hand

The **Hand** is composed of the playing cards that the Player has (supposedly in her hand). Of course, the Player can place the cards on the table, as long as it is clear that those cards in front of her *are* her Hand, and they *must* be *face down*. **Under no circumstances should the Player reveal her Hand before playing the cards.**

Order of Play

The **Director chooses** which Player goes first. That **Player becomes the** first **Protagonist,** then play usually proceeds **clockwise**. *For a thematic touch, begin with the youngest girl at the table, seated to the Director's left; if none, choose the youngest lad instead.* Keeping the same order throughout the game is recommended, but not required.

Spreading cards

The score of an **Attribute** serves **two purposes**:
- **Adds** to the numeric total of the respective card **spread**;
- Allows drawing from the Oracle for each card that has a score **equal to or lower** than the Attribute you are spreading for.

There are two types of spreads: **normal** and **desperate** (hard). The Director *must* inform the Player *if* a spread is desperate.

Spreads are **always** normal *unless*
- stated otherwise or
- *if* the character's Melancholic Horror is at 5.

Whenever a card spread is needed (usually once per Scene)**, the Player plays two cards against two cards** (usually) **from the Oracle drawn by the Director.**

The Player can use **any** combination of two cards from her Hand or the top of the Oracle deck.
For instance, she can play one card from her Hand and one from the Oracle.

The Player adds her PC's Attribute related to the Scene Type to the total value of the two cards played.
For example, if the PC has Dialogue 5, she adds 5 to the total value of the cards.

The Player's total is compared to the Director's spread, which will always consist of two or three cards. *No* additional value is added to the Director's spread; it comes purely from the Oracle.
The Player *always* plays exactly two cards, and the Director *always* draws from the Oracle for her spread. **The Director has no Hand.**

So once again, each Scene is resolved with a single card spread of:

Player's two cards from Hand/Oracle + Atribute
vs
Director's two/three cards from the Oracle

Mastery Check

After spreading your two cards (but *before* the Director draws from the Oracle), check if either of them is equal to or lower than the Attribute being tested. If so, *immediately* draw a card to your Hand. If *both* cards check for mastery, draw *two* cards. A savvy player (and a bit lucky) can play several Scenes while keeping a full Hand, always using cards within her mastery. This represents the PC's mastery of the Attribute and her effort not to exert more than necessary.

Only cards drawn from the Hand allow mastery checking.

Cards drawn by the Player from the top of the Oracle are *never* subject to mastery checking, even if their value is within the Attribute.

Ex.: Jojó enjoys the idea of portraying Barrin, the loverboy and using sex as a means to get his way. Distressed by the loss of Deirdre, Barrin finds comfort in the arms of Yvonne (NPC) and both teenagers end up in a hot Sex Scene in one of the locker rooms in the Silent Læke High School.

Jojó plays two cards from his Hand: a 6 of Woods♣ (checks mastery) and an 8 of Day♥ (doesn't). Barrin has Sex 6, which means Jojó draws a card from the top of the Oracle into his hand.

If Barrin had (for example) Sex 8, Jojó would draw two cards, one for each card that verified mastery.

Environment Check

After checking mastery (or at the same time, once you're more experienced), verify if any cards in your spread *match* the environment of the Scene's location. If they do, immediately draw a card to your Hand. This represents the PC's inspiration and insight into her surroundings, showing her ability to act in harmony with the environment. Being adaptable is crucial for maintaining the size of your Hand. Just like with mastery, if *both* cards match the environment, draw for *each*.

Only cards played from the Hand allow for environment checks.

Cards played by the Player from the top of the Oracle are *never* subject to environment checks, even if they share the same suit as the location where the Scene unfolds.

Example (continued): To check the environment, Jojó observes that Silent Læke High School is a location of the Day♥ suit. The 8 of Day♥ in his play checks the environment!

This way, Jojó can draw a card from the Oracle. Jojó was clever! He used a card within his mastery (Sex 6) and another that matches the environment (Day♥). Thus, he spent two cards but drew two from the Oracle, maintaining the size of his Hand.

Double Draw

Always check and resolve one card at a time. The Player chooses which card to check first. If a single card allows the Player to draw two cards (for example, if the same card checks *both* mastery *and* environment—this is called a **double draw**), the Player keeps *one* of the drawn cards in her Hand. The Player then decides whether to place the *other* card on the top *or* bottom of the Oracle.

Example: Cola is playing as Marion, the eccentric reporter, she's at the Serene Harbour Resort, in a Scene where she's confronted by Sheriff Clive (NPC) who spots her snooping around. Marion knows that Clive cannot reveal details of the ongoing investigation, but Silent Læke is a small town where everyone knows each other, and informality reigns. Cola decides that the Scene will be a Dialogue, allowing Marion to try to manipulate Clive to extract some information.

Marion has Dialogue 6. Cola examines his Hand and decides to play two cards: one from the Hand (5 of Night♠) and one from the top of the Oracle (Ace of Night♠). Both cards are within mastery (the Ace always counts as 1 for checking purposes), but since the second card was played from the top of the Oracle, Cola disregards it for checking. The card played from the Hand (5 of Night♠), however, is valid for mastery check. Cola also realizes that the same card checks the environment, as Serene Harbour Resort is a location of the Night♠ suit. In other words, this card triggers a double draw! Cola draws two cards, chooses one for his Hand, and the other to put back into the Oracle (his choice, either on top or at the bottom).

It's possible to trigger a double draw with *both* cards played, in the rare case that both cards check mastery *and* environment. In this case, resolve one card first to handle its double draw, and then resolve the other. The Player chooses the order in which to resolve the cards.

Result Calculation

Cards have a value between 1 and 10. Aces count as 1 unless the PC is using the Attribute she Aces (filled dot ●). In that case, the Ace card will be counted as **11**. Add up the values of the cards plus the Attribute in use.

Example (continued): After checking the mastery and environment, Cola calculates his result. At this point, he realizes that Marion has the dot painted on Dialogue in her Character Sheet. In other words, the Ace is worth 11 for counting purposes!

Cola calculates:
5 of Night♠ + Ace of Night♠ (11) + Dialogue 6 = 22

The Director has not yet drawn the cards, but Cola already foresees that this Dialogue Scene is in the bag!

Adding the Attribute score to a play makes the Attribute relevant when used. Playing a card with a value equal to or lower than the Attribute prevents the character from getting exhausted when acting in Scenes where she excels.

The Director then draws two cards from the top of the Oracle. If the spread is *desperate*, the Director will draw *three* cards. The values of these two or three cards are summed.

Tulpas in play

- **When a Player plays one or two Tulpa** cards (from either the Hand or Oracle), *both* cards in the spread have a value of zero. **Only the PC's Attribute counts.**
- **When the Director plays a Tulpa** (always from the Oracle): **It counts as 10** and zeroes the Player's *highest* card. The Player only counts the Attribute and the remaining card. If the Director plays both Tulpas, each is worth 10, and both of the Player's cards are zeroed, leaving only the PC's Attribute.

NPCs have no Attributes and *never* add anything to the results of the cards. NPCs *don't* Ace anything, so Aces always count as 1 for them.

Example (continued): Cola's confident smile disappears as the Director reveals the Tulpa card that zeroes his highest card (Ace, 11 points) followed by a 2 of Woods♣. Cola and the Director compare the final results:

Marion (Cola): 5 + 11(0) + 6 = 11
Clive (Director): Tulpa (10) + 2 = 12

Marion lost. Cola curses! If it weren't for that damn Tulpa, Marion would have dominated the Scene! Cola learns that no matter how powerful a PC is in Silent Læke, a Tulpa can always appear to turn the result around!

Spreads comparison

The core of the mechanical resolution usually relies on a single spread of cards. It's less about the number of spreads and more about interpreting the results. In simple terms, it works like this:

- **If the Player's score is higher** – the PC achieves her goal.
- **If the spread is a tie** – the PC loses ties in Violence but wins those in Sex and Dialogue. Moxie ties trigger a special outcome.
- **If the Director's score is higher** – the PC doesn't achieve her goal, but the story progresses with consequences for the PC.

On the next page, you can consult the **Resolution Matrix**. This simplified version was adapted for *Dusk's Embrace* and will help you assess the possible benefits and risks of each type of Scene even before making a spread.

After resolving a spread, discard all cards from it to the Graveyard. If at least one Tulpa has been revealed in the spread, this is the moment to shuffle the Graveyard back into the Oracle (after all discards for this round).

Tulpa in Hand

If a Player has a Tulpa in Hand, it is **always** a disadvantage for the PC. Playing even one Tulpa makes both cards in the spread worth 0, leaving only the Attribute to count for the tally. The other card can still check for mastery and environment, but its value remains 0. The Tulpa itself cannot check for mastery or environment, as it doesn't belong to any suit.

Suggestions for handling a Tulpa in Hand

- If you suffer a Condition, lock the Tulpa in the respective slot on the Character Sheet—it's useless in Hand.

- You can also use Pop to discard the Tulpa from Hand and draw a new card from the Oracle.

Once the Tulpa moves to the Graveyard after healing, shuffle the Graveyard back into the Oracle as usual.

RESOLUTION Matrix

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*** (pick ***two*** **in a *tie***):
   - get **1 Stuff**
   - **heal Social**
   - **heal 2 M**

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**

Summary of the Card Spread

1 - Assess Difficulty
- **Normal**: Director will draw two Oracle cards.
- **Desperate**: Director will draw three Oracle cards (if PC has Melancholic Horror at 5 or the Scene is set as desperate).

2 - Player Spread
- The Player spreads two cards (any combination from Hand or Oracle).

3 - Mastery Check
- For each card equal to or lower than the PC's Attribute.

4 - Environment Check
- For each card matching the Place's suit.

5 - Card Draw
- For each positive mastery *or* environment checks, draw from the Oracle.

6 - Double Draw?
- If the same card checks *both* mastery and environment, draw two cards for it.

7 - Resolve Double Draw
- In the case of a double draw, **keep one card in Hand**; **place the other** on top *or* bottom of the Oracle.

8 - Director Spread
- The Director draws two cards from the Oracle (or three in a desperate Scene) and lays them on the table to oppose the Player's spread.

9 - Check for Tulpas on both spreads.
- If a Player plays one or two **Tulpas**, both cards in the spread are reduced to 0, and only the Attribute counts.
- If played by the Director, a **Tulpa** counts as 10, and zeroes the Player's highest card.

10 - Player adds PC's Attribute to her spread's total value.

11 - Director sums the values of her **cards** (two, or three if desperate).

12 - Compare Results
- **Win**: Player's total is higher; PC succeeds.
- **Tie**: PC wins ties in Sex and Dialogue; loses ties in Violence. Moxie ties trigger special outcomes.
- **Lose**: Director's total is higher; PC fails, but the story advances with consequences.

13 - Apply Results
- Incorporate outcomes into the narrative.

14 - Discard
- Discard all cards to the Graveyard. If a **Tulpa** is present, shuffle the Graveyard into the Oracle.

Pairing

In *Dusk's Embrace*, each Scene primarily focuses on the Protagonist—the PC currently taking her turn. However, that doesn't mean the Protagonist must face the Scene alone. If two PCs find themselves in the same Place, they may choose to **pair** up for the Scene. *Note: unlike the full Silent Læke rules, pairing in this demo requires characters to be in the same Place.)*

How Pairing Works
- **Invitation:** The Protagonist may invite **one** PC in the *same* Place to pair as Deuteragonist; the invitee can accept or decline.
- **Requesting to Pair:** Alternatively, another Player, also in the *same* Place, may request to join the Protagonist's Scene. The Protagonist has full discretion to accept or decline the request.
- **Final Decision:** Pairing is limited to just *two* PCs—the Protagonist and the Deuteragonist. If more than one Player requests to join, the Protagonist chooses which, if any, will participate. **The Protagonist's decision is final**, and there shouldn't be any discussion about why a pairing would be "cool"—everyone will have her turn in the spotlight.

For groups with four Players, it's possible to have two pairs in different Scenes within the same Place or in different Places entirely. Pairing enriches the interaction between characters, whether it's to help each other achieve a goal or to introduce potential conflict, while maintaining the narrative's focus.

Mechanics of Pairing

- **Card Spread:** Instead of a single PC playing two cards, *each* PC in the pair plays *one* card for the *same spread*.
- **Attribute:** Use the Protagonist's Attribute to calculate the final spread and *her* mastery check. The Deuteragonist's Attribute is used *only* for her own mastery check.
- **Aces:** Aces have *individual* significance. The Protagonist's Ace only counts as 11 for the Protagonist using her Ace Attribute. The same applies to the Deuteragonist if she plays her Ace Attribute in the Scene.
- **Stuff:** Stuff bought by discarding cards (in Places that allow it) is done individually. However, Players may choose to offer or trade Stuff between themselves. Stuff offered by an NPC in Dialogue Scenes goes to *each* PCs the NPC *likes* or *loves*. Stuff obtained in Sex Scenes goes to each PC (since it's only possible a pair to have Sex with an NPC that *both* love).
- **Consequences:** Negative consequences apply to both PCs, as do positive ones.
- **Beautiful Darkness:** Beautiful Darkness is calculated as if it were for a single PC, but then each PC in the pair receives **one point less** than the total.
- **Desperate Difficulty:** If *either* PC is eligible for desperate difficulty (e.g., one has MH at 5 or another circumstance that makes the Scene desperate), the Scene is considered desperate *for the pair*.

Example: Barrin (Played by Jojó) is trying to get some leads at the diner. Director Diana already told Jojó that the Scene is set for a Dialogue with Trevor. It's Barrin's turn, so he's the Protagonist of this Scene. Cola (playing Marion) asks to pair as his Deuteragonist, to which Jojó agrees. Both believe that Trevor might have more information about the mysterious figure seen near the Woods. They hope to extract valuable information.

Diana (Director): The diner's usual warmth feels slightly off tonight. The clatter of dishes in the kitchen fades into the background as you approach Trevor, who's wiping down the counter with a practiced, yet distracted, motion.

Barrin (Jojó): I nod at Marion, signaling her to let me take the lead. I approach Trevor with a casual smile. "Hey Trevor, we've been hearing some strange stories about that figure near the Woods. Got anything to share?"

Marion (Cola): Marion steps in, giving Trevor a look of gentle persuasion. "Come on, Trevor, we know you hear things. Anything you could tell us might help clear up this mess."

*Diana (Narrator): Trevor looks up, his eyes narrowing slightly as he sizes you both up. "You two aren't here just for the coffee, huh?" Consulting the rules, Director Diana notices that at the beginning of a Dialogue Scene with an NPC whose Relationship with the PC is **like**, the NPC **offers Stuff**. So, she asks Jojó and Cola:*

"You two are pairing up, right? What's the Relationship you each have with Trevor?"

Barrin (Jojó): As we are pairing up, do we both have to have the same Relationship with him to start Dialogue?

Director (Diana): No, no. In the case of Dialogue, each PC in the pair can have her own Relationship with the NPC, even different.

Barrin (Jojó): Okay, so... Barrin dislikes Trevor.

Jojó marks a / in the inverted heart (since it is a negative Relationship) corresponding to Trevor in the Relationships list on his Character Sheet.

Marion (Cola): Oh, but Marion likes him. So how are we?

Director (Diana): Here we go, calm down, hehe!

Assuming the PCs' different Relationships with Trevor, Diana incorporates them into her roleplay... Diana changes her gaze and imitates a male voice, assuming a friendly attitude towards Cola.

Director (Diana): "Here, my dear." He gives you a Joe. "It's on the house."

With a ☑ Cola marks Joe on Marion's Stuff list.

Barrin (Jojó): So what about Barrin, the fuck?! Is he ignored?!

The whole table laughs at Jojó's impulsive indignation. Without breaking character, Diana continues.

Director (Diana): "Can I get you anything, Barrin?" He cleans the counter and doesn't even look you in the eye.

Barrin (Jojó): Barrin avoids appearing stingy and displays a subtle tone of demand with "Yes, Mister. A coffee and a donut.", without saying please. And I now discard a card to get two Stuff: a Joe and a Donut. I can, right?

Director (Diana): Yes, the diner is one of the Places where you can do this.

Jojó discards a card from Hand to the Graveyard, marks Joe on the Sheet with a ☑ and then says to Cola...

Barrin (Jojó): Look, you can keep this Donut, as you already only have one card in your Hand.

Marion (Cola): Hey, that's cool! It'll work out here...

Director (Diana): Okay, the part about giving the Stuff at the beginning of the Dialogue is done. So, Trevor looks you both in the eye "Alright, I've heard some things... but it's not exactly safe to be asking questions around here."
Ok guys, let's spread cards! As Barrin ***dislikes*** *Trevor, the Dialogue Scene is* ***desperate****. As a pair, each of you plays a single card.*

Barrin (Jojó): But I'm the Protagonist.

Director (Diana): Right, which means that your Dialogue is the Attribute that will add to the final result for both of you. Oh, and the diner is a Town♦ Place!

Jojó plays a 5 of Town♦ from his Hand. Cola has a single shitty card in his Hand, so he decides that Marion consumes the Donut Barrin just gave her, allowing Cola to draw a card from the Oracle. He does, but the drawn card is also weak, leaving him with two bad cards in Hand. So he decides to play a card from the Oracle for the spread instead. He draws an Ace of Day♥. Cola gets lucky, as Marion Aces Dialogue, meaning this Ace counts as 11 for the spread.

Barrin has Dialogue 1 as his Attribute, which is the one that counts for the tally, as Barrin is the Protagonist.



As Jojó and Cola lay down their cards, they immediately check for mastery and environment. Since Barrin's card value is higher than his Dialogue (5 against 1), he doesn't check for mastery. However, the card belongs to the Town♦ suit, which matches the Town environment of the Charming Saloon Diner. Jojó even consulted the Places in the Main Sheet to ensure his play would at least check environment, regardless of the final outcome. Cola's Ace of Day♥ counts as 1 for the mastery check, which is under Marion's Dialogue of 6, even though the suit doesn't match the environment. Diana praises Cola's knowledge of the mechanics, acknowledging that he was thinking along the right lines, but reminds him that cards from the Oracle are never subject to mastery or environment checks—what a pity. As a result, Jojó is allowed to draw a card from the Oracle, but Cola isn't.

Director (Diana): Now for the tally!

5 of Town♦ + Ace of Day♥ (11) + Dialogue 1 = 12

*Now Diana draws cards from the Oracle, but since it's a **desperate** Scene, she'll draw **three** cards instead of the usual two. She draws the following:*

4 of Night♠ + Ace of Town♦ (1)+ 7 of Day♥ = 12

*Aces played by the Director are always considered 1. So the final result is 12 against 12, a tie. Lucky for the Players, **PCs always win ties in Dialogue**, even on desperate Scenes.*

Barrin (Jojó): Whoa! Close call!

Marion (Cola): Phew!

Director (Diana): Hehe! Hit the nail on the head!

*Diana checks the Resolution Matrix and sees that, in case of a win in a Dialogue Scene, the PC gains a **lead** and **heals** 1 MH or the Social Condition if her Relationship is marked as **love** or **like**. She then proceeds with the outcome.*

Director (Diana): Trevor hesitates, glancing around the diner before leaning in closer. "Alright, but keep this between us," he murmurs, his voice barely above a whisper. "I've seen that figure too. Not just near the Woods, but... it has been around the High School late at night. Always just... watching."

*With this, now the Players have a **lead** to search in the Silent Læke High School. As Marion **likes** Trevor, this Scene **heals** her **1 MH** (Cola's pick), but not Barrin, as he dislikes Trevor.*



Scene Type Breakdown

In *Silent Læke* all Scenes are coded into four **Types**: **Sex**, **Violence**, **Dialogue** and **Moxie**.
The **PC** currently **active** in the Scene is referred to as the **Protagonist**.

Regardless of the Scene's Type, the PC *always* gains **1 to 5 BD** by the **end** of the Scene. Mechanically, the character is rewarded for enduring the most challenging or punishing situations, either for herself or those around her. Refer to Beautiful Darkness on page 17 to understand the consequences and benefits when BD reaches 5.

Sex: A Dangerous Intimacy

Sex is the most powerful move in the game—but also the riskiest. Here's how it works:

- A PC may only initiate a Sex Scene with an NPC she **loves**.
- *In the full game, consenting PCs may be target of Sex Scenes (not in this demo).*
- The **Director** always **spreads first** in Sex Scenes, giving the Protagonist a tactical advantage.
- In *Dusk's Embrace*, the Protagonist **wins ties** in Sex Scenes, and gains **+1 BD** for it.
- *A small teaser: in the full game of Silent Læke, ties in Sex Scenes are even more rewarding, representing something rarer than a simple win...*

Consequences of Losing a Sex Scene

If the PC loses the Scene, she suffers both the following consequences:

1. Suffer a Condition *or* Lose 1 Stuff.
2. Suffer 1 MH.

Roleplaying a Loss in a Sex Scene

There are no strict rules for interpreting the mechanical consequences of losing a Sex Scene. The listed consequences are enough, and how they play out in the story is up to the group.

Comfort in Sex Scenes

As you've likely noticed, Sex Scenes can be uncomfortable for some Players, depending on personal boundaries or sensitivities. If you're at a gaming convention or playing with strangers, ***avoid*** *detailed descriptions. Handle these Scenes mechanically — frame the context before and after, then apply the consequences (lead, Stuff, MH, Conditions, and BD).*

Oh! And when playing with close friends, trust your instincts — you'll know their comfort zones better than any rulebook ever could. ;)

Here are some suggestions for interpreting them:

- **Lose 1 Stuff**: If it's a cigarette (Jack), perhaps the lover asked for one or shared it. The description is purely aesthetic, as **losing Stuff this way grants no benefit**. Unlike using Stuff, this is simply a consequence. If it was food or drink, maybe the lover was hungry afterward—or perhaps it became part of the moment. Be creative.
- **Suffer 1 MH or a Social/Mental Condition**: The sexual encounter might have led to frustration or triggered an unintentional memory. Perhaps the PC feels more isolated (Social), confused (Mental), or simply miserable (1 MH).
- **Suffer a Physical Condition**: The PC could have been physically injured during the act, perhaps due to some rough play or simply feeling completely drained afterward.

It's always fun when the entire group contributes ideas for interpreting the outcome, but ultimately, the Protagonist has the final say.

Benefits of Winning a Sex Scene

If the PC wins the Scene, she gains *both*:

1. Gain a **lead**.
2. Then **choose one** *(or **two on a tie**)*: gain 1 Stuff, heal a Mental Condition, heal a Social Condition *or* heal 2 MH.

Roleplaying a Win in a Sex Scene

Handling the benefits of winning a Sex Scene is much simpler than dealing with the consequences:

- **Healing**: This is straightforward, as the PC doesn't have any bad options here. If the Player is unsure, suggest her prioritizing healing Conditions. The effects of the post-orgasmic chill and hormone release have a powerful impact on the PC's emotional state.
- **Get a lead**: Relaxed by fulfillment, the NPC lets slip a secret—sometimes even an extra lead. The Director frames it in context, revealing it through the NPC's voice.
- **Getting Stuff**: The NPC, feeling extra affectionate, offers the PC a gift. The Director decides if the Stuff is random or specifically chosen to fit the Scene, adding an aesthetic or dramatic layer to the fiction. In *Dusk's Embrace*, certain NPCs are *suggested* to provide specific Stuff.

Beautiful Darkness in Sex Scenes

At the end of the Sex Scene, the PC gains Beautiful Darkness. BD awards that have a base with no modifier (e.g. 2 BD) do not stack. BD awards with a modifier (e.g. +1 BD) accumulate, whether positive or negative.

- PC **lost** Sex Scene: **1 BD**
- PC **won** Sex Scene: **2 BD**
- PC **tied** (won) Sex Scene: **3 BD**
- Sex was **desperate**: **+1 BD**

Returning to the example of Jojó playing Barrin (PC) in the Sex Scene with Yvonne (NPC), it's time for Director Diana to assign Beautiful Darkness to Barrin, for his Sex Scene. She reviews the list of points to be awarded:

- *Yep. Barrin was certainly successful in his Sex Scene, but didn't tie. 2 BD;*
- *As Barrin's MH is less than 5 and there being no other indication for the Scene to be desperate, this Scene was of normal difficulty. No point here;*

Therefore Barrin gets 2 BD points. Jojó checks two boxes on his Beautiful Darkness tracker. Nope. It hasn't reached 5 yet.

Pairing in Sex Scenes

In *Silent Læke*, **pairing** can occur in Sex Scenes, just as in other types of Scenes. When two PCs pair up for a Sex Scene, *both* the Protagonist and the Deuteragonist enter into a **threesome** with the NPC, provided ***both* PCs love the NPC**. This creates a dynamic where both PCs share the experience, **but the PCs *do not need* to be lovers** or romantically involved with each other to participate.

Shared consequences: Any negative consequences, such as **losing Stuff**, **suffering MH** or **Conditions**, are applied to *both* PCs equally. However, if the PCs have a positive Relationship, one may choose to take on a specific consequence **instead** of her partner — for each consequence individually. This adds a layer of cooperation, where bonds between PCs can deepen through acts of sacrifice. Without a positive Relationship, each PC must bear her own consequences.

Shared benefits:

- **Healing**: *Both* PCs can heal the Social Condition, or reduce their MH.
- **Lead**: *Only one* lead is generated, shared between both PCs.
- **Stuff**: *Each* PC receives her own Stuff from the NPC, allowing both to benefit individually.

The pairing mechanic in Sex Scenes offers an intense and intertwined experience, where the choices and outcomes for each PC affect the other. The risks and rewards are shared, but careful consideration is needed, especially when managing consequences or benefits between the characters.

How to manage Sex Scenes

Ironically, due to the nature of Sex Scenes, you'll often find that with certain Players, they can be quite brief in real time as many details are skipped. This shouldn't discourage anyone who feels a bit more reserved from enjoying these Scenes. In fact, the goal is to engage only to the level you feel comfortable with—whether that's focusing on mechanical rewards or roleplaying as much (or as little) as you want. As long as you're having fun and respecting everyone's boundaries, there's no wrong way to play *Silent Læke*.

Violence: Breaking The Silence

Unlike most roleplaying games, Violence Scenes in *Silent Læke* don't have an entire chapter dedicated to "Combat" nor are they treated with more emphasis than other types of Scenes. From a purely mechanical standpoint, Violence Scenes are similar to Sex Scenes, except they're a bit safer.

The most notable differences are the less severe benefits and consequences. On the other hand, Violence is slightly more predictable and quicker to resolve.

- The PC can only fight NPCs she **hates**.
- *In the full game, Violence between adversarial PCs is possible, but not in this demo.*
- **The PC loses ties**. The PC must have more points in her spread to win the Violence Scene. A tie counts as a *loss*.

Consequences of Losing a Violence Scene

Losing a Violence Scene can be harsh, though often more predictable than other Scene Types. **The Protagonist suffers the Physical Condition.**

- **If the PC already has a Physical Condition**, the new one *must* be of another type. Since suffering three Conditions results in death, losing a fight with two Conditions can be fatal!

However, the Player can *reactively* use Stuff to heal at least one Condition, even *after* the third Condition is inflicted. This represents the PC narrowly avoiding death by treating herself just in time. Mechanically, this 'resurrects' the character, as long as it's done right after suffering the third Condition.

Example of a Lost Violence Scene with Stuff to avoid Death:

Barrin (played by Jojó) is in serious trouble. Already suffering from two Conditions—one Physical and one Social—he finds himself face to face with Vance in the alley behind the Fast Duck Gas Station. The fight isn't going Barrin's way, and Diana, the Director, has just drawn a brutal spread from the Oracle.

Diana (Director): "Vance doesn't waste any time. He lands a gut-wrenching punch, followed by slamming you hard against the wall. Barrin, you've lost the fight, which means you suffer the Physical Condition."

Jojó quickly realizes the gravity of the situation. With the Physical and Social Conditions already locked on his Character Sheet, a third would mean instant death. He locks a card into the Mental Condition slot, filling all three. Barrin is now technically dead—unless Jojó immediately spends some Stuff to prevent it.

Jojó (Barrin): "Wait, hold on! Barrin's not done yet. I've still got some Stuff! I'm gonna save him!"

Diana (Director): "Alright, but you've got to act fast. What are you using?"

Jojó (Barrin): "I've got that pie from Trevor's diner to heal my Physical Condition. I'm using it now!"

Diana nods, appreciating the quick thinking.

Diana (Director): "Okay, how does this look in the Scene?"

Jojó (Barrin): "After Vance's blow, Barrin crumples to the ground, his vision blurring. As Vance slinks off, thinking he's won, Barrin's fingers brush against the pie in his jacket pocket. He pulls it out, barely able to lift it, but takes a bite. The sweetness gives him just enough strength to dull the pain and push himself back up."

Diana (Director): "Alright, the pie heals your Physical Condition. You're still hurt, but Barrin's alive and just hanging on."

With the help of the pie, Barrin narrowly escapes a fatal end. Though still battered, the pie gives him enough strength to survive.

***Mechanically**, the pie saved Barrin from death by healing his Physical Condition, freeing up the slot and keeping him alive. **Narratively**, it gave Barrin just enough strength to push through the pain, even though he's barely standing.*

Roleplaying a Loss in a Violence Scene

Losing a Violence Scene doesn't just mean physical damage. The loss should be roleplayed to reflect the emotional and psychological consequences.

- **Healing and recovery**: If the PC suffers a **Physical** Condition, describe its effects—pain, injuries, bruises, exhaustion, or immediate physical limitations.
- **Handling the defeat**: Did the Protagonist make a fatal error? Was the defeat embarrassing, painful, or socially humiliating? The PC may suffer a **Social** Condition, reflecting the emotional toll of the encounter.
- **Emotional impact**: Suffering a **Mental** Condition could represent frustration, shame, or a sense of failure. The PC may have underestimated her opponent or been reminded of past trauma.

Remember, the Protagonist has the final say in interpreting the loss.

Benefits of Winning a Violence Scene

If the Protagonist wins:

1. Gain a lead.
2. Heal 1 MH.
3. Then choose: heal a Mental Condition *or* gain 1 Stuff. *Fuck yeah! That felt good!*

Roleplaying a Win in a Violence Scene

Winning a fight is both satisfying and rewarding. The lead gained may be a clue, slip of the tongue, or something noticed in the aftermath. Healing 1 MH reflects the adrenaline rush and surge of confidence. The optional reward can be framed as either shaking off lingering doubt (healing a Mental Condition) or seizing something from the opponent (1 Stuff), narratively tying the victory to the story.

Winning a Violence Scene isn't just about survival. It's a turning point, a chance to shift the whole game in your favor.

Beautiful Darkness in Violence Scenes

At the end of the Scene, the PC gains 1 point of Beautiful Darkness for each of the following that is true:

1. The PC was in a Violence Scene (*always get this one*);
2. The PC won the Violence Scene;
3. The Scene was *desperate*.

Pairing in Violence Scenes

Pairing is possible in Violence Scenes if *both* PCs hate the same NPC.

Shared consequences: If the pair loses, *both* PCs **suffer the Physical Condition**. A PC with a positive Relationship with the other can choose to take on the other's suffering, but taking two Conditions may result in death unless immediately mitigated with reactive use of Stuff to heal at least one Condition.

Shared benefits:

- *Only one* lead is generated.
- *Both* PCs heal 1 MH.
- *Each* PC chooses to heal her Mental Condition or gain 1 Stuff. The PCs can still trade or share Stuff between them.

How to Manage Violence Scenes

Managing Violence Scenes is straightforward, especially since they tend to be more direct. Here are a few tips:

Focus on the emotional impact: Physical violence in *Silent Læke* isn't just about damage; it comes with emotional and psychological consequences. Encourage Players to roleplay those effects.

Be clear about the risks: Before entering a Violence Scene, make sure Players understand the potential losses and gains. Violence can be risky but offers significant rewards.

Use Violence to drive the story: Like other Scene Types, Violence should always serve the narrative. Don't treat it as a quick fix or routine action—it should be rare, intense, and memorable.

Dialogue: Secrets in Plain Sight

Dialogue Scenes in *Silent Læke* are the most reliable but also the least powerful of all Scene Types. However, they offer unique opportunities for characters to reveal Relationships, gather information, and influence NPCs. Dialogue Scenes are especially interesting because, unlike other Scenes, they allow for a **second try** if the first Dialogue spread fails.

The Scene's mood depends on the Relationship the PC has with the NPC:

- If the PC **loves** or **likes** the NPC, the Scene begins with a benefit: the PC *automatically* **gains a piece of Stuff** *before* the spread even begins.
- If the PC **hates** or **dislikes** the NPC, the Scene becomes **desperate**, increasing its difficulty.

One major advantage of Dialogue is that the **PC wins ties**. This adds an extra layer of predictability, making Dialogue Scenes a solid choice for Players looking to advance without too much risk.

Consequences of Losing a Dialogue Scene

When the PC loses a Dialogue Scene, it triggers an intimate moment where both the PC and the NPC reveal something about themselves, or perhaps about Deirdre, related to their own *Beautiful Darkness* or *Melancholic Horror*. This reflection adds depth to the characters:

- The PC gains either **+1 BD** (if the tone is nostalgic, romantic, or poetic) *or* **+2 BD but +1 MH** (if it's more rooted in sadness, depression, or resentment). *You can apply these immediately or at the end of the Scene, along with the usual BD gain.*

Afterward, the Player must choose one:

- Lose 1 Stuff *or* suffer a 1 MH.

Despite the setback, Dialogue allows for a **second try** — the Scene that follows depends on the Protagonist's relationship with the NPC.

- **Love?** The second try can be **Dialogue**, or *escalate* into **Sex** or **Moxie**.
- **Like** *or* **Dislike?** The second try may be **Dialogue**, or escalate into **Moxie**.
- **Hate?** *Must escalate* into **Violence**, *unless* the PC flees using **Moxie** *instead*.
- **If the PC loses the second Dialogue try**, suffer 2 MH.
- **If the Scene escalates into another type**, resolve it using *that* Scene's rules.
- **Sex** or **Moxie**: apply that Scene's normal benefits or consequences.
- **Violence**: the PC *may attempt* a **Moxie** spread to *flee* (ties count as losses).
  - If the **Moxie** spread **succeeds** (with **no rewards**), she **escapes** and the **Scene ends**.
  - If it **fails**—or if the Player chooses *not to flee*—the Scene is resolved through **Violence**, using its regular outcomes.

Roleplaying a Loss in a Dialogue Scene

When a Dialogue Scene ends in failure, it's not just about the PC missing out on a lead or Stuff. There's often a deeper, more emotional exchange between the PC and the NPC. Both characters, whether they realize it or not, reveal something intimate about themselves, often tied to their Beautiful Darkness or Melancholic Horror. These revelations add layers to the story and the characters' relationships.

Here are some ways to roleplay a loss:

- **Personal Confessions**: After the failed Dialogue, the NPC may share a melancholic memory or a painful truth about her relationship with Deirdre or her own struggles. This could be a nostalgic reflection on better times, or a sorrowful admission of loneliness or regret. The PC, in turn, might feel compelled to share something equally personal, whether it's a childhood memory or a moment of sadness tied to Deirdre's death.
- **Emotional Vulnerability and Escalation**: The Scene may shift from tension to vulnerability, with both characters acknowledging the weight of Silent Læke's mysteries. This raw moment could be filled with melancholy or guilt. Alternatively, frustrations could escalate to intimacy (Sex), physical conflict (Violence), or lead the PC to slip away and snoop around the Place (Moxie).
- **Roleplaying the consequences**: In addition to the emotional revelations, the Player should find a way to incorporate the mecha-

nical consequences (loss of Stuff or suffering MH) into the narrative. If the PC loses Stuff, maybe the NPC subtly manipulates or pressures her into giving up something valuable. If overflowing MH *(though it still stays at 5, see page 17)* would result in suffering a Condition, it could reflect the emotional toll of the interaction—a Social Condition might show how the conversation left her feeling alienated, while a Mental Condition could reflect her growing obsession with the case or personal grief.

Overall, losing a Dialogue Scene isn't just a setback; it's an opportunity to deepen the character's emotional arc, uncover hidden aspects of the NPC, and weave a more intricate web of personal and narrative consequences.

Benefits of Winning a Dialogue Scene

If the PC wins the Dialogue Scene, she immediately **gains a lead**, which helps to move the investigation forward. Additionally, *if* the Relationship between the PC and NPC is marked as *love* or *like*, the Player can choose to **heal 1 MH** *or* cure **the Social Condition**, reflecting the emotional relief or connection gained through the successful exchange.

Roleplaying a Win in a Dialogue Scene

Winning a Dialogue Scene brings more than just mechanical rewards—it represents a meaningful connection, a breakthrough in communication, or a moment of trust between the PC and the NPC. Here's how to roleplay the benefits:

Gain a lead: The conversation naturally leads to the NPC revealing crucial information. This could be an unintentional slip, a confession, or a hidden truth finally coming to light.

Example: "Trevor hesitates before leaning in close to Barrin. 'You didn't hear it from me,' he whispers, 'but I've seen that figure by the woods too... and it's been watching the High School.'"

Heal 1 MH or the Social Condition: Winning the Dialogue lifts a weight off the PC's shoulders. It might come from a sense of validation, camaraderie, or simply gaining the upper hand in the conversation. The mental burden eases, and the PC feels more grounded.

Example: "As Marion listens to Yvonne's heartfelt confession about Deirdre, she realizes they're not so different after all. For the first time in the last days, Marion feels a little less alone in this town."

Receive Stuff (before the spread): A lover or friendly NPC offers a token of love, appreciation, or trust—something simple but meaningful in *Silent Læke*. This exchange reflects the bond or understanding between the characters.

Example: "Trevor smirks and slides a cup of Joe across the counter. 'You'll need this,' he says. 'Trust me, it'll keep you going.'

When roleplaying a win in a Dialogue Scene, focus on the emotional impact and how the connection with the NPC changes the PC's outlook or understanding of the town's mystery. Winning a Dialogue Scene should feel like a small victory, not just in terms of information gained, but in the way it shapes the PC's journey through *Silent Læke*.

Beautiful Darkness in Dialogue Scenes

At the end of a Dialogue Scene, the Protagonist gains:

- If the PC **lost** (one or two tries): **1 BD**
- If the PC **won** (one or two tries): **2 BD**
- If any try was **desperate**: **+1 BD** (regardless of outcome)

Additionally, *if the first try failed*, the Player may earn *one* of the following, depending on the type of memory or confession shared:

- A memory or moment shared was *nostalgic*, *romantic*, or *poetic* **+1 BD**.
- A memory shared was rooted in *sadness*, *depression*, or *resentment* **+2 BD**, but *also* suffer **1 MH**.

This system allows the Scene's emotional weight and the difficulty of the exchange to factor into the growth of the PC's Beautiful Darkness, ensuring that even failed attempts or deeply emotional conversations contribute meaningfully to the narrative and the characters' internal struggles.

Silent Læke

The Beautiful Darkness gained from a Dialogue Scene applies whether it remains pure Dialogue or escalates into another Scene Type. If the second try escalates into Sex, Violence, or Moxie, resolve the consequences according to that Scene's Type, *but* still award BD using the Dialogue criteria.

Example: Dialogue Scene escalating to Violence

Barrin (played by Jojó) is trying to extract some information from Vance, the local crime lord, about Deirdre's disappearance. The Scene starts as a ***Dialogue*** *Scene. Barrin approaches Vance at the Fast Duck Gas Station.*

Jojó (as Barrin):
"I know you've seen something, Vance. You're always lurking around. What aren't you telling me?"

Since the Dialogue Scene is ***desperate*** *(due to the* ***hate*** *Relationship), the spread doesn't go well for Jojó, and Barrin* ***fails*** *the first attempt. According to the rules, Diana (the Director) reminds the table that, before the* ***second try****, they must* ***share a memory****. She proceeds:*

Diana (Director, as Vance):
Vance leans in with an edge to his voice. "You think you're a tough guy, huh? You weren't so tough when we used to hang out by the lake, Barrin. You, me, Deirdre... Everything was so simple back then." He pauses, a shadow crossing his face. "But life doesn't stay simple, does it?"

This moment of shared history hits Barrin, reminding him of a time before everything went dark. The mention of Deirdre and their old friendship brings a sense of melancholy, but Barrin doesn't back down.

Diana checks the ***Resolution Matrix*** *to apply a consequence before proceeding, and she and Jojó agree that* ***suffering 1 MH*** *fits the narration so far. Jojó chooses that option.*

Satisfied with the shared memory, and since Barrin has a hate Relationship with Vance, Jojó and Diana know that by the rules, a failed Dialogue with someone the PC hates mandates a follow-up of Violence, so they proceed to roleplay the escalation.

Jojó (as Barrin):
"That was then, Vance. But now? Now I need answers."

Diana (Director):
Vance laughs, but without humor. "You want answers? Maybe you should've asked her while she was still breathing. Now it's too late."

Vance stands up, fists clenched. "But if you wanna keep pushing, we can settle this right now."

Jojó (as Barrin):
Barrin steps forward, anger rising. "If you won't talk, maybe I'll beat it out of you."

The Dialogue Scene ***escalates*** *into a Violence Scene. Jojó and Diana proceed with a spread for Violence, where Barrin ends up* ***losing****.*

Resolution:
Since the Scene started as a Dialogue but escalated into Violence, the BD rewards are still based on Dialogue criteria:

- *The Scene required* ***two tries*** *(the initial failed Dialogue try, followed by the Violence Scene) → **1 BD**.*
- *Barrin* ***lost*** *the Scene (second try, through Violence, but ended up losing) → **no BD**.*
- *The Scene was* ***desperate*** *from the start (all Dialogue with enemies are desperate) → **+1 BD**.*
- *A* ***moment was shared****, rooted as much in nostalgia as in resentment—it's open to interpretation, but both Jojó and Diana agree that Vance's mention of their past at the lake, tied to Deirdre, leans more toward* ***bitterness*** *→ **+2 BD**, but Barrin also suffers **+1 MH** due to the emotional toll of revisiting the memory.*

In ***total****, Barrin gains* ***4 BD*** *and suffers* ***1 MH*** *from the encounter, even though it escalated into a Violence Scene.*

Pairing in Dialogue Scenes

Pairing in Dialogue Scenes adds complexity to the interactions, allowing both PCs to engage with the NPC, but it has its own set of mechanical nuances. Here's how it works:

Stuff offer: *Only* PCs with a positive Relationship (love or like) with the NPC receive the initial Stuff offered *before* the spread. If one PC has a like Relationship and the other has a dislike, only the one with a like receives the Stuff.

Desperate Scenes: If *either* PC in the pairing has a negative Relationship (hate or dislike) with the NPC, the Dialogue Scene becomes desperate.

Shared Benefits: The pair gets the lead when it wins as usual. However, MH recovery or healing a Social Condition only applies to PCs with a positive Relationship with the NPC (love or like).

Shared consequences: When the pair loses, *each* PC suffers consequences like losing Stuff, suffering a Condition or MH. These apply to both PCs *individually*. If the PCs have a positive Relationship with each other, one PC may choose to take on the other's suffering (but this puts her at higher risk of death).

Escalation to Sex: Dialogue can escalate to a Sex Scene, but only if *both* PCs love the NPC, even if the PCs are not lovers with each other.

Escalation to Violence: If *both* PCs hate the NPC, a failed Dialogue *automatically* escalates to Violence. If only one hates the NPC, the other *prevents* escalation and the Dialogue simply fails, *with no second try*. The only alternative in that case is to escalate into Moxie *instead*.

Moxie as an Option: After a failed first Dialogue attempt, the Scene can escalate to Moxie, *unless both* PCs hate the NPC—in that case, the escalation to Violence is *mandatory*. Moxie is always an option for a second try unless overridden by a mandatory escalation to Violence.

This structured approach adds layers of strategy and roleplay opportunities, ensuring that each PC's Relationship with the NPC and each other influences the outcome in a meaningful way.

How to Manage Dialogue Scenes

Dialogue is meant to be dynamic and emotionally engaging. It's a key aspect of *Silent Læke*, and Players should lean into the personal stakes. Encourage Players to open up, share character secrets, or reflect on the town's mysteries. The system is built for these moments of reflection, so don't rush through them. Use failures as opportunities for character development, not just setbacks.



Moxie: Daring the Unknown

Moxie is all about *sneaking* around a Place *instead* of interacting directly with NPCs. It's the only Scene Type where the Protagonist *avoids* direct engagement and opts for espionage or exploration. Whether eavesdropping, searching for hidden clues, or snooping in areas she *shouldn't be*, Moxie Scenes emphasize stealth over confrontation.

Unique Mechanics

The Protagonist wins or loses ties in other Scene Types, but in Moxie, ties have a *special* meaning—they result in the Protagonist getting *caught*. Moxie Scenes require the Protagonist to rely on wits and stealth, using Moxie to uncover secrets without drawing attention. In Moxie Scenes, a tie has its own unique consequence, potentially leading to immediate repercussions even without an outright loss.

Consequences of Losing a Moxie Scene

Losing a Moxie Scene means the Protagonist made a critical mistake while snooping around, or stumbling into danger but **doesn't get caught**. The Protagonist **suffers 1 Condition**, representing the physical or emotional toll of the failure (ex. she might injure herself while trying to escape or experience severe anxiety from nearly getting caught).

Roleplaying a Lost Moxie Scene

Losing a Moxie Scene doesn't just represent failure—it opens opportunities for interesting roleplay. Whether the Protagonist is injured while sneaking around or caught red-handed, these moments add depth to the narrative.

Example: Barrin tries to sneak into the hospital records room but trips over a janitor's cart, alerting the staff. He loses the Scene and suffers a Physical Condition (perhaps a sprained ankle from the fall), which makes it harder to keep a low profile in future Scenes.

Consequences of Tying a Moxie Scene

Tying in a Moxie Scene can be even more dangerous than losing, as the Protagonist is directly confronted by a suspecting NPC.
The consequences depend on the Relationship with the NPC who caught her:

- **Love?** Suffer **3 MH** (extreme emotional guilt or shock at being caught by someone she cares about).
- **Like?** Suffer **2 MH** (deep disappointment or anxiety from the situation).
- **Dislike?** Suffer **1 MH** (mild frustration or discomfort at being found out).
- **Hate?** Escalate to a **Violence** *or* attempt to flee with **Moxie**.

As usual, if the the MH Tracker overflows 5 MH, it stays at 5 and the PC suffers the Mental Condition, *if not already locked in her Sheet.*



NPCs Catching the PC During Moxie Scenes
When a PC is caught in a Moxie Scene, the Director may choose the NPC freely—by chance or narrative fit. In *Dusk's Embrace*, these NPCs are pre-set for smoother play. If the Moxie Scene escalated from Dialogue, it's the same NPC who finds her—perhaps a door creaks open, a flashlight cuts through the dark.

Escalating Moxie Scenes to Violence
A tie in a Moxie Scene with a hated NPC escalates to **Violence**. The PC must either face the confrontation *or* **flee** using Moxie—ties count as failure. Success ends the Scene breathless and empty-handed (no rewards); failure drags her into a final Violence Scene, cornered by a revenge-hungry pursuer.

Roleplaying a Tied Moxie Scene

In a tied Moxie Scene, the PC is caught by an NPC, which may trigger dramatic escalations (into Violence) or lead to emotional consequences like guilt or shame and expose vulnerabilities (hence suffering MH). These are the mechanical effect. Have this in mind when roleplaying the emotions these mechanics support.

Example:
Barrin (played by Jojó) is sneaking around the Silent Læke High School gym, trying to find leads connected to Deirdre's demise. He's rummaging through the lockers when he hears footsteps approaching. The spread resulted in a ***tie****, so Barrin gets caught by an NPC.*

Diana (Director): "Barrin, you're digging through the lockers when you hear the sound of keys jangling and hurried footsteps coming closer. You freeze. A flashlight beam swings into the room. You're caught."

Jojó (Barrin): "I stop cold, cursing under my breath. Who is it?"

Diana (Director): "Linus, the clumsy Deputy Sheriff, steps into the gym, his eyes narrowing as he spots you. 'Barrin! What the hell are you doing here? You know this area is off-limits after dark!'"

Jojó (Barrin): "I close the locker and put on my best innocent face. 'I was just... checking something out, Linus. Nothing serious. No need to make a big deal about it.'"

Diana (Director, as Linus): "Linus fumbles with his flashlight, looking frustrated. 'You're always pushing your luck, Barrin. I should call Sheriff Clive right now!'"

Jojó (Barrin): "I glance at the door, ready to bolt. 'Look, Linus, no need for that. I'm leaving. Now.'"

The Scene ends with Barrin getting a warning, but the tension is clear. Though no conflict occurs, Barrin suffers ***1 MH*** *(since he* ***dislikes*** *Linus) from the stress. If it had been Vance (hate), the Scene would have escalated into Violence with more dangerous consequences.*



Benefits of Winning a Moxie Scene

Successfully sneaking around and avoiding detection earns the PC the following valuable discoveries:

Gain a lead, uncovering vital information or clues that can further the investigation.
Gain 2 Stuffs that plausibaly the PC could find during her snooping. *Yes, Moxie is a great way to get Stuff!*

Roleplaying a Win in a Moxie Scene

Winning a Moxie Scene allows the Protagonist to successfully sneak around or gather crucial information without being caught. This is a great opportunity to lean into the character's confidence and cool demeanor as she uncovers secrets, and it's the perfect moment to add thematic elements like consuming Stuff during the Scene.

Example: As Barrin quietly creeps through the dimly lit gymnasium, he overhears two staff members discussing something about Deirdre's disappearance. Satisfied with his successful infiltration, he leans back against a locker, lights a Jack cigarette, and listens in, the smoke curling through the air as he pieces together the conversation.

Alternatively, the Protagonist might pop open a Pop while sifting through documents in a locked office, celebrating her sneaky success with a cold drink while she rifles through papers for a lead.

Adding these little details to the roleplay not only enhances the Scene but also reinforces the Protagonist's sense of control and success, creating cinematic moments in *Silent Læke*'s moody atmosphere.

Beautiful Darkness in Moxie Scenes

Moxie Scenes build tension, suspense, and the fear of getting caught, adding emotional and psychological weight to the Protagonist. At the end of a Moxie Scene, award Beautiful Darkness based on the following:

The PC only earns *one* of these:
- **Lost** the Moxie Scene: **1 BD**
- **Won** the Moxie Scene: **2 BD**
- Got caught (**tied**) in the Moxie Scene: **3 BD**

Then, add **+1 BD** for **each** that applies:
- The Scene escalated into **Violence**, and the PC **won** the fight *or* **successfully fled** using Moxie (no extra BD if the fight was lost).
- At least *one* of the spreads was **desperate**, whether in the initial Moxie spread or in any consequential Violence or escape attempts.



In successful Violence Scenes triggered by a hated NPC catching the PC, the rewards follow the Violence Scene rules, but BD is awarded according to Moxie's criteria above. Fleeing from a fight doesn't offer rewards (just the BD), but it's still better than losing a Violence spread.

Pairing in Moxie Scenes

Moxie Scenes can also involve Pairing, where two PCs work together to snoop around a Place. Pairing in Moxie allows for both PCs to contribute to the spread.

Shared consequences: If the pair loses or ties, both PCs suffer the consequences, including Conditions and MH based on their Relationships with any NPCs involved. The PCs may choose to share the suffering, with one character taking the hit for the other, *if* they have a positive Relationship.

Shared benefits: When the pair wins, *both* PCs gain the Stuff, but they share the *same* lead.

Escalation to Violence: If *both* PCs hate the NPC, a failed Moxie Scene *automatically* escalates to Violence. If *only one* hates the NPC, the **non-hating PC decides**:

- Let the hating PC **fight alone**, while the non-hating PC **flees automatically**, without needing a spread.
- **Both** try to **flee** (pairing Moxie spread). Success means both escape or the fight is averted by the non-hating PC. Failure means the NPC catches the hating PC, forcing a fight. The non-hating PC can either watch helplessly (since she can't fight whom she doesn't hate) or leave the Scene, adding narrative tension without mechanical impact.

How to Manage Moxie Scenes

Moxie Scenes emphasize stealth and suspense. The Director should heighten tension with detailed environmental descriptions and NPC presence. If the PC is caught (by tying), encourage roleplaying the fallout, as these moments reveal both vulnerabilities and coolness under pressure.



Consequences
(The Price of Every Choice)

The idea of consequences when the PC loses a spread in a Scene has already been addressed. These consequences can result in the **loss of Stuff**, **events in fiction**, the **suffering of MH** or **Conditions**.

Conditions

Whenever a new **Condition** is gained, a card from the Hand will be placed in the appropriate slot on the Sheet and ***will* count towards the limit in the Hand** (three cards). We call this to **lock** a card in a Condition. Most of the time the Director will tell the Player which Condition is applicable *(e.g.: the PC loses the fight and suffers a Physical Condition representing her black eye)*.

Consider the following examples as guidelines:

- **Physical**: for injuries or general tiredness;
- **Social**: for public humiliation, social alienation or emotional deficiency;
- **Mental**: scared or confused.

The PC can only suffer from **one of each** Conditions **at the same time** (Physical, Social and Mental).

If the PC has a Condition of a certain type and suffers the same Condition again, the Player *does not* lock another card from the Hand in the same Condition slot in the Sheet (thus starting a stack). *Instead*, she locks the card in **another** Condition slot *and explains why.*

Ex: Barrin just lost the Violence Scene against Vance. He had already suffered the Physical Condition, a consequence of the previous Sex Scene he had with Yvonne. Director Diana explains to the Barrin Player (Jojó):
- Now Barrin should suffer a Physical Condition as a consequence.

Jojó retorts:
-But, but... he already has one from the Sex Scene with Yvonne! Look here in the Sheet!

-Hmmm... -Diana mutters thoughtfully. Then leafs through Dusk's Embrace, as she's learning to direct Silent Læke- Uh! Look, it says here that



as you already have the Physical Condition, you have to choose another one and contextualize it in fiction!

-Ah, then I know! The punch to the chin that Barrin received from Vance was humiliating for him. Barrin was already tired from the night of sex anyway.

Jojó takes a card from his Hand to place in the Social Condition slot on Barrin's Sheet. But just before placing the card, he still looks at Diana as if to ask "may I?". To which she responds by nodding her head between giggles.

Therefore, Barrin now has a Physical Condition (tired from the night of sex with Yvonne) and a Social Condition (humiliated by Vance's punch in the chin). As long as these two cards are locked in his Sheet, the maximum number of cards Jojó can have in his Hand is ***one****, as the two cards locked in the Sheet* ***still count*** *towards the maximum of three in his Hand.*

If for some reason this consequence would result in a third Condition, then the PC dies instead. There are special rules for dealing with the PC's death in *Silent Læke*. The conditions under which this happens depend on the Director's decision and/or what is designated in the scenario in play.

Melancholic Horror at the Edge

- **MH is capped between 0 and 5.**
- When it reaches **5**, you **suffer a Mental Condition** (if you don't already have one).
- When it drops to **0**, you **heal** your **Mental Condition** (if you have one).

Death

A PC dies upon suffering a **third** Condition. **Death can be avoided by reactively using Stuff** to heal *at least one* of the Conditions, preventing the fatal third.

Easy Mode

In this variant, the PC does not die from three Conditions ***but from a fourth*** *(impossible to register on the Sheet). To avoid death, the Player still needs to heal one of the Conditions with Stuff to bring the total down to two.*



Stuff
(The Things We Carry)

Throughout *Dusk's Embrace,* Players will wield items known simply as **Stuff**, each with unique benefits that can shift the course of a Scene. This section outlines their mechanics, giving both Director and Players a clear reference for Stuff's effects and rules in play.

Types of Stuff & Their Benefits

Donut: Draw an additional card (up to a maximum of total 3 cards in Hand plus locked Conditions).

Jack: A cigarette that heals a Mental Condition.

Joe: A cup of coffee that heals a Social Condition.

Pie: A slice of cherry pie that heals a Physical Condition.

Pop: A carbonated drink that allows the Player to discard a card from her Hand (but not a card locked in a Condition) and draw a new one. *If the Hand is empty, simply draw a card.*

Usage Rules

Stuff can be utilized at *any time* as long as the PC possesses it, even reactively to save a PC from death (defined as 3 Conditions). It can be used between Scenes as well. All a Player needs to do is announce its use and mark it off her Character Sheet.

There is no limit to the number of Stuffs a PC can carry. Provided it is narratively feasible *(e.g., characters are in the same room or nearby),* PCs can trade or offer Stuffs to each other. A PC may use her Stuff *on* another PC, even to prevent certain death.

Stuff carried by the PC is represented on the Character Sheet by a slash in the square ⧄. When the PC uses Stuff, this same square is completely filled ■.



During the session, Jojó notes in his Barrin's Sheet that he carries two Donuts and a Jack. During the adventure Barrin obtained a couple of Joes and has already consumed one of them. The only Pie he acquired was also consumed. Barrin hasn't gotten any Pop yet.

Acquiring Stuff

Stuff is typically obtained through specific events or circumstances within the game:

- Some Scenes yield Stuff as a **benefit**.
- **Every Dialogue Scene** with an NPC with whom the PC has a **positive Relationship** begins with the NPC **offering** the PC a Stuff (either prescribed or random).
  "Hey, Barrin! Will you join me for a Pop?"
- **Certain Places** offer opportunities to **acquire** Stuff through a simple mechanical abstraction. *Each* discarded card allows the PC to obtain up to **two** available **Stuffs** from that Place. Unless noted otherwise, each Place offers exactly four acquisitions in total, whether repeated or not. Once they are gone, they are gone.
- If a **PC chooses to acquire only one Stuff** instead of two, **consult the Oracle**.
  * On a **red** card, the **Stuff is free** and no card is discarded.
  * On a **black** card, the PC still pays the discarded card as normal, but heals **1 MH**.

Even if the scenario doesn't mention it, the Director can allow PCs to stock up *before* Scenes (as long as it's not during one). The Diner is an exception where it's thematically appropriate to buy Stuff mid-Scene.

Key Locations & Available Stuff

- **Charming Saloon Diner**
  Offers **Donut**, **Pie**, **Joe**, and **Pop**.

- **Laguna Hospital Centre**
  (cafeteria or vending machines)
  Offers **Donut**, **Joe**, and **Pop**.
  Special: First Aid Services *may be taken instead of a fourth Stuff acquisition.* ***Heal one Physical Condition immediately****. This benefit* ***cannot*** *be stored or used later.*

- **Silent Læke High School** *(canteen)*
  Offers **Donut**, **Joe**, and **Pop**. **One of these** may be acquired **twice**, allowing for four total acquisitions.

- **Fast Duck Gas Station**
  Offers **Donut**, **Jack**, **Joe**, and **Pop**.

Mechanically vs. Narratively

Understanding the narrative versus mechanical usage of Stuff is crucial. Mechanically, using Stuff translates to specific game effects as described, while narratively, it involves integrating these actions into the story creatively and logically.

Losing Stuff as a consequence

Losing Stuff as a consequence of a Scene impacts the game differently than using it for its benefits. When Stuff is *lost*, it *cannot* be used later, and should be marked as *used* immediately **without providing any benefits**. This adds a layer of strategic decision-making to its management.

story items

While also critical objects within the game, ***story items*** *should not* be confused with *Stuff*.

Narrative Catalysts

Where Stuff primarily includes items for healing or manipulating one's Hand or Conditions —serving mechanical purposes — *story items* are symbolic objects that drive the narrative forward. They suggest Places to visit or NPCs to talk to, and may provide access to new locations, trigger events, or unlock other *story items*. ***story items*** **are narrative catalysts**.

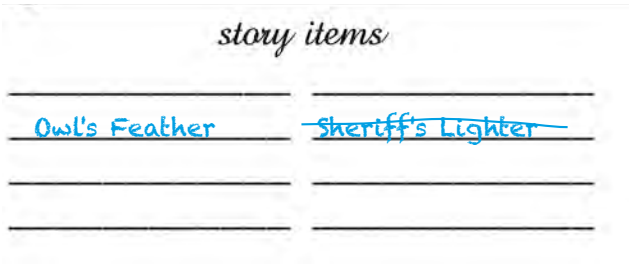
Function and Flexibility

story items might trigger **benefits** when **offered to the correct NPC**, weaving deeper layers into the game's storyline. The Director should maintain a benevolent and flexible approach when considering whether a *story item* is an appropriate offering to an NPC. This decision should fit organically within the narrative context, enhancing the storytelling aspect of the game.

Usage and Persistence

Unlike Stuff, *story items* are *not* necessarily consumed in gameplay. They continue to exist and can be interacted with multiple times, irrespective of the Player's decisions. If a Player offers a *story item* to an NPC who would *not* find it useful or desirable (for example, an NPC might politely decline), the Director *should not* consider the *story item* as expended. Instead, it remains a viable part of the PC's inventory, available for future use. This approach allows for continuous engagement with key narrative elements without penalizing Players for exploratory actions.

Consider *story items* only **spent** when an NPC accepts them as an offer *and only if* there is some mechanical effect (perhaps the **cure of a Condition** or **updating some Tracker**).



In his adventures Barrin acquired the Owl's Feather and the Sheriff's Lighter as ***story items****. As Barrin handed over the lighter to the Sheriff, Jojó crossed it out of the Character Sheet (spent) and healed the Social Condition.*

Relationships
(Ties That Bind, Ties That Break)

In a *Silent Læke* session, all Relationships that come into play are **revealed**.
That's right. Contrary to more traditional RPGs, your character *doesn't* make new acquaintances. The town is a small place where everyone knows everyone. Relationships are revealed to *you, the Player* and everyone at the table. Not even the Director knows about it until it's revealed during play.

That means that **your character knows more than you**, and you play to find out her dirty secret Relationships Scene by Scene. Don't play ahead. Let your character surprise you with impulsive decisions and unexpected revelations.

The Hearts

Next to each name in the list on the right side of the Character Sheet are two kind of hearts: one **normal** ♡ and one **inverted** ♤.

Normal ♡ represents a **positive Relationship**, such as **love** or friendship (**like**).
The inverted heart ♤ represents a **negative Relationship** such as antipathy (**dislike**) or even death hatred (**hate**).

Whenever a Scene involves an NPC (or in specific cases where the Director requests it), the Player *must* choose one of the hearts and mark it according to the Relationship she imagines her character has with the NPC:

A positive heart completely filled ♥: the PC **loves** this NPC and can have **Sex** Scenes with her;

A negative heart all filled out ♠: the PC **hates** this NPC and may have **Violence** Scenes with her;

Normal heart crossed out ♡̸: the PC **likes** this NPC;

Inverted heart crossed out ♤̸: the PC **dislikes** this NPC. You can Dialogue to her but the spreads will always be **desperate**.

Mutuality & Symmetry

In *Silent Læke* **all Relationships are mutual**. If you hate a character, she hates *you too*!

Every Relationship also has a symmetrical one: if you *hate* a character, it's because you *love* another. And yes, both that enemy and that lover feel the *same* way toward you.

Consequently, if you *like* a character, you **must** mark another character you *dislike* on the Sheet.

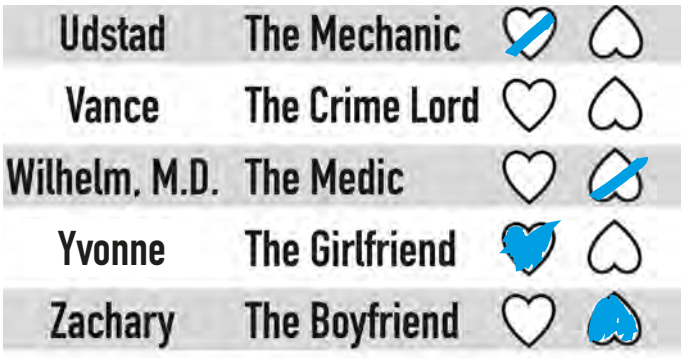
Ex.: Even before Barrin had the Sex Scene with Yvonne, Jojó had to make two decisions to unlock the options he would have with her.

Given that he can only have Sex Scenes with lovers, Jojó decided that Barrin loves Yvonne. In terms of fiction, this is the moment when it is revealed to the participants at the gaming table that Barrin and Yvonne are lovers.

Cola (Marion Player) and Director Diana rejoice with Jojó's decision!

Jojó paints the positive heart in its entirety.

The Director Diana reminds Jojó about the rule of Symmetry. Jojó thanks her and decides to paint a negative heart on Zachary, Deirdre's boyfriend. It seems that Zack already knows that Deirdre was cheating on him with Barrin and the imminent confrontation between the boys promises a future Violence Scene!



Jojó had already established that Barrin likes Udstad but dislikes Doctor Wilhelm. His Relationship with Vance has not yet been revealed...

hearts of the problem

SEX	VIOLENCE	DIALOGUE	MOXIE
			
love	hate	like	dislike

This alignment between Attributes and Relationships is not so much a hard one-to-one rule, but more of a mnemonic of optimization between Relationships and Scene Type.

*For example, **Moxie** (the Attribute least dependent on Relationships) doesn't involve NPCs directly, but if the PC is caught, the **dislike** Relationship is the least penalizing mechanically to her.*

*Another example, you can always use **Dialogue** with **any** Relationship, but hate and dislike always result in desperate spreads, and love allows Sex, which is the most powerful Scene Type in the game (although the most risky as well). In this way, Dialogue ends up being the best option in **like** Relationships.*

The Oracle

(The Director's Whispered Ally)

In *Silent Læke*, the Oracle is more than just a conflict-resolution tool—it's the Director's versatile ally. You can use it much like dice in other RPGs:

- **d10**: Draw a card, disregarding Tulpas. Each card's value (1-10) corresponds to a number.
- **d2**: Use the color—**black** or **red**—where black is 1 and red is 2. **Yes** or **no**, **clean** or **dirty**, **single** or **committed**—name any duality, and it works.
- **d20**: **Black** cards are **1-10**, **red** cards are **11-20**.
- **d4**: Use the suits—Woods♣, Town♦, Day♥, and Night♠—to represent four outcomes.

You can also use the Oracle to decide random times, dates, or even how many extras are in a Scene.

For Relationships, draw a card and use the suit:

- Day♥ = love
- Night♠ = hate
- Town♦ = like
- Woods♣ = dislike

Tulpas are special. At the Director's discretion, they may introduce rare, twisted outcomes or be ignored entirely. After any spread or Oracle consultation, cards go to the Graveyard. If a Tulpa is included, the Graveyard is reshuffled into the Oracle.

With the Oracle, the Director can bring unpredictability and depth to every moment of the game, keeping it fresh and exciting for all Players.

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).

For **updated files** and **separate downloads**, see the **end of page 9**.

For **detailed preparation** guidelines, see **page 94**.

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.

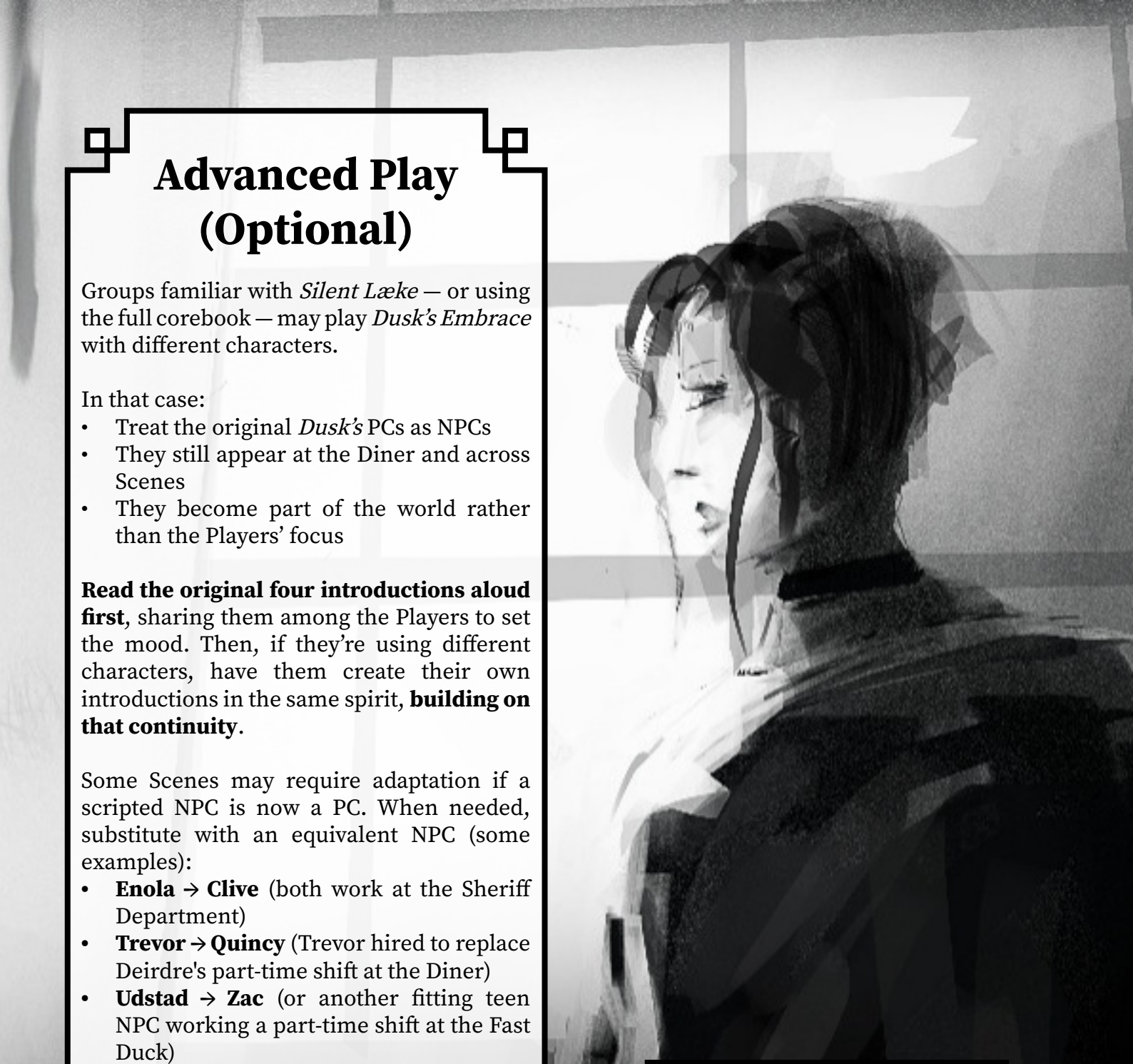
Once the group leaves the Diner, any **unselected characters become NPCs**, pursuing their own investigations across Silent Læke.

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.

*Alternatively, a failed Scene may be **attempted later by a different Protagonist**, if it feels natural to the table.*

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.

Character Introductions

Instruct the table to read the following intros in order. Ideally, each Player reads the intro of the PC she chooses. The intros of unchosen characters can be read by the Director or divided among the Players as they see fit.

1. Marion

Marion adjusted her glasses, the edges catching the last rays of sunlight as she peered out the window of her small, cluttered apartment. Papers and photographs were strewn across every surface, each one a piece of the intricate puzzle that was Deirdre's life and untimely death. She ran a hand through her curly hair, the green of her eyes deepening with determination.

As a reporter, Marion was no stranger to the darker undercurrents that flowed beneath the surface of seemingly idyllic towns. Silent Læke was no exception. Her intuition had brought her here, to this quiet, unassuming place where secrets festered in the shadows. Deirdre's murder had sent shockwaves through the community, and Marion could feel the ripples tugging at her own past.

She glanced at her watch, noting the time. It was almost dusk, and she had a meeting to attend. Trevor's diner had become a sort of unofficial headquarters for those seeking answers, a place where she had met with Barrin, Linus, and Alyss on numerous occasions. Tonight would be different, though. Tonight, they would move from speculation to action.

Grabbing her coat, Marion made her way to the door. She paused for a moment, her eyes lingering on a photograph of Deirdre pinned to the wall. There was something in the girl's eyes that spoke to Marion, a plea for justice that echoed in her mind. She wouldn't let her down. Not again.

The streets of Silent Læke were quiet, the houses casting long, eerie shadows as she walked. The air was thick with the promise of rain, a fitting backdrop for the storm that was about to break. As she approached the diner, the familiar neon sign flickered into life, casting a warm glow that stood in stark contrast to the cold dread in her heart.

Inside, the atmosphere was charged with tension. Marion was the first to arrive, and she took a seat at their usual booth, her eyes scanning the room as she waited.



2. Alyss

Alyss sat in her small, dimly lit cabin on the edge of the woods, the Owl perched silently on her shoulder. The bird's eyes were like twin orbs of wisdom, reflecting the flickering candlelight. Alyss had always felt a kinship with the creatures of the night, their silent flight a mirror to her own quiet existence. She was the Owl Lady, a title whispered with a mix of reverence and fear in Silent Læke.

She opened an old, leather-bound book, its pages filled with ancient knowledge and cryptic symbols. The recent events surrounding Deirdre's death had stirred something deep within her, a sense of foreboding that she couldn't shake. The girl's spirit seemed to call out to her, pulling her into the web of mystery that now ensnared the town.

Alyss stood, the Owl shifting its weight as she moved to the window. The setting sun cast long shadows across the forest, the trees standing as silent sentinels. She knew the others would be gathering at Trevor's diner soon. Her place was with them, using her unique insights to guide their path.

As she stepped outside, the cool dusk air wrapped around her like a shroud. The walk to the diner was a familiar one, the forest paths etched into her memory. She moved with the grace of someone who belonged to the wild, each step a silent conversation with the earth beneath her feet.

Arriving at the Charming Saloon Diner, she paused, taking in the sight of the warm lights spilling onto the street. The Owl still perched on her shoulder, its amber gaze catching the glow from the window. Alyss pushed open the door, greeted by the comforting hum of conversation and the scent of freshly baked pie.

Marion was already seated, her face tense with anticipation. Alyss joined her, the Owl watching quietly from its perch as Alyss's presence brought a hush of calm to the table.

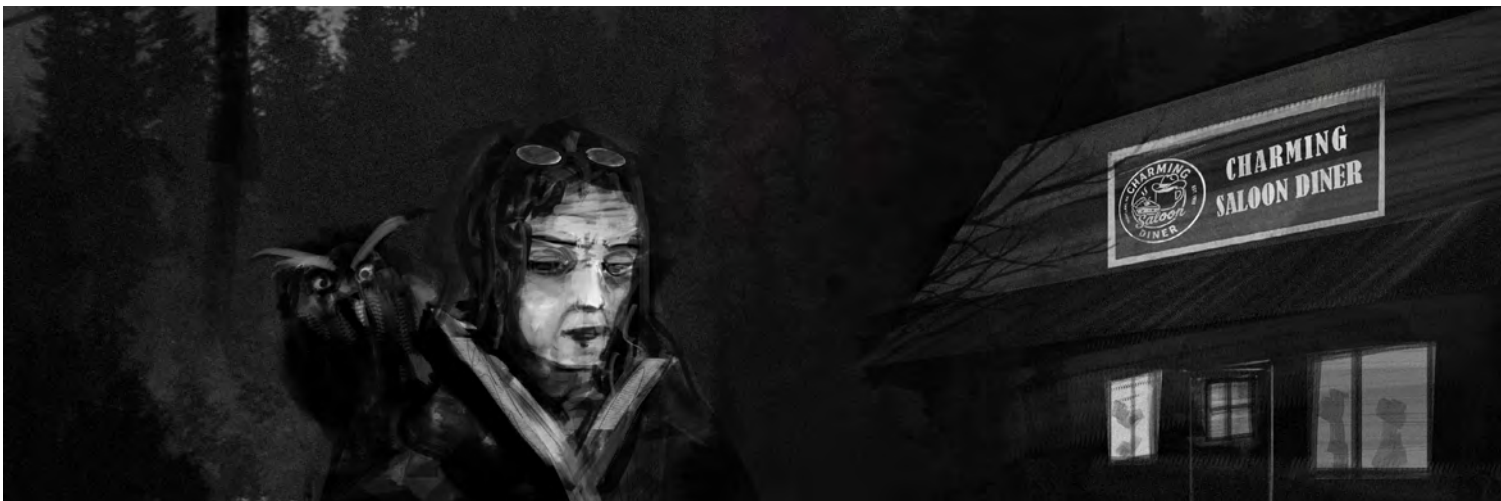
3. Linus

Linus adjusted his deputy hat, trying to project an air of confidence that he didn't quite feel. As he walked through the quiet streets of Silent Læke, he couldn't help but think about Deirdre. Her death had cast a pall over the town, and everyone was on edge. Linus, with his clumsy ways and big heart, felt the loss deeply. He had always seen Deirdre as a beacon of light in their small community.

This dusk, he was headed to Trevor's diner. The Charming Saloon had become a gathering place for those seeking answers, and Linus knew he had a part to play. He might not be the sharpest tool in the shed, but he cared about his town and its people. And he wanted justice for Deirdre.

As he approached the diner, the familiar sign hummed faintly in the half-light, casting a dim shimmer across the pavement. Linus took a deep breath, steeling himself for the conversations to come. Inside, he spotted Marion and Alyss already seated. Their faces were a mix of determination and sorrow — a reflection of his own feelings. Linus had finally arrived, his usual clumsiness replaced by a rare seriousness.

He slid into the booth, offering a small smile to the ladies. They had become an unlikely team, each bringing their own strengths to the table. Linus might fumble with his words and trip over his own feet, but he had a keen sense of loyalty and a big heart.



4. Barrin

As the sun dipped below the horizon, casting an amber glow across the vast, still waters of Silent Læke, Barrin rode his motorcycle down the winding path. The cool evening breeze whispered secrets through the trees, their shadows lengthening and merging with the encroaching dusk. The familiar hum of his bike was the only sound that punctuated the serene silence, a stark contrast to the storm brewing within his mind.

The events of recent days weighed heavily on him. Deirdre, the shining star of Silent Læke, was gone, her life snuffed out like a candle in the wind. Barrin had loved her in secret, a love that now lay buried beneath layers of grief and unanswered questions. He knew he wasn't alone in his sorrow. The entire town was a tapestry of intertwined lives and secrets, and Deirdre's death had pulled at the threads, threatening to unravel them all.

Ahead, the Charming Saloon Diner came into view, its warm lights a beacon against the dimming world. Trevor’s diner was a sanctuary of sorts — a place where the townsfolk gathered to share news, seek comfort, and occasionally, to conspire. This dusk, it would be the starting point of a journey as perilous as it was necessary.

Barrin parked his motorcycle and dismounted, taking a moment to compose himself. The sky above was deepening into violet, stars just beginning to pierce the veil of twilight. He took a deep breath, the scent of pine and the distant promise of rain filling his lungs.

Inside the diner, he knew, awaited three individuals who, like him, were bound by a shared determination to uncover the truth. Marion, the eccentric reporter with a knack for uncovering the hidden; Linus, the clumsy yet endearing deputy with a heart of gold; and Alyss, the enigmatic Owl Lady, whose wisdom and connection to the mysterious were as deep as the lake itself.

As he pushed open the door to the Charming Saloon, the warm air and the scent of freshly brewed coffee enveloped him. The low murmur of conversation halted briefly as he entered, eyes turning to acknowledge his arrival. He spotted Marion, Linus, and Alyss at a corner booth, their expressions a mix of resolve and anticipation.



Barrin made his way over, his mind racing with thoughts of what lay ahead. The journey to the truth would be fraught with danger, both seen and unseen. But together, they would face the shadows that lurked in the corners of Silent Læke, driven by a desire for justice and a need to lay Deirdre's spirit to rest.

He slid into the booth, the faces of his companions reflecting his own determination. The clock on the wall ticked steadily, each second a reminder that time was of the essence. With a nod to Trevor, who gave a knowing look from behind the counter, Barrin turned his attention to the group.

"It's time," he said, his voice steady. "Let's find out what really happened to Deirdre."

Marion leaned forward, her voice urgent. "We have to act quickly. The clues are out there, but we need to piece them together before it's too late."

The group nodded, their resolve unwavering.

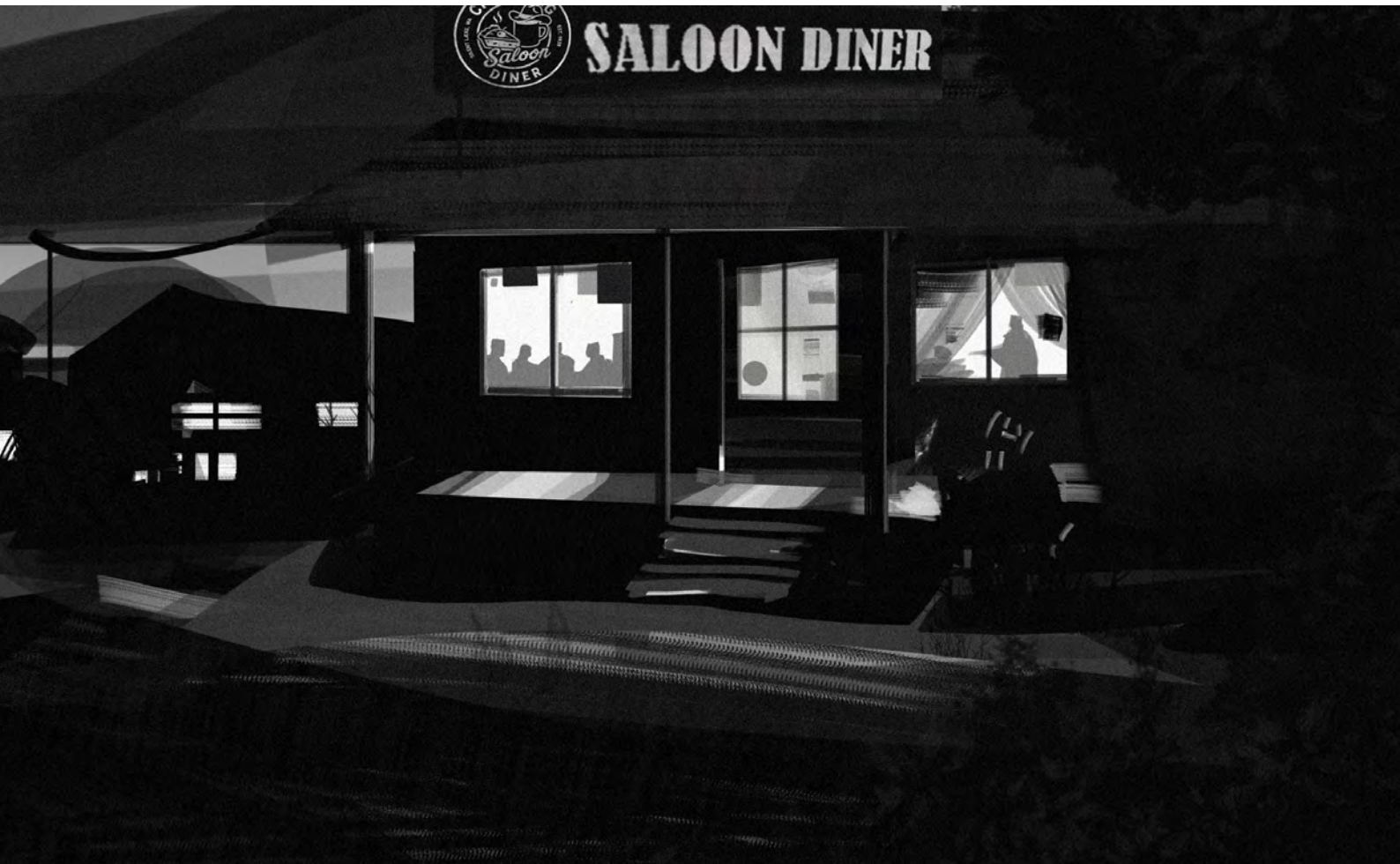
"We have much to discuss," Alyss said softly, but carrying the weight of ancient wisdom. "The spirits are restless, and the veil between worlds is thin. We must tread carefully."

"We need to stick together," Linus said, surprising himself with his firmness. "This town has secrets, but we're going to uncover them. For Deirdre."

The others nodded, their resolve mirrored in Linus's eyes. As they continued to talk, the diner's lights flickered, casting shadows that danced on the walls.

Trevor brought over a round of coffee, and Linus took a sip, the warmth grounding him. He listened as Marion laid out their plan, her voice steady and sure. Alyss added her insights, her eyes seeing beyond the veil of the ordinary. Barrin, with his quiet strength, nodded along, ready to take action.

As the four of them began to discuss their plan, the diner's lights cast long shadows across the table, intertwining with the secrets and mysteries that awaited them in the depths of Silent Læke.



Dusk's Embrace

Introductory Scenario

The *Dusk's Embrace* introductory scenario is designed to be directed, not shared. Unlike the main *Silent Læke* experience—where Players hold narrative control—this scenario follows a more traditional format guided by the Director.

Contrary to the main purpose of a regular *Silent Læke* session, this scenario *isn't* so much focused on finding out who Deirdre's killer is. Instead, the PCs are more interested about the recent events that led to Deirdre's demise and they suspect that her death was maybe convenient to hide a lot of awful truths about the town. Or maybe there's some unseen forces beyond understanding? If so, what was Deirdre medling with? See *Dusk's Embrace* as a parallel story or a lost episode if you will. To the new Player it won't matter so much at this stage.

Read to the Players

As the sun sets over Silent Læke, casting long shadows across the quaint town, an unsettling hush falls upon the streets. The murder of Deirdre still lingers in the air, and the community is restless, desperate for answers. The Charming Saloon Diner, with its inviting aroma of coffee and cherry pie, becomes the gathering point for those entangled in the web of secrets.

Place 1: Charming Saloon Diner ♦

Setting

The Charming Saloon Diner exudes a nostalgic charm with its rustic décor and the sweet aroma of Trevor's famous cherry pie wafting through the air. Dim lights create a cozy ambiance, and the gentle hum of conversations provides a backdrop for the characters' investigations.

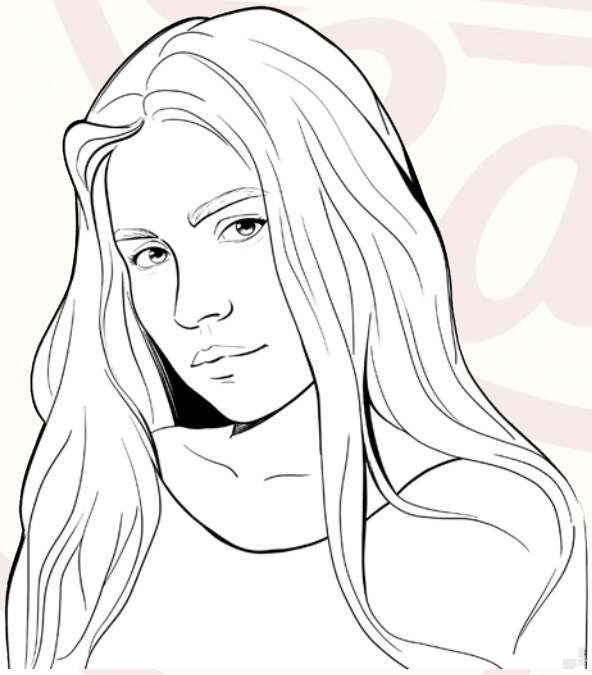
Since this is your first *Silent Læke* session, we'll take it slowly. Start by warming up your Players, asking them why it's so cool to be here and if it brings them any comfort over the loss of Deirdre.

After the table **reading the intros**, ask the Players to choose their PCs in the case they haven't done so.
Those left out become NPCs for the rest of the scenario, but they can always become PCs later on, in special situations or if the table receives another Player in the middle of the session.

Since in the intro Trevor serves coffee to everyone, award each PC a **Joe**. Ask each Player to mark ▨ in the respective Stuff square (☐) in the Character Sheet. Explain that ▨ means that the PC carries the Stuff (in this case, Joe), but hasn't consumed it yet. To benefit from its effect she must consume it, painting ■ on the Stuff box over the ▨, *according to the Usage Rules on page 42*.

Observe with the Players that some characters already start with Stuff marked ▨ on the Sheet.

In turn, ask each Player to mark on the Sheet what her **Relationship with Deirdre** was, but not to reveal it immediately to the others, not even to you, the Director. It's more fun that way. The choices are **love**, **hate**, **like**, **dislike**.



The late Deirdre, 17 F.

There is no such thing as "indifferent" in Relationships in Silent Læke. Remind them that this is a small town and everyone has known each other since childhood.

Take the opportunity to explain the rules of **Mutuality & Symmetry** *on page 44*. In other words, when marking the Relationship with Deidre, they must indicate the **symmetrical Relationship with any NPC** on the list, even if the Players have no idea who the NPCs are for sure. Decide now and play to find out later!

After explaining the dynamics of Relationships, give your Players 1 minute to decide, but ensure that there is no analysis paralysis. This scenario is for learning, and making mistakes now is part of its charm.

After that, ask them to take turns (if they want, they can even speak in character among themselves) to explain (thus reveal) the Relationship they had with Deidre.

If the Players feel inspired, ask them to explain the symmetrical Relationship in the same exchange of memories.

Next, ask Players to **establish a Relationship *between*** their **PCs**. For reasons of cohesion in this scenario, this Relationship *has to be positive* (love or like). Let the Players **also define their symmetrical Relationship** (which will be negative) with another NPC on the list.

Remember
Players must have defined at least 4 Relationships each at the end of this dynamic:

- *With Deirdre;*
- *A symmetrical Relationship to Deirdre's;*
- *Among PCs (positive);*
- *Symmetric to that of PCs (negative).*

After they have vented a little about these Relationships, check each PC's Relationship with Deirdre and give the following rewards:

- **love** or **like**: **1** Melancholic Horror (**MH**) and **2** Beautiful Darkness (**BD**);
- **hate** or **dislike**: **1** Beautiful Darkness (**BD**).

Cherry pie is my comfort food

Tell them straight
All this sentimental sharing gave you the munchies. Furthermore, you can't just come to the Charming Saloon and not consume!
Hey! How is Trevor?!



Trevor, 38 M, the diner owner.

Check Relationships with Trevor
Trevor is the owner of the Charming Saloon. Ask the Players the Relationship of each of the PCs to him. If it is not yet defined, define it *now*. Don't forget the symmetrical Relationship, as always.

There is no need to develop a big conversation about this Relationship. Just reveal it and roleplay the way you ask Trevor for the menu according to this.

Please note, we are not yet resorting to resolving Sex, Violence, Dialogue or Moxie in these Scenes yet. For now, let's just have conversations colored by the established Relationships.

Here's the **Stuff** menu:

- **Donut** - draw a card from the Oracle, obeying the normal limit of Hand plus Conditions suffered, *not* exceeding three cards. *Otherwise, you cannot use the Donut.*
- **Pie** - heals Physical Condition.
- **Joe** - heals Social Condition.
- **Pop** - discard a card from the Hand to the Graveyard and draw another from the Oracle to the Hand. If the Hand is empty, simply draw a card from the Oracle.

PCs who **love** or **like Trevor** get to choose **one Stuff for free**.
Any PC may buy **two Stuff** by **discarding a card**.

Mark ☐ the corresponding boxes in the Stuff section in the Sheet.

Explain getting Stuff for free as you will (*"It's on the house!"*, *"Put it on the tab!"*). For those who discard cards to get Stuff, this mechanic is an abstraction of money spend or frustration for the character.
Nobody is here counting beans!

Leads

1. The Enigmatic Note *(Moxie)*: ask the quietest Player for a **Moxie spread**. Take the opportunity to teach the table about spreading cards on page 20. As always, unless otherwise indicated or if the MH is at 5, the spread will be of **normal difficulty** (Director spreads two cards from the Oracle). The environment at Charming Saloon Diner is **Town** ♦.

Check "**Spreads comparison**" on page 24 *but* consider the aplication of the results as follows:

- **lose** or **tie**: the character does not notice a subtle clue but relaxes in the cozy atmosphere of the diner. **Heal 1 MH**. *If there's another Player wanting to try, let her, but only after the quiet one fails.*

- **win**: when lifting the plate for some reason or the glass to drink, the PC notices a mysterious message written by the hand of a madman on the paper covering the table.
  1. Consult the Oracle for the cryptic message (***The Enigmatic Note***);
  2. Silently write it on a piece of paper in your best madman handwriting, then place it in front of the Player;
  3. After writing the note, discard the card to the Graveyard;
  4. If the discarded card is a Tulpa⚜, shuffle the Graveyard back into the Oracle;
  5. The PC suffers 1 MH and 1 BD.

The Enigmatic Note

Consult the Oracle:

A. the serpent's dance in the **shadows**

2. I am The Eye.

3. The mirror reflects more than eyes can see.

4. a red tear of blood once promised to me until the end of time

5. truth hides in TWILIGHT

6. time is illusion SCARS are real

7. DARKNESS finds its voice

8. dreams are portals beyond reality

9. destiny weaves past present and future

10. truth reveals at the touch of DEATH

⚜. my name is not DEIRDRE



This particular activity does not provide any leads, but adds immersion and trains Player's Tracker update and Director's Oracle consultation.

2. Alyss' Insight *(Special)*: Alyss, attuned to mystical energies, senses an ethereal resonance

in the diner, hinting at the presence of unseen forces. Read ***my Owl has something to tell you***.

3. Trevor's Testimony *(Dialogue)*: tell one of the Players that her PC noticed that Trevor is very thoughtful, as if he had something to say. Let the Player know that this would be an excellent opportunity for a Dialogue spread, but don't force it if the Player doesn't feel it's natural and there is someone else who is more willing to experience this interaction with Trevor.

If there is still a Player who hasn't done a card spread yet, prioritize her for this Scene.

Ask the Player about her Relationship with Trevor and remind her that if it is *hate* or *dislike*, the spread is *desperate* (which means you will spread three cards against the Player). The environment continues to be Town ♦, as they remain in the Charming Saloon Diner, which is a Town ♦ Place.

my Owl has something to tell you

If there's more than one Player *and* one of them is Alyss, give her the respective Handout found in the ***Appendix***. If none of the Players is Alyss, make her an NPC they interact with in the diner. If she's the only PC in the adventure, you'll narrate a vision that the Owl gives her (try to adapt it). Most likely, you'll read to the Players the Owl's message — ***but don't read aloud the Places in parentheses***. That info is just for the Director.

Before reading the Owl's message, inform the Players that what they're about to hear is a riddle — a poetic vision that hides **two leads** to **Places** they might visit. They'll only need **one** to move forward, but each leads down a different path. Encourage them to listen carefully. It's fair play for Players to glance at the **Places** list on the **Main Sheet** during this step—after all, the townsfolk of Silent Læke know their way around town, even if the truth hides in plain sight.

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** (Fast Duck Gas Station) 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** (Laguna Hospital Centre), revealing the intricate dance between the living and the departed."*

Let them process what they heard from memory to find out. As soon as they seem stuck (most likely to happen in a minute), give them the Handout (it has the relevant words in bold just like in here but without the Places to visit in parenteses).

The *whole* group has **two tries**, whether they guess it or not.

For **each failure**, *one* PC **suffers 1 MH**. For **each correct Place**, **heal 1 MH** *(Players choose who suffers or heals each point)*.

If the group can't guess one or more leads, allow an ***insight discard***: for *each* card discarded by any Player, reveal *one* of the Places. If the group discards ***two*** cards, they uncover ***both*** leads—then ask the Players who discarded to narrate how their characters connect the dots.

Silent Læke

In the full game, the Player chooses the Type of Scene she wishes to have with the NPC, but here the choice is pre-determined as Dialogue, for tutorial reasons.

Since it's your first Dialogue Scene, we will learn in stages, as it is the most nuanced Scene Type.

Spread the cards, remembering the *difficulty*, according to the PC's Relationship with Trevor. If her MH is already at 5, it will be a *desperate* spread, regardless of the Relationship.

Check the result:

- **lose**: Dialogue is the only Scene Type in which there is a *second try* in case of loss, subject to the following conditions:

  1. first the Director (as Trevor) and the Player share something true but which in itself *does not* exactly constitute a lead. It's more of an aesthetic and moody insight, *but true*. It may have to do with a childhood memory between the characters, perhaps involving Deirdre or a philosophical reflection on how her death impacts their lives and way of seeing Silent Læke.

*Consult the Oracle (**black** or **red**). If you drew a Tulpa, consider its color in the interpretation and then shuffle it together with the Graveyard in the Oracle, as always. Consult **Trevor's memories of Deirdre** and read the corresponding **PC loses Dialogue** to the Player, portraying Trevor yourself. Ask the Player to share an episode that the Trevor's memory made her PC remember about. Describe together how this makes the PC feel and assign her **1 BD** or **1 MH plus 2 BD**, according to the atmosphere generated in this mutual sharing.*

  2. The **PC gains 1 BD** (more nostalgic, romantic or poetic) *or* **gains 2 BD but suffers 1 MH** (sadness, depression, resentment), depending on the tone of her sharing.

It's OK being totally subjetive evaluating this one.

  3. Next, the **PC loses 1 Stuff** (consuming it without feeling any solace) *or* **suffers 1 MH** (perhaps the PC feels a deep melancholy triggered by the conversation).

In the full game, failed Dialogues with people with negative Relationships result in other consequences, including subsequent Violence or Moxie Scenes, but we ignore these possibilities in this introductory Scene.

  4. Then, the Player may try again.
  If the PC wins or ties, proceed to **win**, since PCs win tied Dialogue spreads. If she loses again, the PC gains no lead and **suffers 2 MH**. *Should this push MH above 5, keep it at 5 and instead suffer a Mental Condition (if not already present). See Melancholic Horror on page 17 for details.*

  If there is another PC, that one can try now. If her first try fails, this time you can use the other memory that you did not draw during the first Oracle consultation in this Scene. If this second PC fails both tries, apply the same consequences as the first one and just accept it. No more PCs may try.

*You might notice that in the Oracle's **black** result, there is a hint of a mysterious figure in a place that Trevor doesn't quite reveal. This is by design, precisely to illustrate that the PC failed the spread, thus not getting the whole useful info. If the PC succeeds on the second chance (lose, then win), try to connect the two memories into a single line of reasoning from Trevor, and in the context of the Player's responses and reactions.*

- **win**: if the PC wins (either on the first or second try), read the ***PC wins Dialogue*** from the table. The real lead is a **third Place** to investigate *(in addition to the two potential from the Owl's message)*.

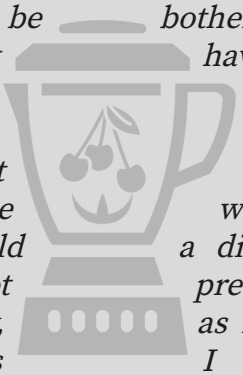
After winning this interaction with Trevor *(even if it takes two tries)*, and *if* the PC has a **positive Relationship** with Trevor, she **heals 1 MH**.

This healing always happens at the end of a Dialogue with a positive Relationship and requires winning the Dialog Scene.

Trevor's memories of Deirdre

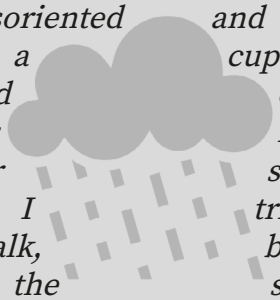
PC loses Dialogue, Oracle draws red

"I remember one quiet afternoon at the diner when Deirdre came in alone and ordered her favorite cherry milkshake. Something seemed to be bothering the girl; she didn't have her usual sparkle in her eyes. As I approached to chat, Deirdre just smiled sadly and said she was fine, but her eyes told a different story. I regret not pressing her more that day, as it was one of the last times I saw Deirdre before her death."



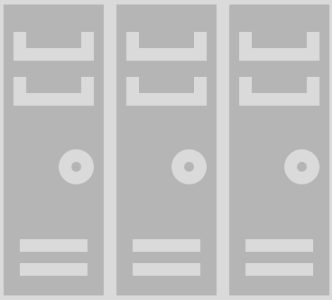
PC loses Dialogue, Oracle draws black

"I recall a rainy night when Deirdre showed up at the diner completely drenched, looking disoriented and scared. She ordered a cup of coffee and stared out the window as if she were waiting for something or someone. I tried to make small talk, but Deirdre changed the subject, saying she was okay and needed to leave. That night always puzzled me, and I wonder if Deirdre was somehow connected to that mysterious figure in the... Well, it's a dumb story anyway..."



PC wins Dialogue

*"Well, there was this one time when I was closing up the diner at dusk. Deirdre came in, breathless and pale, asking if I'd seen the lights at the **High School**. I told her it had been closed for hours. But she shook her head, almost whispering: 'Not tonight. They're all inside. They're waiting.' I didn't understand it then—but now, I'm starting to wonder."*



Beautiful Darkness

The PC now gains Beautiful Darkness according to the following criteria:

- PC **lost** (one or two tries): **1 BD**
- PC **won** (one or two tries): **2 BD**
- If *any* try was **desperate**, add **+1 BD** (regardless of outcome)
- If you haven't yet added **BD** or **MH** (+1 BD *or* +2BD but +1 MH) from **shared memories**, do so *now*.

There!

You've learned the mechanics of Dialogue Scenes. In the full game there are obviously more options, but this is the basis.

Now for the next Place!

Places to go

From the Owl's message:
Place 2A: **Laguna Hospital Centre** - page 60
Place 2C: **Fast Duck Gas Station** - page 79

From talking to Trevor:
Place 2B: **Silent Læke High School** - page 69

Obtaining one lead from the Owl's message is sufficient to advance the adventure. If Players choose different Places to visit, run individual Scenes for each.

- Make sure that **a Place is only visited once** in the scenario (even if all Scenes are played within it).
- Two PCs can visit the **same Place** at the **same time**, or **different** Places **each**.
- The same Place *cannot* be visited in two different instances, even by different PCs.

In the interest of narrative flow, let's assume that the PCs share the leads and knowledge they gain. *Even if they are in different Places, they could call from public telephones between Places to visit.*

In the full game it is normal for each PC to go to a different Place, but there is only one Scene per Place. In this scenario, however, it is possible to find several Scenes in the same Place, due to the narrative convenience of the finite and structured scenario that is "Dusk's Embrace".

Place 2A: Laguna Hospital Center ♦

Setting

The Laguna Hospital Centre stands as a stoic structure, its halls echoing with the whispers of medical secrets.

There are **three NPCs** that the PCs can encounter here: **Dr. Wilhelm** (Deirdre's medic), **Dr. Naomi** (her psychiatrist) and **Yvonne** (her girlfriend).

*If **Marion** isn't a PC*, she may appear as a ***fourth*** NPC. She's not essential, so skip her for a faster game, or include her for a slower, softer tone.

***Elias Dunsley,** a hidden **extra** NPC, serves as a source of tension and strangeness. Don't mention him initially; let his existence emerge through other NPCs.*

When visiting **Dr. Wilhelm** or **Yvonne**, the **first** to be visited reveals **Elias' name**, but *won't* recall or know his room number. If that Scene fails, the **second** gives *both*. Otherwise, the second just fills in the **room number**. As soon as the PCs learn about Elias, remind Players *they need both leads* — name *and* room number — to visit him.

Dr. Naomi and **Marion** *never* mention Elias, *unless* visited last — *and only if Wilhelm and Yvonne failed*. In that case, a generous Director may let Naomi or Marion reveal both leads on a successful Scene.

Only Dialogue and **Sex** Scenes are openly available here, *though there's secretly a special Moxie Scene (keep that hidden for now)*.

Yes, it's metagaming, but besides learning a new system, everything in *Silent Læke is* metagaming.

In the full game, Players choose the NPCs they find in Places and the Types of Scenes, but here we give a purposefully reduced choice, so that the specific mechanics of each Type of Scene can be assimilated gradually.

Players should now define Relationships with Dr. Wilhelm, Dr. Naomi, Yvonne and Marion (this one, if not already), considering symmetry even among PCs.

The Hospital is a Town ♦ Place, like Trevor's Diner. PCs can have **Dialogue** Scenes with **any** NPC, but **Sex** Scenes require a **love** Relationship. Exceptionally here, losing a Dialogue Scene with an NPC the PC hates *doesn't* escalate to Violence; treat hate temporarily as dislike. Inform Players of this adjustment only when relevant.

Distribute the three Scenes *(or four, if Marion is an NPC)* as evenly as possible among the Players. **Pairing** (see page 24) is allowed, rotating Protagonists if needed. Each Scene can include up to two PCs (Protagonist and Deuteragonist), though solo Scenes tend to be more intense.

On the next pages you will find text boxes with suggested speeches for each NPC, for the results of Dialogue Scenes. This time there are two lose results to better cover the two Dialogue tries. The win lines for Dialogue work great for the win results for Sex, in the typical post-coital cigarette conversation.

Remind Players that (just like in the diner Scene with Trevor) when they lose the first attempt at Dialogue (and Dialogue only), they are supposed to reveal a memory about Deirdre, or some philosophical-surrealist conclusion about everything that has happened. Memoirs are often the easiest and most fun to improvise. In this sense, the NPCs' lines serve as good examples for Players to know what to improvise for their PCs.

Sex and Dialogue Scenes

1. Dr. Wilhelm's examination room is meticulously organized, reflecting his methodical nature. Medical charts and x-rays are pinned to a large board behind his desk, while a comforting assortment of family photos, including some of Deirdre, offers a stark contrast to the clinical surroundings. His office is a place where many of Silent Læke's secrets are hidden, and his worn eyes speak of the burdens he carries.

Sex with Dr. Wilhem
Check the Sex rules on page 28.

Beautiful Darkness for Sex
Don't worry about the BD rewards. The math is already done below here to make your life easier.
BD awards that have a base with no modifier (e.g. 2 BD) *do not* stack. BD awards with a modifier (e.g. +1 BD) accumulate, whether positive or negative.

- PC **lost** Sex Scene: **1 BD**
- PC **won** Sex Scene: **2 BD**
- PC **tied** (won) Sex Scene: **3 BD**
- Sex was **desperate**: **+1 BD**
- If *two* PCs participated in the Sex Scene (thus a threesome with Wilhelm), reward BD to *both*, but with one point less *each*.

Dialogue with Dr. Wilhelm
Remember the steps of the Dialogue Scene with Trevor on page 58. Obviously consider Dr. Wilhelm memories instead of Trevor's.

Beautiful Darkness for Dialogue

- PC **lost** (one or two tries): **1 BD**
- PC **won** (one or two tries): **2 BD**
- If any try was **desperate**, add **+1 BD** (regardless of outcome)
- *If you haven't* yet added BD or MH from shared memories, *do so now*.
- If *two* PCs participated in the Dialogue, reward BD to *both*, but with one point less *each*.



Dr. Wilhelm, M.D., 60 M, the medic

Dr. Wilhelm's memories of Deirdre

PC loses Dialogue, first time
"I remember the first time I met Deirdre. She was just a little girl, brought in for a scraped knee. Her eyes were wide with wonder, even through the tears. She asked me if the stars would still shine if she didn't believe in them. Such a curious mind. She never lost that wonder, even when the shadows began to creep in."

PC loses Sex / Dialogue, second time
*"I'm sorry, but I can't share any details about Deirdre's medical history. Patient confidentiality, you understand. If you have any other questions, I suggest you **speak with Dr. Naomi**. She might be able to help you more."*

PC wins Sex / Dialogue
*"Deirdre was a bright girl, full of life, but she had her secrets. I remember that lately she visited a particular patient here often, **Elias Dusnley**. He's a strange man, always talking about 'The Other Side'. He became completely mute after Deirdre died. She left some notes with him. The nurse mentioned something she left with him, saying it was part of some 'ritual'. I bet it's still it in **his room** ."*

May or may not reveal Room 217.
Stuff**: slice of cherry **Pie

2. Dr. Naomi's office, cluttered with books and artifacts, becomes another focal point for the characters' investigations. The shelves are filled with psychiatric texts and peculiar objects from her travels, each with its own story. The dim lighting and heavy curtains give the room an almost oppressive atmosphere, fitting for the woman who delved into the darkest corners of Deirdre's mind.

Sex or Dialogue with Dr Naomi
Consider exactly the same criteria as with Dr. Wilhelm, with the difference in the respective speech suggestions, obviously.



Dr. Naomi, 53 M, the shrink.

Dr. Naomi's memories of Deirdre

PC loses Dialogue, first time
"There was a time when Deirdre brought me a flower she had picked from the woods. She said it was special, that it only bloomed in the darkest part of the forest where the light barely touched. She called it her 'midnight bloom.' Even then, she was searching for beauty in the darkness."

PC loses Sex / Dialogue, second time
*"Deirdre's sessions are confidential. I can't disclose what we talked about. Her mind was troubled, that's all I can say. If you're looking for more information, perhaps you should try **talking to Yvonne**. She was very close to Deirdre."*

PC wins Sex / Dialogue
*"Deirdre was fascinated by the occult. In our sessions, she often spoke about rituals and 'The Other Side'. She mentioned finding an old book, a **grimoire**, in the **school library**. She even brought me a page from it once, filled with strange symbols. She said it was important, that it held the key to something she was working on."*

Stuff**: cup of black **Joe

3. Yvonne can often be found in the hospital's small, dimly lit waiting area, where she spends her days trying to piece together her memories of Deirdre. Her presence is a haunting reminder of the personal impact Deirdre's death has had on those who loved her. Yvonne's eyes, red from countless sleepless nights, reflect both grief and a burning desire for answers.

She knows by heart a poem that Deirdre once recited to her. Have her recite it if the first Dialogue spread fails, or use it as you feel appropriate. Hearing this poem for the first time brings changes to one of the Trackers, as you can see.

Sex with Yvonne
Check the Sex rules on page 28.

Beautiful Darkness for Sex with Yvonne
- PC **lost** Sex Scene: **1 BD**
- PC **won** Sex Scene: **2 BD**
- PC **tied** (won) Sex Scene: **3 BD**
- Sex was **desperate**: **+1 BD**
- If *two* PCs participated in the Sex Scene (thus a threesome with Yvonne), reward BD to *both*, but with one point less *each*.

Dialogue with Yvonne
Remember the steps of the Dialogue Scene with Trevor on page 58.

Bridge of Moonlight

(Deirdre's Poem)

In the quiet night, where secrets softly lie,
The moonlight forms a bridge to realms beyond the sky.

Hidden worlds in silver beams, where dreams and shadows meet,
A place where hearts find solace, in whispers soft and sweet.

The first time a PC listens to the poem, compare her MH with her BD
- If MH is the lowest, PC suffers 1 MH
- If the BD is the lowest or equal to the MH, PC gains 1 BD



Yvonne, 17 F, the girlfriend.

Beautiful Darkness for Dialogue with Yvonne
- PC **lost** (one or two tries): **1 BD**
- PC **won** (one or two tries): **2 BD**
- If any try was **desperate**, add **+1 BD** (regardless of outcome)
- If you haven't yet added BD or MH from shared memories, do so now.
- If *two* PCs participated in the Dialogue, reward BD to *both*, but with one point less *each*.

story items: *Delivering the **Polaroid photo** or the **locket** found in Deidre's locker at the High School, to Yvonne will result in her gratitude, **healing 1 MH for the Polaroid** and awarding **1 BD for the locket**.*

Yvonne's memories of Deirdre

PC loses Dialogue, first time
*"Deirdre used to write poetry. She never showed it to anyone but me. One night, under the stars by the lake, she read me a **poem about the moonlight** being a bridge to another world. She believed that there was more to our world, something hidden just beyond the veil. I can still hear her voice reciting those words, like a haunting melody that never fades."*

PC loses Sex / Dialogue, second time
*"I don't know what you want from me. Deirdre and I shared everything, but there were things even I didn't know about her. Maybe you should look in **her locker at school**. She kept some of her secrets there."*

PC wins Sex / Dialogue
*"Deirdre was obsessed with this idea of The Other Side. She said she needed **three things** for a **ritual**: a special **black candle**, a **page from a grimoire**, and **something from the hospital**. I didn't understand it, but she was determined. She visited **Elias Dunsley** here a lot. I think she left something important with him."*

May or may not reveal Room 217.
Stuff: *"Do you want some **Pop**?"*

4. Marion, only if NPC (Sex/Dialogue). The PC finds Marion in one of the quieter wings of the Laguna Hospital Centre, sitting in the dimly lit waiting area. The walls are lined with faded posters about health and wellness, and the air smells faintly of antiseptic. Marion is hunched over a notebook, scribbling notes with intense focus. She's the first to arrive, determined to uncover the truth behind Deirdre's death. The hospital's clinical atmosphere does little to ease the tension that hangs in the air.

The PCs approach Marion, who looks up, her green eyes sharp behind her glasses. She's willing to talk, but there's a guardedness to her demeanor, as if she's constantly weighing every word.

Sex with Marion
Check the Sex rules on page 28.

Beautiful Darkness for Sex with Marion
- PC **lost** Sex Scene: **1 BD**
- PC **won** Sex Scene: **2 BD**
- PC **tied** (won) Sex Scene: **3 BD**
- Sex was **desperate**: **+1 BD**
- If *two* PCs participated in the Sex Scene (thus a threesome with Marion), reward BD to *both*, but with one point less *each*.

Dialogue with Marion
Remember the steps of the Dialogue Scene with Trevor on page 58.

Beautiful Darkness for Dialogue with Yvonne
- PC **lost** (one or two tries): **1 BD**
- PC **won** (one or two tries): **2 BD**
- If any try was **desperate**, add **+1 BD** (regardless of outcome)
- If you haven't yet added BD or MH from shared memories, do so now.
- If *two* PCs participated in the Dialogue, reward BD to *both*, but with one point less *each*.

Marion offers no essential leads, but should nudge PCs toward Wilhelm or Naomi. She's also a fallback to reveal Elias's info if the others fail.

Marion's memories of Deirdre

PC loses Dialogue, first time
Marion's expression softens as she recalls a moment with Deirdre. *"There was this one night, not long before she... before everything happened. She called me, out of the blue, said she needed to talk. We met down by the lake, and she was different—quieter, like something had shaken her to her core. She told me about this recurring dream she had, where she was standing on the edge of a cliff, looking down into darkness. But she wasn't afraid. She said it felt like the darkness was calling her, like it wanted her to dive in. I tried to tell her it was just a dream, but... I don't think she believed me."*

PC loses Sex / Dialogue, second time
Marion sighs, leaning back with arms crossed. *"I've been chasing this story in circles. Deirdre was into some deep stuff — darker than I expected. But I hit wall after wall. Every lead goes nowhere, or worse."*
She hesitates, then softens slightly.
*"If you still think there's something to uncover... talk to **Dr. Wilhelm** or **Dr. Naomi**. They both saw sides of her I didn't. Maybe they'll open up to you."*

PC wins Sex / Dialogue
Marion closes her notebook slowly, as if the sound of the pages carried weight.
*"You know, Deirdre didn't just open up to anyone. But once, over coffee, she mentioned something weird. She said she was saving up for something at the **Fast Duck Gas Station**."*
She chuckles softly. *"I joked — what, a scratch card and some Pop? But she just smiled, kind of distant. Said it was '**something rare**... something people don't even know they sell.'"*
Marion shrugs, suddenly uneasy.
"At the time I thought she was just being poetic, or maybe messing with me. But now... I'm not so sure."

Stuff**: cup of black **Joe

5. Elias Dunsley's Room 217 (Moxie)

If your Players are completionists, have them talk to *all* Hospital NPCs *before* Elias, as their importance fades after the PCs meet Elias. If the Players seem eager, let them visit Elias only *after* they learn his **name** *and* **room number**.

In this Scene, **Selene** and **Elias** are **extras**—NPCs without Relationships. They *aren't* part of metagame planning and serve more as descriptive or interactive devices, revealed in the moment for added tension and atmosphere, though fun to engage with.

As the PCs approach **Room 217**, the sterile scent of antiseptic fills the air, mingling with an unsettling silence. The corridor seems to stretch on infinitely, the fluorescent lights flickering sporadically, casting eerie shadows on the walls. Just as they near the door, they are confronted by Nurse **Selene Hawthorn** (54 F, extra). Her presence is as imposing as it is enigmatic. With her greying hair tied back tightly and piercing eyes that seem to see through their very souls, she stands as an unwavering sentinel. She's holding a tray with a hot cup of **Joe**.

It's very unlikely, but if one of the Players wants the Joe, Selene will quietly let him take it and drink, almost as if she had saved it for him. However, if a Player asks beforehand whether it's for him, Selene will simply smile faintly and say, 'It's not for you.'

Nurse Selene doesn't speak at first, her gaze shifting between the PCs and the door to Room 217. The tension is palpable, the air thick with unspoken warnings. When she finally speaks, her voice is low and measured, almost a whisper that compels them to lean in.

"You shouldn't be here," she says, her tone carrying a weight that suggests more than just hospital protocol. *"Elias doesn't take kindly to visitors. Best you turn around and forget you ever saw this place."*

She steps aside slightly, not enough to allow them entry, but enough to make them question what secrets lie beyond the door. Her eyes never leave them, adding to the growing sense of unease. She won't mention Elias proactively, adding to the uneasy aura surrounding his stay at the Hospital. The PCs can feel the weight of her words and the mystery surrounding Elias Dunsley, making the decision to proceed even more daunting.

Only use the following lines if the PC wants to question the nurse.

Selene will not actively obstruct PCs who say they are coming to visit Elias, nor will she ask questions.

"Sometimes, silence screams louder than any words. There's echoes of truths in room 217, for the ones who listen closely."

She will confirm any rumors about Deirdre visiting Elias recently but she won't be able to say more, as she doesn't know any more.

"In the stillness of his room, whispers linger. Trust the silence; it might guide you to what remains unseen."

She'll reveal that Elias doesn't react to anything, he just follows people with his eyes, looking at them enigmatically.

"Elias's eyes hold the weight of many secrets. Perhaps what you seek is hidden where shadows never sleep."

It's still a Moxie Scene. These lines only serve to build up the tension for the Moxie card spread that follows.

Since this is a Moxie Scene, the PCs are here to snoop around the Place, not engage in Dialogue with NPCs (those options were already explored with the three interactable NPCs). Be clear about this. The NPCs present (Selene and Elias) are ***extras****, serving to build tension and atmosphere, not as sources of information. Moxie operates differently from the other Scene Types—while verbal interactions can add tension, the real resolution here comes from the Moxie spread, no matter what is said.*

Silent Læke

For this Scene, Selene works as mystery and tension builder (as Players will be uncertain as to whether or not they will be denied entry). She'll **never** answer whether or not they are *allowed* to enter. Instead she'll give cryptic answers (see box on previous page). The PCs however, gets the feeling that they could be caught in the act when they're snooping or collecting clues. Let's face it, these are not behaviors appropriate for a visitor.

Eventually there will be a time when the PCs turns their backs on her and then turn back to her, and she'll be gone.

Could it have been a hallucination?

Then ask for a Moxie spread to see if the PCs can get into Room 217 and gather clues. Yes, one Moxie spread covers all that. *Isn't it amazing?*

- **lose**: the PCs cannot enter the room (it's locked) and suffer *one* Condition (pick one):
  -*Physical* (after so much effort in vain trying to open the door, the PCs feel exhausted.);
  -*Social* or *Mental* (acting this way, as if they were to blame for something, makes the PCs feel suspicious and paranoid).

- **tie**: consult the Oracle. Dr. Wilhem (**black**) or Dr. Naomi (**red**) catches the PCs red-handed (suffer the consequences of a tie in Moxie). Treat the consequence of a possible hate Relationship as *dislike* this time.
  "What do you think you're doing here? This room is off-limits to everyone. You have no right to invade a patient's privacy. Get out before I call security!"

After the PCs tying or losing, make sure to apply the respective effects (check Moxie on the Resolution Matrix on page 23) and let the whole table be creative about justifying it. The point is the PCs cannot enter the room. If a Player asks if he can try again, unexpectedly answer ***yes*** and just grant him the **win** result without asking him to re-spread Moxie.

An experienced Player of other RPGs may find this facilitation strange. To that one, you just declare with a sly look *"this is not where I want you to fail"*.

- **win**: the following Scene unfolds.

In Room 217, lies Elias Dunsley, a mysterious patient whose presence adds an air of enigma to the hospital. His room is stark and bare, with only the basic necessities—a bed, a small table, and a chair. The walls are devoid of any personal touches, save for a single, small window that lets in a sliver of dying daylight.

At the foot of the bed hangs the patient identification board. If a Player asks, inform him of its contents:

Patient: Elias Dunsley
Age: 47
Admitted: April 13, 1992
Condition: Mute - Cause Unknown
Room: 217

*If the PCs have already discovered the book "Whispers of the Dusk" (1912), remind them that it is impossible for this man to be this age and writing the book on that date. It sends a shiver down the PCs' spine and they suffer **1 MH**. If it was one of the Players who made this observation, **also** award her with 1 BD.*

Elias (47 M, extra) is a mute lumberjack; his silence more telling than any words could be. His eyes follow every movement, hinting at stories untold and secrets kept locked away. On the bedside table the PCs find **1 Stuff**.

Consult the Oracle for the Stuff found:
Black - Pop
Red Ace to **5** - Donut
Red 6 to **10**, or **red Tulpa** - Pie

It doesn't seem to the PCs that Elias is going to take any of this Stuff. However, if the PCs feel sorry and decide ***not to*** **take the Stuff**, **heal** them **1 MH each**.

In addition to the Stuff, the PCs finds one more object: **a vial of blood labeled "D."** (*story item*).



If the PCs question Elias, there is a cracking sound coming from his head as if something had broken inside and he drops his mouth open. Inside it is completely black. This blackness begins to eat away at his face, as if Elias were a two-dimensional image being stamped by some black ink, accompanied by the sound of Pac-Man's bite with each black stain that erases his face. Suddenly his face is a void, a black hole. Then Elias begins to shrink, as if he were being swallowed by the sheets until he disappears. Each PC viewing this **suffers 1 Mental Condition**. If she already has it, she suffers 1 MH *instead*.

There's a lump under the sheets. What will the PC do?

- **Is she getting the fuck out of there with the blood flask?** Let her go.
- **Does she search the sheets to investigate what's underneath them?** If she does, she will find an old untitled book with no indication of its author. This unusual discovery causes the PCs to **suffer 1 MH each**. *If* a **PC picks up the book**, the one who does it gains **1 BD** *and* finds out it's an **old diary** (*story item*).

Reading the old diary

The PC can read the old diary right there in Elias's room, or later while moving between Places. The reading moment should never feel trivial—fill it with tension and mystery. Otherwise, it may happen anytime, though preferably before deciding which Place to visit next.

When the Player decides to read, **consult the Oracle** (next page), silently read the corresponding entry to yourself, look worried, and then hand the Player the respective clip from the **Handout** to read aloud. All PCs present in the Scene suffer the reading's effects, except in ***The Latin Curse***, which follows its own procedure.

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 discovery and **additional MH**. Once they find the key clue — that **Deirdre's blood is one of the ritual's ingredients** — further reading becomes *optional*. **If a Player specifically asks to look for Page 17**, treat it as drawing the Ace and award her +1 BD for the insight. Each **extra entry** grants a bonus **+1 BD**. Tell the Players beforehand; fair warning heightens the thrill.

Never repeat an entry. If you draw one that was already read, ignore it and simply pick the next in the list. Of course award BD for a Moxie Scene as usual (page 38).

The death of the PC

There is a possibility that the PC will die while reading *The Latin Curse*. If this happens, simply say to her Player *"in Silent Læke death is not the end"*, with an enigmatic look and tell her to choose one of the PCs that is not being played by anyone, if she wants to keep playing. Come up with some bullshit to get the fresh PC into the story now. If there are four Players (and thus, no PCs left), just ask the Player to watch, it will be worth it. Even if she is not playing, do not restrict her from giving her opinion or ideas here and there (within reason) during the adventure, as long as she does not disturb the flow of the session.

The Latin Curse

"Maledictus est qui legat hoc: 'Sanguis est vita et mors, et per sanguinem veniet mors infinita.'"

Reading this curse inflicts terrible pain on the PC. She floats lying two meters above the ground. Suddenly her body twists and a crack is heard before she is violently thrown to the ground, as if she were a rag doll. She suffers ***both* Physical and Mental Conditions**. If she has already the Mental Condition, she suffers 1 MH instead. If she has already the Physical condition, she **dies**.

Any other **witnessing PC suffers 1 MH** for witnessing the suffering or the **Mental Condition** if witnessing the **death**.



Translation of the Latin Curse

"Cursed is he who reads this: 'Blood is life and death, and through blood will come endless death.'"

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?"* **PCs suffers 1 MH.**

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."* **PCs suffers 1 MH.**

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."* **PCs suffers 1 MH.**

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?"* **PCs suffers 1 MH.**

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?"* **PCs suffers 1 MH.**

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."* **PCs suffers 1 MH.**

Ace - 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."* **This is the lead that matters. PCs suffer 1 MH but gain 1 BD.**

Tulpa - March 30, 1992 - *"Maledictus est qui legat hoc: 'Sanguis est vita et mors, et per sanguinem veniet mors infinita.'"* **Reading this curse inflicts terrible pain on the PC. Read "The Latin Curse".**

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."* **PCs suffers 1 MH.**

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?"* **PCs suffers 1 MH.**

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."*
PCs suffers 1 MH.

Recapping the leads

Once the group has played 3 to 5 Scenes in the Hospital, and you feel it's time to move on, recap what their characters have uncovered. You can also use this breakdown in advance to understand how the leads connect.

- A Scene (Sex or Dialogue) with **Dr. Wilhelm** may lead to **Dr. Naomi** (Sex/Dialogue) or reveal **Elias/Room 217** (Moxie).
- A Scene with **Dr. Naomi** may point to **Yvonne** or unlock the **School Library.**
- A Scene with **Yvonne** may lead to **Elias/ Room 217** (Moxie) or Deirdre's Locker at the **School**.
- A Sex or Dialogue Scene with **Marion** can lead to **talking to Dr. Naomi** or **Dr. Wilhelm** (Sex/Dialogue).

Naomi and **Marion** act as **fallback** sources for Elias's information if Wilhelm and Yvonne *both* fail.

Ideally, Yvonne reveals that the **ritual** requires **three ingredients**, *two* of which are a **black candle** and a **grimoire page**. *She doesn't know the third*, or where to find any of them.

The Moxie Scene in Room 217 may reveal the **old diary** and Deirdre's **vial of blood**. The diary suggests that her **blood** *is* **one of the ritual's ingredients**.

There's a **cafeteria and a few vending machines** if the PCs want to **acquire Stuff** while at the Hospital. Don't forget to mention the **First Aid Services** as well — they can be surprisingly useful. **All of this is covered on page 43.**

Places to go

The leads collected at the Hospital point mainly to the **School**, but Players may remember the leads collected at the Diner and wish to visit the **Gas Station**. Don't manipulate their choices. It is more important that you make sure they are aware of the relevance of the clues collected.

Place 2B: **Silent Læke High School** - page 69
Place 2C: **Fast Duck Gas Station** - page 79

Place 2B: Silent Læke High School♥

Silent Læke High School, with its aged corridors and hushed classrooms, becomes a haunting backdrop for the characters' exploration. The lingering echoes of Deirdre's secret life whisper through the lockers and abandoned halls.

Available Scenes:

- **Sex or Dialogue Scene** with Sheriff Deputy Eagle-Eye **Enola**.
- **Two Moxie Scenes** (for lead gathering): **School Library** (unlocked *after* a successful Scene with Dr. Naomi at the Hospital). **Deirdre's Locker** (unlocked *after* a successful Scene with Yvonne at the Hospital).

The **Mapkin** *story item* (possibly obtained during Enola's Scene) can unlock up to *four* Scenes at the High School. It hints at the **School Library** and **Deirdre's Locker** (Moxie Scenes) and may also reveal *two optional* ones — the **Gym** and **the lipstick mark**, which could point to the **Stadium**.

These extra Scenes are meant for longer sessions. Use the **simplified Mapkin** (with fewer marks) for **shorter play**, treating the lipstick kiss as just aesthetic. For an **extended game**, treat it as a *true lead* to the **Stadium**, and include the **Gym** *only* if **Linus is an NPC and still living**.

Either way, the map remembers more than it shows.

Distribute Scenes as needed. If two PCs choose the same Scene, use the **Pairing** rules (page 24) to determine Protagonist and Deuteragonist (girl trumps boy, young trumps old). Violence may escalate from Moxie Scenes.

The High School is a Day♥ Place.

Scenes

1. Enola at the old classroom (Sex/Dialogue)

The old school building creaks under the weight of years of secrets. The air is thick with the faint scent of chalk and dust. As the PC wanders through the empty corridors, she finds **Enola** in an old classroom, her eyes distant as she gazes out the window at the forest beyond.



Sheriff Deputy Eagle-Eye Enola, 34 F

Enola's memories of Deirdre

PC loses Dialogue, first time
Enola turns to the PC, her face solemn. *"This school was built on sacred grounds,"* she begins, her voice a soft murmur. *"The spirits of my ancestors walk these halls. They whisper of disturbances, of things that should not be. Deirdre felt it too. She was drawn to the old stories, the rituals. She wanted to understand, to connect. But some things are best left undisturbed."*

PC loses Sex / PC loses Dialogue, second time
Enola sighs, her eyes darkening with a mixture of frustration and sorrow. *"Deirdre was always searching for something, something she could never quite grasp. She talked about The Other Side like it was a place she could escape to, a world where everything made sense. I tried to help her, tried to understand, but she was so lost in her own mind."* She pauses, looking away. *"Sometimes, I wonder if I could have done more, if I could have saved her from whatever darkness she found. But it's too late now."* She turns away, leaving the PC with the weight of her words and no new clues.

PC wins Sex / Dialogue
Enola unfolds a hand-drawn **map**, a **napkin** worn and creased from frequent handling. *"Deirdre made this,"* she says, her voice tinged with a mixture of sadness and reverence. *"These marks, they're places where she felt the presence of The Other Side the strongest. She believed these spots held some kind of power, a connection to the unseen. I don't know if she found what she was looking for, but I do know she was convinced something was watching her, guiding her."* She hands the map to the PC, her gaze steady. *"Maybe you'll find the answers she couldn't."*

Stuff**: cup of black **Joe

Dialogue with Enola
Follow the steps from the Dialogue Scene with Trevor (on page 58), but use Enola's memories instead. Treat *hate* as *dislike* in this Scene.

Sex with Enola
Check the Sex rules on page 28.

Beautiful Darkness for Dialogue with Enola
- PC **lost** (one or two tries): **1 BD**
- PC **won** (one or two tries): **2 BD**
- If any try was **desperate**, add **+1 BD** (regardless of outcome)
- If you haven't yet added BD or MH from shared memories, do so now.
- If *two* PCs participated in the Dialogue, reward BD to *both*, but with one point less *each*.

*Deirdre's hand-drawn Napkin Map (**Mapkin**, haha)*
*of the High School — a **story item**.*
The lipstick kiss might mean nothing…
or lead to the Stadium (S.L. Kickers Football Field).

Beautiful Darkness for Sex with Enola
- PC **lost** Sex Scene: **1 BD**
- PC **won** Sex Scene: **2 BD**
- PC **tied** (won) Sex Scene: **3 BD**
- Sex was **desperate**: **+1 BD**
- If *two* PCs participated in the Sex Scene (thus a threesome with Enola), reward BD to *both*, but with one point less *each*.



2. School Library (Moxie)
The library is a quiet sanctuary, rows of books standing as silent witnesses to the school's history. Dust motes dance in the beams of sunlight streaming through the windows. In the far corner, the young Teacher **Kylie** watches the PCs with a knowing smile.



Teacher Kylie, 24 F

Ask the Players to **define their Relationship with Kylie**, if it is not already defined (and obviously symmetrical). Kylie is too busy reading and won't speak to the PCs beyond a brief *"shush"*. The library is about to close. Kylie pays little attention to the PCs, provided they behave like ordinary students and stay out of restricted areas. Being a **Moxie Scene**, no Dialogue mechanics are expected here. ***The PCs' goal is to discover leads***. The PCs' goal is to discover leads. Whether they know what they're looking for depends on the Scenes played previously.

- **lose**: the PCs' search is interrupted as they hear the footsteps of Teacher Kylie approaching. They manage to quickly hide behind a bookshelf, narrowly avoiding detection. However, in their haste, they fear Teacher Kylie might catch them in the act. Kylie senses something amiss and warns them that the library is closing soon. She doesn't leave immediately, forcing the PCs to abandon their search for the time being. The sense of mystery deepens, but they're no closer to uncovering the truth. The sense of an opportunity missed weighs heavily on them. This Scene is closed for good. ***Each PC suffers 1 Condition.***
- **tie**: the PCs' search is hasty and clumsy, drawing attention to themselves. Teacher Kylie catches them and reprimands them for exploring areas they shouldn't. She escorts the PCs out and locks the library behind them. They leave empty-handed and frustrated.

  Check the **tie** application in Moxie, in the Resolution Matrix on page 23, but treat **hate** Relationships with Kylie as **dislike**:
  - **3 MH** if the PC **loves** Kylie;
  - **2 MH** if the PC **likes** Kylie;
  - **1 MH** if the PC **dislikes** or **hates** Kylie.

  Also, the PCs are **kicked out of school**.
- **win**: the PCs meticulously search the library, moving through the shadows with practiced stealth. After some time, they come across a hidden section behind a sliding bookshelf. Inside, they find "Whispers of the Dusk" (next page) by Elias Dunsley, 1912. The book's cover is worn, but the pages within hold dark secrets and cryptic rituals that Deirdre was studying. The tome sheds light on the connection between Silent Læke and the Other Side. ***Exceptionally, Don't reward the PCs with Stuff in this Moxie Scene.***

"Whispers of the Dusk" is less important for solving the mystery than it first appears, but it reveals Elias Dunsley's temporal paradox and serves as a major source of BD. It's a key story item.

*If the PCs have already met Elias, remind them that a man his age couldn't have written a book ending in 1912. The realization sends a chill down their spine — all suffer **1 MH**. If a Player makes this observation herself, **also** award her +1 BD.*

Beautiful Darkness for Moxie in the Library
- PC **lost** the Moxie Scene: **1 BD**
- PC **won** the Moxie Scene: **2 BD**
- PC **tied** the Moxie Scene: **3 BD**
- At least *one* of the spreads was **desperate**: +1BD
- If *two* PCs participated reward BD to *both*, but with *one point less each*.

"Whispers of the Dusk"

Ten cryptic and disturbing quotes from "Whispers of the Dusk" by Elias Dunsley, 1912, each gives **1 BD** the *first time* read. *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."

3. Deirdre's locker (Moxie)
The dimly lit corridors of Silent Læke High School stretch out before the PCs, the echo of their footsteps reverberating off the aged lockers. As they navigate through the maze of hallways, they come upon **Deirdre's locker number 17**, its surface slightly tarnished and the paint chipped around the edges. The faint scent of old textbooks and lingering perfume fills the air, a ghostly reminder of Deirdre's presence. The locker stands there, unassuming yet brimming with secrets, waiting to be uncovered.

- **lose**: the PCs attempts to open Deirdre's locker but cannot find a way to do so without attracting attention. The locker remains locked, and they fail to obtain any additional clues. Frustration mounts as they know something important is locked inside but cannot access it. **The PCs suffer the Mental Condition** (or another if already have it).

  Special: the Devil's Bargain
  *With a sly look, ask one of the Players how much she wants to open Deirdre's locker. If she says she really wants it, ask her if her PC would bleed for it (suffering the Physical Condition or another if already have it), if she answers "yes", tell her to lock a card in her Sheet accordingly. Then narrate that her PC forces the locker open until she bleeds, surprise her with an additional reward of **1 BD** and proceed to **win**.*

- **tie**: while trying to open the locker, the PCs are caught by the young Teacher Kylie. She sees them tampering with the locker and quickly intervenes.

  "What are you doing here? This area is off-limits. You don't have permission to mess with other students' belongings, especially Deirdre's. If you have questions, you should direct them to me or another staff member. Now, leave immediately."

  Despite her words, Kylie won't answer to any questions or engage in Dialogue with the PCs. She just watches them until they leave, ensuring no further access to Deirdre's locker.

*Check the **tie** application in Moxie, in the Resolution Matrix on page 23, but treat **hate** Relationships with Kristoph as **dislike** for consequences:*
- ***3 MH** if the PC **loves** Kylie;*
- ***2 MH** if the PC **likes** Kylie;*
- ***1 MH** if the PC **dislikes** or **hates** Kylie.*

*Also, the PCs are **kicked out of school**.*

- **win**: the PCs manage to open Deirdre's locker.

In the locker, there are **two Stuff** items: **Pop** and **Jack**, while the rest are *story items*.

The only *story item* with critical importance is **Page 17** from "Whispers of the Dusk". Other *story items*, such as the **locket** and **Polaroid photo**, offer additional rewards *if* handed over to Yvonne.

If **Barrin** is a PC and chooses to *keep* the **Polaroid photo**, he can **spend** it to **heal** either a Mental *or* Social Condition, or recover 1 MH. Similarly, if **Alyss** is a PC and *keeps* the **leather pouch**, **spending** it allows her to **draw** a card from the Oracle into her Hand, representing that the pouch's contents have mystical significance for her.

All other *story items* serve as narrative fluff, with no mechanical effects beyond the BD and MH modifiers already presented. However, both the Director and Player are free to suggest creative uses for these *story items*. If an interaction or Scene with an NPC makes sense, a Player may spend a *story item*. At the Director's discretion, spending a *story item* appropriately can **heal 1 MH** *or* a **Condition**, or **grant 1 BD**, adding an extra layer of thematic depth.

Page 17 - *story item*
(give the respective Handout to the Player)
Found in Deirdre's locker, it contains her journal notes in the margins, including observations about the ritual instructions, particularly the three required ingredients:
- **grimoire page** (this same page)
- **black candle** (*"I think it's for sale at **Fast Duck**!"*)
- **blood** of someone who has gone to the Other Side (*"I've been there in dreams, so mine must do the trick!"*)

The contents of Deirdre's locker

Distribute each discovery as evenly as possible among the PCs present in the Scene.
Follow this order for a climatic effect:

- A **Polaroid photo** of Deirdre with her friends, slightly faded. **+1 MH**

- A **bundle of letters** tied with a red ribbon, hand written by Deirdre. There's only time to take a peek. The PC won't find anything compromising, other than tender letters from friends and family, which remind him of how lovely Deirdre was. **-1 MH** (positive Relationship) *or* **+1 BD** (negative).

- A **school textbook** with annotated notes and underlined passages. One of the underlined passages in Deirdre's copy of "American Literature: A Comprehensive Anthology" reads:
  "We wear the mask that grins and lies,
  It hides our cheeks and shades our eyes,—
  This debt we pay to human guile;
  With torn and bleeding hearts we smile."
  — Paul Laurence Dunbar,
  from "We Wear the Mask", 1895

- Stuff: **Jack**

- A small, ornate box containing a **locket** with a picture of Deirdre and Yvonne. **+1 MH**

- A worn **leather pouch** containing small stones and herbs.

- Stuff: **Pop**

- A **key** with an unknown purpose, attached to a delicate chain. **+1BD**

- **Page 17** of an old book, full of strange symbols and instructions for a ritual. The header says "Whispers of the Dusk". **+1BD**

The three ingredients, including Page 17, are considered *story items*. *All three* are required to perform the ritual.

The page details an ancient ritual said to open a path to the Other Side. Deirdre's notes reveal she was determined to uncover its secrets and perform it herself.

Page 18
If the Player flips Page 17, she'll see that the back, though unprinted, isn't blank. It's been written over by Deirdre herself — a chaotic web of words, sigils, and fevered sketches bleeding through the parchment. The word HOPE repeats hundreds of times, breaking into fragments like prayers or echoes. Hearts, occult seals, and strange glyphs twist around phrases such as *"Who is in Room ?"*, *"I saw another Deirdre"*, and *"I think I saw something in the woods."* One date appears again and again, circled in red: **15th of May** — the day she died. It feels less like a note and more like a haunting, as if the grimoire itself were trying to speak back.
+1 BD to any PC involved.

Beautiful Darkness for Moxie in Deirdre's Locker
- PC **lost** the Moxie Scene: 1 BD
- PC **won** the Moxie Scene: 2 BD
- PC **tied** the Moxie Scene: 3 BD
- At least *one* of the spreads was **desperate**: +1BD
- If *two* PCs participated reward BD to *both*, but with *one point less each*.



4. Linus at the Gym, if NPC (Sex/Dialogue)
The gym is quiet now. Too quiet. The echo of old basketball games, squeaky shoes and teenage cheers seems trapped in the air, muffled under the dust and silence.

Deputy Linus stands awkwardly near the bleachers, hands in his coat pockets, eyes scanning the walls as if trying not to look directly at the memories. His hat sits slightly askew, and he's clearly out of his depth. There's something in the way he shifts his weight — half like a deputy, half like a kid called into the principal's office.

The moment he sees the PC, his posture straightens—then immediately collapses back into discomfort.

"Didn't think anyone would come here at this hour," he says. "Not since... y'know."

Dialogue with Linus
Follow the steps from the Dialogue Scene with Trevor (on page 58), but use Linus' memories instead. Treat *hate* as *dislike* in this Scene.

Sex with Linus
Check the Sex rules on page 28.

Beautiful Darkness for Dialogue with Linus
- PC **lost** (one or two tries): **1 BD**
- PC **won** (one or two tries): **2 BD**
- If any try was **desperate**, add **+1 BD** (regardless of outcome)
- If you haven't yet added BD or MH from shared memories, do so now.
- If *two* PCs participated in the Dialogue, reward BD to *both*, but with one point less *each*.

Beautiful Darkness for Sex with Linus
- PC **lost** Sex Scene: **1 BD**
- PC **won** Sex Scene: **2 BD**
- PC **tied** (won) Sex Scene: **3 BD**
- Sex was **desperate**: **+1 BD**
- If *two* PCs participated in the Sex Scene (thus a threesome with Linus), reward BD to *both*, but with one point less *each*.

Linus' memories of Deirdre

PC loses Dialogue, first time
Linus presses his cap down tighter, as if trying to hold something in.
"I remember one night. Just before all this. I found Deirdre in the gym, alone, sitting on the bleachers. Lights off. No music, no noise. Just... staring at the ceiling."
He fidgets with his fingers, avoiding eye contact.
"She said the silence helped her hear things better. Said the walls kept secrets if you knew how to listen. I laughed. Thought she was just being... y'know, poetic. But now I keep wondering what she heard that night. And why she looked like she'd already said goodbye."

PC loses Sex / Dialogue, second time
Linus hugs himself tightly. *"Nope. No. I... I shouldn't have said any of that."* He steps back, visibly shaken. *"Daphne, Deirdre... Maybe it's this place. Maybe the school wants them. I don't want to know more. I don't even want to be here."* He avoids eye contact. The connection shuts down. There's nothing more to gain from him now.

PC wins Sex / Dialogue
Linus sits on a folded bench, looking around the quiet gym like it's remembering for him.
"She loved this place. Deirdre, I mean. Used to sneak in sometimes after practice. Said it helped her think." He chuckles nervously. *"That girl thought a lot more than she let on."*

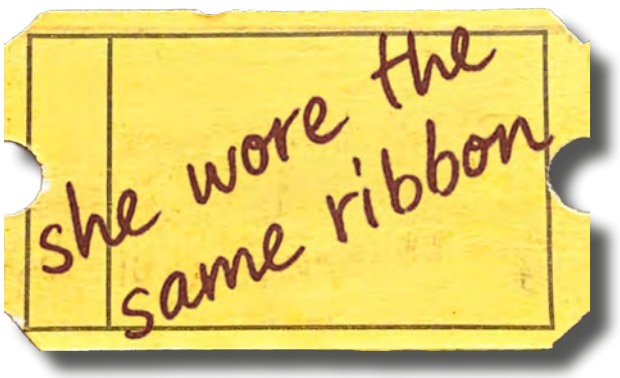
From his coat pocket, Linus pulls out something old — a crumpled game ticket, yellowed and creased.
*"Found this tucked inside one of the lockers. It's hers. For the **Kickers**' homecoming game, last year."*
He flips it over. On one side, the red ink reads *'Meet me where we lost'. On the back, softer handwriting says: 'She wore the same ribbon.'*

He swallows.
"That was the same field where Daphne Langford used to train... before she died. Deirdre used to ask me about her sometimes. Seventeen years apart, same age, same town. I don't know— maybe she wanted to finish something Daphne started."

He hands the item over.
"Maybe it's nothing. Maybe she just liked to walk with the same ghosts."

Stuff: Donut





5. S. L. Kickers Football Field
The high school football field, once alive with the roar of crowds and Friday night lights, now lies deserted and still. The wind moves softly through the empty bleachers, making the faded banners tremble. As the PC steps onto the field, faint echoes of applause and cheers ripple through the air—like ghosts refusing to leave. The field lights flicker weakly, casting fleeting, distorted shadows across the turf.

Moxie Scene
The PC feels drawn toward the center of the field, where faint footprints linger in the dirt—too fresh to be old, too few to make sense. The feeling of being watched grows heavier with each step, but no one is there.
Exception: treat any tie as a win *result in this Scene, but don't tell the Player beforehand. Reveal it only if the tie happens (you know, to keep her guessing, hehe).*

- **lose**: a wave of nostalgia and sorrow washes over the PC, freezing her in place. For a moment, she sees Deirdre standing in the center of the field, wearing her old cheer uniform, waving softly before fading away. When the vision breaks, the PC feels hollow and shaken, losing the will to keep searching. **The PC suffers a Mental Condition.**

- **win or tie**: a whisper echoes from the empty stands, calling the PC by name. When she looks, she glimpses a faint silhouette between the rows—but as she rushes toward it, the figure vanishes, leaving only a pair of white cheerleader gloves. Red lipstick stains the fingertips, matching the kiss mark from the Mapkin. The PC experiences a special encounter. **See "Dialogue with the Indistinct Figure."**

Dialogue with the Indistinct Figure
(only if win or ties in Moxie)

This Scene marks an exceptional moment—a fleeting encounter with something impossible.

As the PC realizes the mysterious silhouette has vanished—perhaps just a trick of the twilight—she suddenly finds her.
The entity is **Daphne Langford**, seventeen years old.
But it can't be her. She died exactly seventeen years ago.

Marion, Alyss and Linus recognize her instantly and **suffer a Mental Condition** from the shock.
Barrin, being only sixteen, **is immune**—he has no memory of Daphne. To him, she's just a beautiful, smiling cheerleader: blonde, magnetic, the perfect image of American youth.

For simplicity, treat each PC's Relationship toward Daphne as a softened echo of the one she has toward Deirdre.
Mechanically: **love** or **like** toward Deirdre **become like** toward Daphne; **dislike** or **hate become dislike**.

Marion, Linus, and Alyss *knew* Daphne in life, so the feelings return as faint memories.
Barrin *never* met her, yet feels an inexplicable emotional pull — a reflection of how he feels about Deirdre.

No need to record these Relationships on the Sheet; Daphne isn't listed (to avoid spoilers), and this is the only Scene where they matter.

If **Barrin** happens to be **alone** during this encounter and **guesses who she is**, *do not confirm it aloud.*
Simply give him a silent nod and a faint, knowing smile—then award **+1 BD** and **+1 MH** (a softer shock, but a shock nonetheless).

Finally, refer to **Daphne's Memories of Deirdre** for her Dialogue results.

The most unsettling part is that Daphne shouldn't remember Deirdre at all—when she died, Deirdre hadn't even learned to speak.

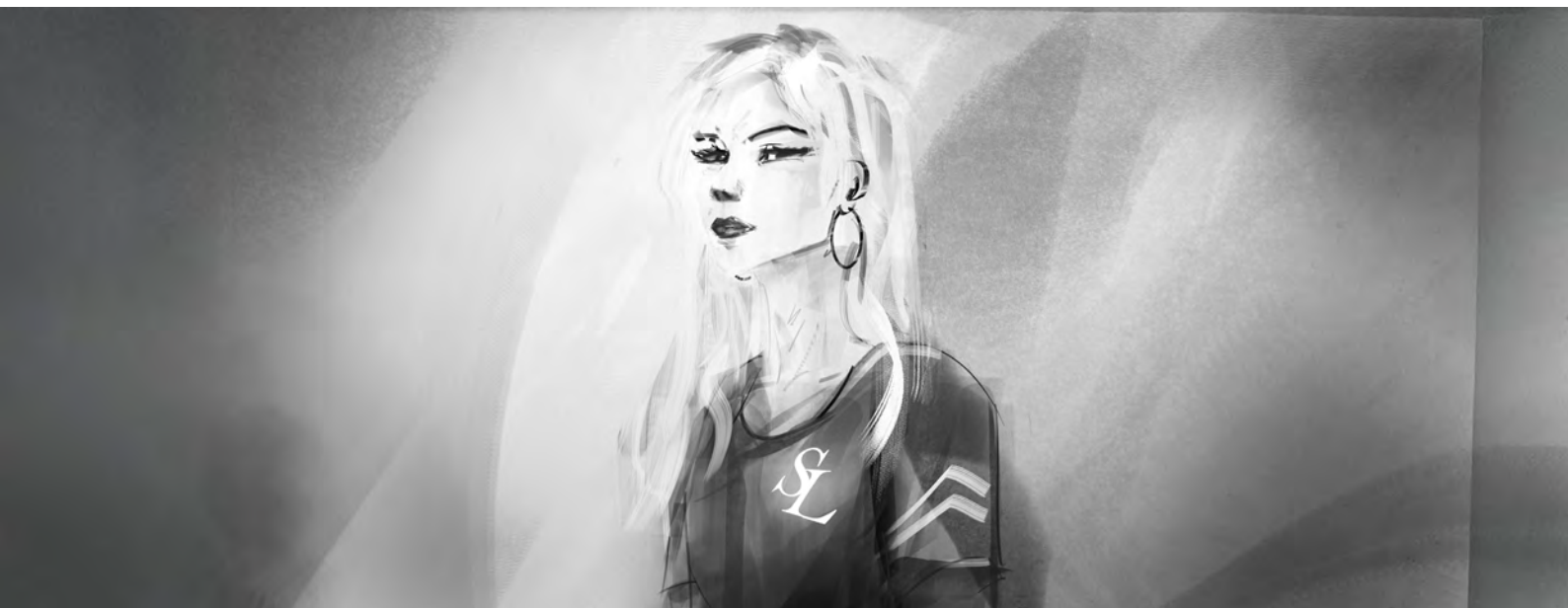
Daphne's memories of Deirdre

PC loses Dialogue, first time
The girl smiles faintly, her eyes glassy yet kind. *"You shouldn't be here... it's after the game."* She brushes invisible dust off her cheer uniform, then looks toward the empty bleachers as if hearing applause only she can hear. *"I was supposed to meet someone... but she never came. Maybe the lights went out. Maybe we did."* Her voice trembles. *"She said it was for love. But love doesn't sound like cheering anymore."* She fades slightly, the red of her lipstick catching the light before she adds softly, *"Tell her... tell Deirdre I remember the song."*

PC loses Dialogue, second time
She tilts her head, now uneasy, her smile breaking.
"Why are you asking that? The coaches said no one should come back after dark."
Her gaze sharpens—too aware, too human. *"Who told you my name?"*
The wind picks up, rustling her hair like she's underwater.
"I can't go back there. Not again. I already fell once."
Her voice lowers to a near-whisper: *"It hurts to remember being loved."*
She turns away, shivering, and when she looks back, she's gone.
The Protagonist suffers 1 MH.

PC wins Dialogue
She smiles—sad, radiant, and wrong. *"Oh... she's looking for it too, isn't she? The way out."*
Her eyes shine, reflecting the stadium lights that aren't really on.
*"There were **three things**. Always three. **Page 17** speaks of crossings, the **blood of one who's been there**, and the **candle that burns black** without smoke."*
She reaches for the PC's hand. Her fingers feel warm, alive.
"Don't make her finish what I couldn't."
Then, before fading, she presses something small and sweet into the PC's palm — a perfectly preserved chewing gum with lipstick marks, still faintly smelling of vanilla and cherry soda.
He hands the item over.

***Stuff**: Instead of the usual Stuff awarded at the start of a friendly Dialogue, Daphne offers a story item at the end of the Scene (regardless of the Relationship)—and only if it's successful. The story item is a **Chewing Gum**, which can be kept and later offered to an NPC as usual, or consumed by the PC, **healing 1 MH** and granting her **+1 BD**, as nostalgia quietly floods back.*



BD for Special Moxie/Dialogue Scene
Since this Scene is special and composed of two spreads (Moxie, followed by Dialogue *if* the Moxie is successful), use the following BD criteria for the PC:

- **Lost**, **tied** or **won** the **Moxie** spread: **1 BD**
- **Lost** the **Dialogue** (one or two tries): **+0 BD**
- **Won** the **Dialogue** (one or two tries): **+1 BD**
- Any of the spreads was **desperate**: **+1 BD**
- If you haven't yet added BD or MH from shared memories, *do so now*.
- If *two* PCs participated in the Scene, reward BD to *both*, but with one point less *each*.

Kicked out of School

Other PCs may still explore the School, including retrying Scenes failed by other PCs. An expelled PC may return by paying a cost (see Failing Forward, page 48).

*Rationale: PCs are **not** permitted to break into Deirdre's locker, and "Whispers of the Dusk" is **not** publicly accessible. If **Linus** is a PC, even as a Deputy he's at school **unofficially** without a warrant, and can't force a search **without support from the Sheriff's office**.*

Recapping the leads
Once the group has played **three to five Scenes** in the High School—and you feel it's time to move on—recap what the PCs have uncovered.
You may also consult this breakdown in advance to understand how the leads connect.

- *Unless* unlocked by previous Scenes in the **Hospital**, the High School begins with **only** the Sex/Dialogue Scene with **Enola** available.
  * However, this Scene can potentialy unlock the **School Library**, **Deirdre's locker**, the **Gym** and the **S. L. Kickers Football Field**.
  * In the unlikely event that the PCs have absolutely **no leads** *after* the Scene with Enola, offer them an **insight discard** (as described in ***my Owl has something to tell you***). This time, for **a single card only**, unlock **both** the **School Library** *and* **Deirdre's locker**, and ask the Players to narrate how their characters connect the dots.
- A Scene with **Dr. Naomi** (at the Hospital) may also unlock the **School Library.**
- A Scene with **Yvonne** (at the Hospital) may also unlock the **Deirdre's locker** Scene.
- **Page 17** found in **Deirdre's locker** Scene will provide a lead to the **Fast Duck Gas Station**.
- The Scene with **Linus** in the **Gym** may also unlock the **S. L. Kickers Football Field**.
- PCs may go directly to the **S.L. Kickers Football Field** if they deduce that the **lipstick mark** on the **Mapkin** is actually pointing to a Place to visit, *and if* the Director chose to include it in the session. Otherwise, the kiss mark is purely cosmetic.
  * The Scene with **Daphne** *doesn't* lead to a new Place, but it reveals the **three ingredients** needed for the **ritual**—even if she never uses the word *ritual*.

The **insight discard** acts as a **fallback** if the Scene with **Enola** completely fails.

And of course the the Scene with **Linus** at the **Gym** only happens *if* Linus is an **NPC** *and* is still alive.

Ideally, the PCs will succeed in the **Enola at the old classroom**, the **School Library** and **Deirdre's locker** to get the story going. The remaining Scenes are purely optional, acording to the time available for the session and the enthusiasm of the table to keep investigating on the same Place.

At anytime the PCs may visit the **canteen**, but since it's about to close, there's only **two of each** the following Stuff available for purchase: **Donut**, **Joe**, and **Pop** (see page 43).

Places to go

The **only lead** from the High School directing the PCs to a specific Place is the reference to the **Fast Duck Gas Station** found in Deirdre's notes on **Page 17**.

If the PCs obtained the lead from ***my Owl has something to tell you***, and haven't yet visited it, they may instead choose to go to:
Place 2A: **Laguna Hospital Centre** - page 60

Of course, as always, they can split up to visit both Places. Unlike in most RPGs, this is encouraged in *Silent Læke*.

Place 2C: Fast Duck Gas Station ♦

Setting

The Fast Duck Gas Station sits on the edge of Silent Læke, a relic of a bygone era with its rusting gas pumps and peeling paint. The dim lighting from the overhead bulbs casts long shadows across the cracked asphalt, and the faint smell of gasoline lingers in the cooling air.

The Fast Duck is a Town ♦ Place.

1. If Barrin is an NPC, he's here (Sex/Dialogue)
If Barrin is an NPC and alive, trigger this Scene when the PCs arrive.
For a shorter session, you may skip this Scene entirely. It is optional—but moody and insightful.

As the PCs arrive at the Fast Duck Gas Station, the sun dips below the horizon, casting long shadows across the forecourt. The neon duck flickers weakly, throwing odd colors across the forecourt. Inside, Barrin leans against the counter, his motorcycle gloves resting beside him. He seems lost in thought, his fingers idly tracing patterns on the countertop. The usually bustling station is almost deserted, save for the presence of Udstad, who's busy organizing shelves behind the counter.

Barrins's memories of Deirdre

PC loses Dialogue, first time
Barrin's expression softens as he recalls a moment from the past. *"There was this one time... she dragged me out here in the middle of the night. Said she needed to clear her head. We just sat out by the pumps, talking about everything and nothing. She told me about this dream she had, where she was walking on water, like it was solid ground. But she wasn't afraid. She said the water was calling to her, like it wanted her to come closer. I didn't think much of it then, but now... I wonder if she was trying to tell me something."* His words are heavy with regret, leaving the PC with a melancholic glimpse into Deirdre's enigmatic nature, but little else to advance her investigation.



PC loses Sex / Dialogue, second time
Barrin glances away, clearly uncomfortable with the line of questioning. *"I... I don't know what you expect me to say. Deirdre was... complicated. She had this way of getting under your skin, you know? But whatever happened, I wasn't part of it. Not really."* He falls silent, his thoughts seemingly elsewhere, avoiding eye contact with the PC. He doesn't share any useful information, and the conversation leaves the PC feeling like she has hit a wall.

PC wins Sex / Dialogue
Barrin looks around to make sure they're not being overheard, then leans in closer. *"Vance... he's been around a lot lately. Deirdre... she had a way of finding trouble, and Vance, well, he's got his fingers in everything shady around here. She was asking questions, trying to get involved in something way over her head. Udstad even mentioned she bought a **black candle** from him—one of those weird ones. I didn't think much of it at the time, but now... maybe she was planning something. Something big."* Barrin's revelation gives the PCs a crucial piece of the puzzle (like reinforcing the black candle as a part of it), linking Vance to Deirdre's mysterious activities.

***Stuff**: "I've a spare **Jack** with me. Do you want it?"*

Beautiful Darkness for Dialogue with Barrin
- PC **lost** (one or two tries): **1 BD**
- PC **won** (one or two tries): **2 BD**
- If any try was **desperate**, add **+1 BD** (regardless of outcome)
- If you haven't yet added BD or MH from shared memories, do so now.
- If *two* PCs participated in the Dialogue, reward BD to *both*, but with one point less *each*.

Beautiful Darkness for Sex with Barrin
- PC **lost** Sex Scene: **1 BD**
- PC **won** Sex Scene: **2 BD**
- PC **tied** (won) Sex Scene: **3 BD**
- Sex was **desperate**: **+1 BD**
- If *two* PCs participated in the Sex Scene (thus a threesome with Barrin), reward BD to *both*, but with one point less *each*.

2. Scenes with Udstad, the mechanic. Inside the small convenience store, the shelves are sparsely stocked, and an old radio plays soft rock hits from the '70s. **Udstad**, the burly and weathered owner, stands behind the counter, wiping a grease-stained rag over his hands. The atmosphere is thick with an unspoken tension, as if the very walls are holding onto the secrets of the town.

A Sex *or* Dialogue Scene with Udstad is available in this Place. Up to *two* PCs may join (see Pairing, on page 24) but *all* may **buy Stuff**.

Treat *hate* Relationships with Udstad as *dislike*.

There's a sense of nostalgia mixed with unease, capturing the eerie, melancholic beauty of Silent Læke. The subtle details in the environment contribute to the overarching feeling of a town shrouded in secrets.

Udstad's reluctance to speak freely highlights the pervasive influence of **Vance** in Silent Læke. His frequent visits to the Fast Duck hint at a deeper connection between the crime lord and the mysterious events surrounding Deirdre's death.

Beautiful Darkness for Dialogue with Udstad
- PC **lost** (one or two tries): **1 BD**
- PC **won** (one or two tries): **2 BD**
- If any try was **desperate**, add **+1 BD** (regardless of outcome)
- If you haven't yet added BD or MH from shared memories, do so now.
- If *two* PCs participated in the Dialogue, reward BD to *both*, but with one point less *each*.

Beautiful Darkness for Sex with Udstad
- PC **lost** Sex Scene: **1 BD**
- PC **won** Sex Scene: **2 BD**
- PC **tied** (won) Sex Scene: **3 BD**
- Sex was **desperate**: **+1 BD**
- If *two* PCs participated in the Sex Scene (thus a threesome with Udstad), reward BD to *both*, but with one point less *each*.



Udstad, 39 M, the mechanic

Udstad's memories of Deirdre

PC loses Dialogue, first time
Udstad's expression darkens, and he seems to retreat into a memory. *"There was this one time, Deirdre came by late. It was raining hard, and she was soaked to the bone. I offered her a ride home, but she just smiled, said she liked the rain. She stood there, looking out at the **Woods**, like she was seeing something I couldn't. Then she whispered, 'There's a place in the forest where the world feels thin.' Never knew what she meant by that."*

PC loses Sex / Dialogue, second time
Udstad shakes his head, his demeanor turning cold. *"I can't help you,"* he says gruffly. *"Whatever Deirdre was into, it's none of my business now. And you lot should stay out of it too, if you know what's good for you."* He turns away, signaling the end of the conversation, leaving the PCs with more questions than answers.

PC wins Sex / Dialogue
After some initial hesitation, Udstad opens up. *"Deirdre was here a few times,"* he says, his voice low and gravelly. *"She was always asking about the old places in the **Woods**. But what really stood out were **Vance**'s frequent visits. That man's got his fingers in every pie around here."* He glances around nervously before continuing. *"He'd drop by, have a word or two with Deirdre. Don't know what about, but it never felt right."*

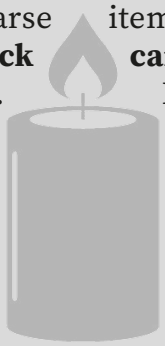
Stuff: Pop

If the Player discards a card from her Hand, she can choose two Stuff to buy:

Joe - *"This is packet coffee but it's good! It's $0.25."*
Jack - *"Only $3 a pack. Here you go, friend."*
Pop - *"Are you thirsty? I have ice cold Pop for $1."*
Donut - *"Very good! For just $1."*

The Black Candle

Among the sparse items on the shelves, a single **black candle** catches the PC attention. It's unassuming, yet it seems to draw the eye with an almost magnetic pull. The label is faded, with barely legible writing that suggests it might be of local craftsmanship.



Udstad notices his interest and remarks, *"Ah, the black candle. Not many folks ask about it. Supposed to ward off bad spirits or something. Got it from an old woman who said it's made from beeswax and something special. It's yours for $5, if you're keen on such things."*

The Player can **purchase** the **black candle *and* 1 Stuff** by **discarding** a card from the Hand.

The black candle is a *story item*.

Recapping the leads
My Owl has something to tell you (Diner) and **Page 17** (High School) both point to the **Fast Duck Gas Station**. From here, the only direct lead is to the **Dark Woods**.

Places to go

Leads from the Fast Duck point only toward the **Dark Woods**. But if this is the PCs' first stop after the Diner and they head straight into the Woods, they'll skip most of the scenario. Don't warn them directly. Instead, gently remind them of other leads they uncovered earlier.

If Fast Duck is their only lead and the Woods the only next step, have Udstad casually recall: *"Deirdre used to visit some guy—Elias—at the **Laguna Hospital Center**. Might be nothing... I don't know."*

Place 2A: **Laguna Hospital Center** - page 60
Place 2B: **Silent Læke High School** - page 69
Place 3: **The Dark Woods** - page 79

Place 3: The Dark Woods♣

Setting

The Dark Woods of Silent Læke stand as a haunting testament to the town's mysterious past. Tall, ancient trees with gnarled branches reach out like skeletal fingers, blocking most of the sunlight and casting long, eerie shadows on the forest floor. The air is thick with the scent of moss and damp earth, and the only sounds are the rustling of leaves and the distant call of a lone owl. The deeper one ventures into the woods, the more the atmosphere changes, becoming almost otherworldly, as if the very fabric of reality is thinner here. Whispers seem to echo through the trees, and fleeting shadows dart just beyond the corner of one's eye, giving an unsettling feeling of being watched.

The Dark Woods is a Woods♣ Place.
Ideally this is the last Place to be visited, as it'll result in a better climax.

Structure of Scenes in the Dark Woods

Players **cannot** choose their Scenes here.
They must begin with **1. Threading in the Woods** and follow whatever that Scene leads to.

Yes — this is intentional.
While *Silent Læke* normally places Scene control in the Players' hands (unlike traditional RPGs), some Places lie beyond Player agency and fall fully under the Director's guidance. The Dark Woods is one of them.

1. Threading in the Woods (desperate Moxie)

This is a special Moxie Scene:

- **Ties and losses are both treated as ties.**
- The Scene is **always desperate**.
- If two PCs are present, treat it as a normal Pairing.
- If **three or four PCs** are present, the Players **choose a pair** to perform the spread — narratively, these two take the lead through the Woods.



- **win**: The PCs push through the dense underbrush, their senses heightened by the oppressive atmosphere of the woods. After a tense search, they stumble upon a clearing that seems out of place in the otherwise dense forest. In the center lies a circle of upright stones, ancient and weathered, covered in strange runes (that match those described in "Whispers of the Dusk").
  Inside the circle are the remnants of old ritualistic tools: burned-out candles, rusted knives, and scraps of parchment. The air here feels charged, as if the site itself is waiting for something to happen.

  If the PCs have already gathered **all three ingredients** for the **ritual**, inform them this is the perfect site to perform it and proceed immediatly to **3. The Ritual** on page 86.

  Otherwise, the PCs will discover the Witch's Steps in the Woods where a ritual took place. They sense that they'll need to investigate other Places before returning here.

  If you still have time and more leads to follow:
  Place 2A: **Laguna Hospital Centre** - page 60
  Place 2B: **Silent Læke High School** - page 69
  Place 2C: **Fast Duck Gas Station** - page 79

  *If the session is nearly over and the Players call it quits, proceed to **All ~~HOPE~~ is Gone** on page 91.*

  *If no leads remain but there's time for a few more Scenes, proceed to the **tie** result.*

- **tie**: As the PCs navigate through the forest, their footsteps crunching on the fallen leaves, theey suddenly hear a voice that freezes them in the tracks. *"What are you doing here?"* **Vance** steps out from behind a tree, his presence menacing. Proceed to the next Scene.



2. Confrontation with Vance (Special)

Before proceeding tell the Players to define their PCs' Relationships with Vance right away. Then resume the narration.

Vance's eyes narrow as he takes in the PCs, suspicion and hostility clear in his gaze. ***"These woods aren't safe for you. Turn back now, or you'll regret it."*** His words are a thinly veiled threat, and it's clear that whatever the PCs were hoping to find here, Vance is determined to stop them. The encounter with Vance leaves them shaken, and they realize they must find another way to uncover the secrets of the Dark Woods.



Vance, 49 M, the crime lord

Special

All* Violence against Vance is *desperate. He is strong, aggressive, armed and dangerous.

If **all** present PCs **hate** Vance, there is a **mandatory escalation to Violence** (otherwise Violence is not even an option):

- If *two* PCs are involved, they can fight as a pair, using the Pairing in Violence Scenes rules.
- In the rare event that three or four Vance-hating PCs are present, resolve the fight in two rounds: the first round with a pair of PCs, and if Vance wins, the remaining PC or pair will fight him.
- If Vance **defeats** all the PCs, each suffers the Physical Conditions and gains 3 BD (4 BD if a single PC faced him). Then, proceed to The Other Side *(yeah, even if they die)*.
- If the PCs **win** the fight, each one heals 1 MH, and gains 4 BD (5 BD if a single PC faced him). Vance will then confess everything (**Vance's memories of Deirdre**) and hand over the **Smack** (*story item*) along with 1 **Jack** for *each* additional PC *beyond the first*. Distribute the rewards as you see fit.

Otherwise, PCs can engage in **Sex** or **Dialogue** Scenes with Vance, but only a pair at a time. If more than one PC is present and one wants Dialogue while another wants Sex, resolve it in two tries:

1. **first try**: **Dialogue** with one PC or a pair. If they fail, apply the **PC loses Dialogue, first time** result and move to the second try;
2. **second try**: Escalate to **Sex** with the PC or pair that wants Sex with Vance.

If all PCs present agree to use Dialogue only, limit it to one pair at a time. If there are three or four PCs, the second Dialogue attempt can be made by the remaining PC or pair.

Don't worry about BD awards. It's already computed this exceptional Scene for you. Yep, it might earn the Players a ton of BD.

Beautiful Darkness for Dialogue with Vance

- PC **lost** after *two* tries: 2 BD
- PC **won** on the *first* try: 2 BD
- PC **won** after *two* tries: 3 BD
- **Desperate** spread in any attempt: +1 BD
- Dialogue **escalated to Sex** +1 BD
- If *more than one* PC participated, *all* gain BD, but each gets *1 less*.

Smack for Sale

Vance offers *Jack* at the beginning of a Dialogue Scene to PCs who *love* or *like* him, but **not** Smack. A PC may **buy** Smack if her Player discards a card from the Hand or exchanges it for a Stuff, *after winning* in the **Dialogue** Scene. Smack can also be obtained through **Sex** or **Violence** as if it was a *Stuff*.

Vance's memories of Deirdre

PC loses Dialogue, first time
Vance narrows his eyes, a smirk playing at the corner of his mouth. *"You remind me of Deirdre, you know. She was always poking her nose where it didn't belong. Thought she could handle anything, anyone. But the woods? The woods were too much for her. I remember one night, she came to me, eyes wide with fear. She said she saw things in these woods, things that haunted her. She begged me for something to make it stop, to make her forget. So I gave her what she wanted—something to take the edge off. But she kept coming back, wanting more. The woods have a way of getting under your skin, making you see things you wish you hadn't."*

PC loses Sex / Dialogue, second time
Vance's expression hardens, and his tone turns cold. "*Enough of this nonsense. You don't belong here, and you certainly don't need to be messing around with things you don't understand. Go back to your cozy little lives before you get yourselves into real trouble. The Dark Woods aren't a playground, and if you don't turn back now, you might not get another chance."*

PC wins Sex / Violence / Dialogue
Vance's demeanor shifts slightly, and he leans in closer, his voice low and conspiratorial. *"You want to reach the Other Side? Forget those rituals. They're just old wives' tales, nothing more. What you need is something stronger, something real. **Smack**—pure, nothing like that cut shit they sell out there. I've seen it take people places they never thought possible, especially in these woods. The right dose can open your mind, make you see things... otherworldly things. I can get it for you, but it'll cost you. Consider it a trade—your money for a glimpse into the unknown. But be warned, once you take it, there's no going back."*

Stuff: Jack *or*
Smack (via Sex / Violence only)

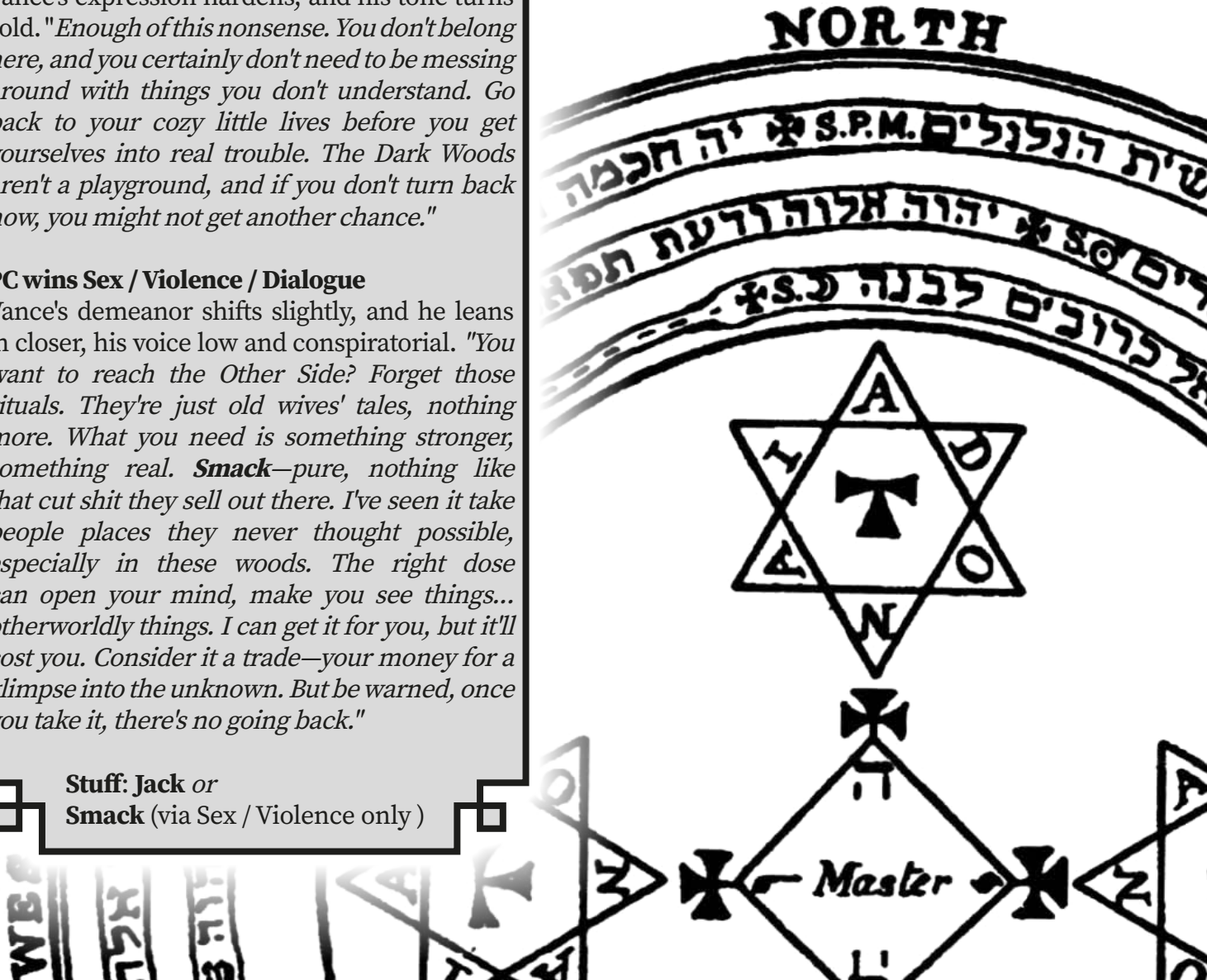
Where to next?
To reach The Other Side by performing the **ritual**, requires *all three* ingredients: **Page 17**, **Deirdre's blood**, and the **black candle**. If they choose this, proceed to **3. The Ritual**.

If the PCs got the **Smack**, they can attempt to use it to reach The Other Side. If they choose this path, proceed to **4. Tapping the Vein** on page 87. If there's more than one PC, the group must decide who will try it.

If neither option is available—due to moral concerns, missing Smack, or lacking ingredients—the PCs call it quits in **All ~~HOPE~~ is Gone** on page 91.

If session time allows, the PCs can still attempt to gather the **remaining ingredients** by visiting the **unvisited Places**, before coming back here.

- Place 2A: **Laguna Hospital Centre** - page 60
- Place 2B: **Silent Læke High School** - page 69
- Place 2C: **Fast Duck Gas Station** - page 79



3. The Ritual

The ritual takes place at the Witch's Steps, a weathered circle of stones hidden deep within the Dark Woods. The forest seems to hold its breath around it.

a) Preparing the Site
The PCs reach the clearing described in the ritual. The moon hangs low above the Dark Woods.

1. **Page 17 is placed on the ground** and carefully oriented to the **South**, as instructed.
2. The **black candle** is positioned to the **North** of the page.
3. The vial of **Deirdre's blood** rests beside it.

The ingredients are ready.

b) Lightning the Candle
The candle is lit. At first, the flame burns weakly. Then it grows brighter than it should, casting impossible shadows between the trees. The woods fall silent. Not quiet. Silent.

c) The Blood
Following the ritual, a few drops of Deirdre's blood are spilled upon the Owl's visage depicted on the page. The ink immediately darkens. Lines that seemed decorative begin to shift. Symbols move beneath the surface like living things.

d) The Secret
The final instruction remains. **Reveal your deepest, darkest secret.** One by one, the PCs confess something they have never spoken aloud. The forest listens. The candle burns brighter with each confession.

The Director should encourage honesty, fear, shame, regret, desire, or obsession. The more personal, the stronger the reaction.

*The Director may award **+1 BD** for a **sincere confession**. If the **secret cuts** especially **deep**, award +**2 BD** instead — but the PC also suffers **1 MH**. Some truths are worth more than others. They also hurt more.*

e) The Veil Opens
As the final secret is spoken, the page begins to tremble. The owl's visage opens its eyes. The candle erupts into a pillar of black light. The shadows twist together, forming a shimmering veil between two ancient trees.

Beyond it lies the Other Side.

f) The Realization
As the PCs approach, they immediately understand something is wrong. The veil does not widen. It remains narrow. Personal. Intimate. The ritual was never designed for a group. Each PC understands it instinctively:

only one person may cross through the veil.

The others may approach, touch it, even glimpse what lies beyond. But the passage accepts only a single traveller.



Decision Time
The PCs understand that **only one** of them can cross—the veil accepts only a solitary traveler.
A second PC *may* attempt to follow later by using **Smack** (see ***Tapping the Vein***), hoping it's enough to pull herself across to the Other Side.

The chosen PC steps forward, the air growing colder with each breath. The veil shimmers, almost expectant. With one last look at her companions, she reaches out—and the veil folds around her, swallowing her into darkness and the sensation of falling.

4. Tapping the Vein

Another way for **one** of the PCs to go to The Other Side is tapping the vein with **Smack**. It can work as a plan B, in case the PCs are unable to gather the three ingredients for the ritual, or in case they want a *second* PC to go to The Other Side, to follow the one who goes through the ritual.

The PC holds in her hand the vial of Smack, a last resort offered by (or taken from) Vance, the crime lord of Silent Læke. His words echo in his mind: *"This can take you to the Other Side, if you dare."*

The night is cold, and the eerie moonlight casts long, twisting shadows across the forest floor.

The PC carefully measures out a dose of the Smack, her hands shaking slightly. The substance, dark and viscous, glistens ominously in the moonlight. The syringe is filled, the needle gleaming with a cold, metallic sheen.

The sound of rustling leaves and the distant hoot of an owl seem to resonate with the very fabric of the forest, amplifying the sense of dread and anticipation.

The PC sits down, her back against a gnarled tree trunk. She rolls up her sleeve, exposing her arm to the cold night air. The syringe is brought to her skin, the needle poised just above a prominent vein.

She takes a deep breath, steadying her hand. The needle pierces the skin, sliding into the vein as if with a practiced motion. The plunger is depressed, and the Smack enters her bloodstream, a cold rush spreading through her body.

Almost immediately, the world around her begins to blur and distort. The moon stretches and bends, the trees sway unnaturally, and the ground seems to pulse with a dark, rhythmic beat. The PC feels a profound sense of detachment, her consciousness drifting away from the physical world.

As the drug takes full effect, the PC's vision darkens, and she's plunged into a void. The sensation is one of falling, yet there is no end, no bottom. The whispers of the night echo in her mind, guiding her through the darkness.



Place 4: The Other Side

There are **four ways** to reach The Other Side: **losing the fight with Vance**, **dying**, using **Smack**, or through the **ritual**. It's possible, though unlikely, for all 4 PCs to arrive via these different methods. Regardless of how they cross, the PCs will always end up in separate locations once they arrive.

It's recommended that only one PC crosses to The Other Side for maximum impact, but if your group prefers multiple crossings, that's fine too.

The PC awakens in a place that is both familiar and alien—a twisted reflection of Silent Læke. Shadows seem alive, and the air is heavy with an oppressive energy. Each PC must navigate this eerie location, seeking the answers she came for while avoiding lurking dangers.

Navigating The Other Side

As the PC explores, she begins to piece together Silent Læke's supernatural tapestry. Depending on the character, an enigmatic figure serves as her guide, revealing the town's ancient pact with the supernatural and how it ties to Deirdre's fate. The PC will face a choice with consequences that ripple across both worlds, shaping both the town's destiny and her own.

From here, the experience becomes pure storytelling, with no additional mechanics. The Director should familiarize herself with the tailored Scenes for each PC to ensure the experience is fully immersive, leading up to the final dilemma.



Revelations and Dilemmas

1. Barrin, The Lover

- **The Endless Corridor**
- Barrin finds himself in an endless corridor lined with mirrors on either side. The reflections are warped, showing distorted versions of Deirdre, moments of her life that he never witnessed—some loving, some terrifying. The walls seem to stretch and close in on him as he walks, the air thick with the scent of old roses. Every few steps, the mirrors flicker, showing not Deirdre, but Barrin himself, older and gaunt, as if life has drained away from him.
- This place reminds Barrin of the hallway outside Deirdre's high school locker, where they would sometimes meet in secret. But everything here feels wrong—the proportions, the lighting, the way the air vibrates with hidden tension.

- **The Veiled Maiden**, a ghostly woman with a veil that obscures her face, her voice a haunting melody.
- **Revelation:** Barrin discovers that Deirdre's love for him was intertwined with a protective spell meant to shield him from the town's dark forces.
  "Deirdre's love for you runs deeper than mere affection, Barrin. She wove her heart into a spell, binding her fate to yours, shielding you from the darkness that consumes this town."
- **Dilemma:** The Veiled Maiden presents him with an ancient scroll containing the spell. He must choose between breaking the spell to **uncover more truths about Deirdre's death** *or* keeping it intact to **protect himself and everyone he cares about**.

- *"But **love is a double-edged sword**, is it not? Unravel the spell, and the truth shall bare itself to you, though it may tear your heart in two. Or leave it woven, and let the shadows protect you from what you do not wish to know."*
- **Quote:** *"Unravel the threads of love's enchantment, and the truth shall pierce the heart. Or let it remain, and the shadows will guard you still."*

2. Linus, The Clumsy Deputy

- **The Tilted Room**
- Linus steps into a room where nothing sits straight. The walls slant at odd angles, chairs teeter on their edges, and the floor tilts beneath his feet. The ceiling is low, almost brushing his head. There are objects strewn around—a broken badge, a cracked mirror, and a child's toy, all coated in dust. The room groans with every step he takes, as though it could collapse at any moment. The room has an unsettling resemblance to his old office at the Sheriff's station, but everything is skewed, exaggerated, as if it's a twisted reflection of his failures as a deputy. The uneven ground beneath him makes it difficult to stand firm, a metaphor for how Linus has always felt about his role in the town.

- **The Laughing Jester**, a twisted figure with a painted smile, his laughter echoing through the void.
- **Revelation**: Linus learns that his perceived incompetence is actually a result of a curse placed upon him by an entity from The Other Side, meant to keep him from discovering the town's secrets.
  "Oh, Linus, do you really think you're just clumsy by chance? No, no! A curse, my dear fool, a curse from this place to keep you in the dark, tripping over your own feet when the truth is right in front of you!"
- **Dilemma**: The Laughing Jester offers Linus a choice: break the curse and **regain his competence** at the cost of losing his purpose and memories, *or* continue living under the curse, struggling but **remaining whole in his familiar life**.

- *"But here's the trick! Break the curse, and you might lose something far more precious—yourself. Fix the flaws, and what remains? Or stay as you are—stumbling, fumbling—safe in your chaos, but whole. What will it be, Linus? To be **perfect, but hollow**?"*
- **Quote**: *"Fumble and bumble through life's cruel jest, or fix what's broken and risk losing it all. The choice is yours, dear fool."*

3. Marion, The Reporter

- **The Whispering Archive**
- Marion finds herself in a library, but the shelves are impossibly tall, reaching into darkness. The books whisper softly, their pages turning on their own, sending chills down her spine. Each book she touches feels alive, pulsing with a faint heartbeat. The room is dimly lit, with shadows moving in the corners of her vision, never fully revealing themselves.
- This place feels like the Silent Læke High School library, where Marion spent countless hours researching the town's mysteries in her High School days. But here, the knowledge feels dangerous, as if the books are watching her as much as she is reading them. The flickering lights and the strange, suffocating whispers make the air thick with dread.

- **The Hollow Man**, a hollow figure with an empty mask and whispers from a void, has subtly guided Marion's whole life.
- **Revelation**: Marion discovers her life in Silent Læke has been manipulated by the Hollow Man, who fed her investigative instincts and placed her to uncover the town's dark secrets.
  "You've been a pawn, dear Marion. Every step you've taken in Silent Læke was orchestrated, leading you to uncover the things you should never have known. I brought you here to expose all the secrets, to unmask the darkness that festers beneath this town."
- **Dilemma:** The Hollow Man offers a choice: follow his threads to **uncover Deirdre's killer**, or sever them to **reclaim her free will**, risking never knowing the full truth.

- *"So, what now, little puppet? Will you dance on my strings and reveal what lies beneath the surface, no matter the cost? Or will you **cut the strings**, protect those you care for, and let the darkness stay buried where it belongs? Choose carefully, for every truth you uncover demands a sacrifice."*
- **Quote:** *"You are my most precious marionette, dancing on threads of truth. Cut the strings, and you will fall, but perhaps... you will finally be free."*

4. Alyss, The Owl Lady

- **The Moonlit Clearing**
- Alyss enters a vast forest clearing bathed in silver moonlight. At its center stands a massive, ancient tree, its branches gnarled and twisted like grasping hands. The leaves shimmer as though they are alive, whispering secrets in a language only Alyss can understand. Beneath the tree is a shallow pool, reflecting the moon and stars perfectly, yet showing no sign of the real sky above.
- This clearing feels like a distorted version of the woods behind her home, where she used to walk at night with her Owl companion. But here, the natural world seems more sentient, as if every branch and leaf is watching her. The air smells of damp earth and decay, but also of something ancient, powerful, and waiting to awaken.

- **The Silent Owl**, a giant owl with eyes that glow like the moon, its presence both calming and unsettling.
- **Revelation:** Alyss learns the Owl carries Deirdre's soul, using her to prevent Silent Læke's horrors. The visions Alyss received were Deirdre's interventions, not just passive gifts, meant to alter fate.
  "You thought your visions were yours alone, but it was her will guiding you all along. Her soul clings to yours, not yet ready to let go."
- **Dilemma:** Alyss must choose between **freeing Deirdre's soul**, allowing her to finally find peace but leaving Silent Læke vulnerable to dark forces, or keeping Deirdre bound to her, continuing to **receive visions and protection**, but condemning Deirdre to an eternal existence between worlds.

- *"Let her spirit rest, and darkness will roam unshackled, or bind her to you once more and deny her peace. Either way, the threads of fate will fray."*
- **Quote:** *"Choose, watcher of the veil. Will you be **her savior** or **her jailer**?*

Each character's journey through The Other Side is a personal confrontation with their deepest fears and desires, forcing them to make choices that will forever shape the destiny of Silent Læke and their own lives.

Returning from The Other Side

The Director must collaborate with each Player to deliver a satisfying conclusion for their PC. Key factors should include surrealism, the unsettlingly familiar, and the unexpected.

Four Types of Endings

- **Bad Ending**: If *all* the PCs *give up* or *run out of leads* ***without anyone crossing*** to The Other Side, this collective ending applies: All ~~HOPE~~ is Gone.

- **Ordinary Ending**: This applies to any PC who *didn't* reach The Other Side. If multiple PCs remain behind, this is their shared conclusion while others crossed over.

- **Final Ending**: If *only one* PC crosses to The Other Side, this is her climactic resolution. If more than one PC makes the crossing, the Director should decide which PC receives the Final Ending based on who had the most central role. Alternatively, the group can vote or draw lots for fairness.

- **Build-up Ending**: If *multiple* PCs cross to The Other Side, those *not chosen* for the Final Ending receive these endings. The Director narrates these before the Final Ending, building toward the climax.

Examples:
Bad ending: Barrin (Jojó) and Marion (Cola) didn't gather the ingredients for the final ritual, nor did they use the Smack. The session ends with the All ~~HOPE~~ is Gone ending.

Barrin crosses alone: If Barrin enters The Other Side while Marion stays outside, Diana first narrates Marion's Ordinary Ending, adapting the Scene to reflect that Marion is left alone. She saves Barrin's Final Ending for last.

Both PCs cross: In a different session, Barrin and Marion both cross to The Other Side. Marion, who died earlier, and Barrin, who used Smack to enter, both receive individual

journeys. After these, Diana narrates Marion's Build-up Ending, reserving Barrin's Final Ending for a more dramatic conclusion.

Returning from Death
In this *Dusk's Embrace*, death sends the PC to The Other Side, and her return to the real world is guaranteed. However, Players shouldn't know this ahead of time to maintain the weight of death, ensuring that *Silent Læke* stands apart from more traditional RPGs.

Endings

All ~~HOPE~~ is Gone (Bad Ending)

As the PCs leave the ritual site in the Dark Woods, the oppressive silence presses down on them. The flicker of hope they once clung to has dimmed, replaced by the overwhelming weight of failure. The wind howls through the trees, carrying whispers that seem to mock their efforts, twisting Deirdre's name in the air like a distant, mournful cry.

Each step back toward Silent Læke feels heavier than the last, the town's familiar streets now shrouded in an impenetrable gloom. The diner lights, once warm and inviting, now seem cold and indifferent, casting long, skeletal shadows across the ground. The PCs may return to the people they know, but they carry with them the knowledge that they were so close—so close to the truth, yet unable to grasp it.

The mysterious forces in the Woods remain unchecked, the ritual incomplete, and Deirdre's fate unresolved. As they slip back into the routines of Silent Læke, the weight of the Other Side lingers at the edges of their minds, a constant reminder of the darkness they failed to banish. And though life in Silent Læke moves on, the PCs are forever marked by the haunting realization that some doors, once opened, cannot be closed... and that there are secrets in the town that will never let them go.

But perhaps, one day, they will return to the Woods, to finish what they started—if the darkness doesn't claim them first.

Ordinary Ending

The remaining PCs find themselves back at the *Charming Saloon Diner*, a familiar place that now feels strangely distant. The warm glow of the lights and the hum of conversation offer a stark contrast to the dark, oppressive atmosphere they've experienced. Yet, something feels *off*. There's a void left by the absence of their companion who crossed to The Other Side.

They exchange uneasy glances, haunted by the knowledge that someone ventured into the unknown and has yet to return. The question lingers—will they see their friend again? And if they do, will that person be the same? The uncertainty weighs heavily, but mixed within the tension is a spark of hope, fragile but persistent.

The enigmatic figure's presence still hovers in the back of their minds, though they themselves never directly encountered it. The PCs know their story isn't over—something is still unfinished. Their companion might hold the key, or perhaps it's up to her to return to the mystery and uncover what truly lies beneath Silent Læke's surface.

They sip their drinks, look out at the streets of Silent Læke, and wonder: *Did their companion find the truth on the Other Side?*
Or worse—*did she even make it back at all?*

The PCs may have stayed behind, but their connection to the mystery is undeniable. The echoes of The Other Side still call to them, pulling them deeper into the town's web of secrets. Their journey is far from over.

"In the heart of Silent Læke, the shadows cling to those left behind. What they seek might still find them, even if they didn't cross the threshold."

~~HOPE~~

Build-up Endings

These endings reflect the choices made by the PCs during their confrontations with the enigmatic figures in The Other Side. The Director **should adapt** the narration based on the specific choices made by the PCs.

Alyss, The Owl Lady:
Alyss returns with the Silent Owl's vision still lingering. Silent Læke feels both familiar and foreign, with every shadow hinting at unseen futures. The townsfolk whisper about her, and the Silent Owl's gaze follows her, holding untold secrets. Alyss knows her visions could shape the town's future—but at what cost?
"The future's threads are woven tight, and the Owl's gaze pierces the night, leaving dreams of endless fright."

Barrin, The Lover
Barrin emerges, feeling the weight of the ancient scroll now fused with his soul. Silent Læke appears unchanged, but the shadows whisper differently. At the lake, he glimpses Deirdre's reflection, smiling. When he turns, she's gone. Did he protect his loved ones, or has he unleashed something darker?
"The lake's surface holds secrets untold, and the echoes of her love will never grow cold."

Linus, The Clumsy Deputy
Linus returns to Silent Læke, feeling the curse lift. Yet something is missing—his reflection in the Sheriff's office window looks confident, but hollow, like a version of himself stripped of purpose. The Laughing Jester's laughter fades, replaced by an eerie silence. Did he free himself, or has he lost more than he gained?
"In the silence of the night, echoes of laughter still bite, and the shadows of the past cling tight."

Marion, The Reporter
Marion steps back into Silent Læke, clutching the documents she sought. Yet something feels wrong. The town's quiet is unnerving, the shadows whispering truths only she can hear. The Hollow Man's influence lingers, her choices tainted by the strings he pulled. Every reflection seems off—*as if something else watches from behind her eyes.* She holds the power to expose Silent Læke's secrets, but risks becoming a puppet to forces beyond her control.
"The pen uncovers more than truth. Is she still writing her own story, or just a reflection of something darker?"

Final Ending

The Director should select one of the four endings based on which PC she feels was most central to the story. It's a good idea to choose an ending that contrasts with whatever occurred before, whether it was the Ordinary or Build-Up endings. If the Director is unsure, she can consult the Oracle, ignoring the Tulpas🃏🃏:

- Night♠: Final 1 - **The Scream**
- Day♥: Final 2 - **The Stranger in the Reflection**
- Town♦: Final 3 - **The Wake**
- Woods♣: Final 4 - **The Invitation**

Final 1 - The Scream
The PC returns to Silent Læke, but something feels off—unbeknownst to her, it's the summer of 1991, a year before Deirdre's death. The PC doesn't immediately realize she has traveled back in time. The town is alive with activity, and Deirdre, vibrant and carefree, is enjoying her summer break. This should seem odd, as the PC knows the events of *Dusk's Embrace* take place in late spring of '92, before summer break. If the PC mentions her death, Deirdre laughs it off, saying, *"Yeah, I'm dead... dead tired from all that studying! Thank goodness for summer!"*

The scene aims for the PC to notice the anomaly and ask Deirdre what year it is. If the PC hesitates, she might suggest going to the Charming Saloon Diner or accept any other invitation. NPCs act as though nothing is wrong.



If the PC eventually asks Deirdre what year it is, her eyes widen, and she lets out a blood-curdling scream. The entire town plunges into darkness, and the adventure ends abruptly.

If the PC asks another NPC, the world freezes, and everyone turns into mannequins. The PC hears labored breathing behind him, and when he turns, Deirdre appears, terrified, and screams before everything goes black.

Should the PC check a calendar and find "August 1991," the same chilling sequence follows: Deirdre's scream, the sudden darkness, and the abrupt end.

Final 2 - The Stranger in the Reflection
Returning to Silent Læke, the PC starts to notice something disturbing—her reflection in mirrors or windows isn't her own. Instead, a stranger stares back, perfectly mirroring her movements, but with a deep sadness in her eyes.

As the PC investigates further, she notices the reflection subtly breaking from her movements. The stranger's face shifts into a sinister smile. In a moment of rising terror, the stranger waves goodbye as if she knows something the PC doesn't.

When the PC tries to walk away, she realizes her own reflection is gone—replaced entirely by the stranger. In one final glance, the PC sees the stranger walking away in the reflection, leaving the PC forever disconnected from herself. The adventure ends in eerie silence.



Final 3 - The Wake
The PC finds herself sitting in a pew at Deirdre's wake, with no memory of how she got there. The air is thick with grief and unease. One by one, the NPCs attending the wake leave, until the PC is alone.

Father Simon approaches, saying, *"I'll leave you to reflect... we all need our moments of silence."* His tone is strange, as if he knows something the PC doesn't.

Now alone, the PC feels compelled to approach Deirdre's coffin. She looks serene, as though simply sleeping. Suddenly, without opening her eyes, Deirdre adjusts her pillow, shifting into a more comfortable position, and then returns to her still state as if nothing had happened.

The PC is left in shock, knowing no one will ever believe what she has witnessed. The adventure ends with the PC in unsettling silence.

Final 4 - The Invitation
The PC returns to Silent Læke, but the town is eerily empty, save for a single glowing light in the distance—a cabin deep within the Dark Woods. Drawn toward it, the PC walks through thick fog until she reaches the entrance. Inside, a table is set for a meal, with four empty chairs.

A soft, almost friendly voice invites the PC to sit. As she approaches, she notices name tags on the chairs. One bears the PC's name, while the others are marked with familiar names, though the others are conspicuously absent.

When the PC sits, a strange sense of familiarity washes over her, as though she has been here before. The shadows around the cabin seem alive, watching. Then, an invisible hand pours her a drink, and a voice whispers, *"Now, you're ready to understand."*

The PC feels a wave of darkness wash over her, and the last thing she sees is the chair across from her being filled by something unseen. The adventure ends, leaving the PC knowing she has been drawn into something far beyond her understanding.

Final Notes

Updating final BD and MH

- **Bad Ending**: all PCs suffer **2 MH**.
- **Ordinary Ending**: PCs who *didn't* cross suffer **1 MH**.
- **Build-up Endings**: PCs who crossed *but* didn't reach the Final Ending gain **1 MH + 1 BD**.
- **Final Ending**: the PC who reaches it gains **1 MH + 2 BD**.
  (If only one PC crosses, she always reaches the Final Ending.)

Updating Relationships

Relationships in *Silent Læke* usually stay fixed, but *Dusk's Embrace* may shift them.
If a Player feels a Relationship no longer fits, she may change it—just keep overall symmetry intact.

Tags

Choices in the Other Side grant lasting **tags**:

- **Alyss**: ***Her Savior*** or ***Her Jailer*** (choosing to be one or the other relative to Deirdre)
- **Barrin**: ***Love Is a Double-Edged Sword*** (by choosing to break the spell)
- **Linus**: ***Perfect but Hollow*** (by choosing to break the curse)
- **Marion**: ***Cut the Strings*** (by reclaiming her free will)

Write the tag beside the PC's Bio. Tags reflect deep changes and may trigger special moments in future scenarios.

Archiving

Store the *Dusk's Embrace* Character Sheet so she can continue her story later in *Silent Læke* or other scenarios!

Exporting to *Silent Læke*

When moving to the full game:

- Transfer all Stats to the *Silent Læke* Suspect Sheet.
- Some Relationships carry over; others start blank, since the full game has twice as many characters.

This marks the beginning of a new mystery—
one only the complete *Silent Læke* can resolve.
The Killer waits.

Appendix: Sheets and Handouts

Before the session, prepare the following materials (found on the next pages) to keep the game running smoothly:

1. Character Sheets and Main Sheet

Print the **Main Sheet** (which includes the Places, spaces for the Oracle, and the Graveyard) along with the **Character Sheet** of *each* PC.

2. Handouts

- Cut out the handouts for **my Owl has something to tell you** and **Whispers of the Dusk**;
- Cut out the version of Deirdre's **Mapkin** (this one preferably in color, according to your intended session length), or both to be prepared for anything. Also cut out, fold and glue both halfs to the **ticket**, *in case* Linus appears as an NPC at the Gym;
- Print **Page 17 and 18** *back to back*, preferebly in color too;
- Also cut out the **Old Diary** and its diary entries in *strips*, as they are presented throughout the game.

3. Character Introductions

These are located earlier in the book. You can either print them out for Players to read at the start of the session or pass the book around for each Player to read.

4. Additional Materials

Keep a few sheets of paper handy to write notes during the session, such as the *Enigmatic Note* from the first Scene in the Diner.

By having all of these materials prepped in advance, you'll avoid breaking the flow of the game and maintain immersion.

At the end of this Appendix, you'll find **Helping the Director Breathe** — a short section meant to support you when the game feels tight, fragile, or about to stall.

PLACES

Town	Day	Night	Woods
Charming Saloon Diner	Circle of Love	Circle of Hate	Hunting Cabin
Silent Læke Sheriff's Department	Greenhouse	Club Cargo	Grand Continental Line *carriage*
Laguna Hospital Center	Silent Læke High School	Serene Harbour Resort	Holy Ridge Sawmill
Fast Duck Gas Station	L'Église de la Tranquillité	Code & Climax	The Woods
Darkwoods Memorial Park	S.L. Kickers Football Field	June's Convenience	The Lake

ORACLE



GRAVEYARD



DUSK'S EMBRACE

A QUICK TOUR TO SILENT LÆKE

Character portrait.



ALYSS
THE OWL LADY
68 F

AT THE START OF THE GAME:

- DRAW 2 CARDS
- START WITH 1 PIE

● marks an Attribute you ace. *Attributes may increase until 10.*

○	SEX	2	*Have sex with lovers.*
○	VIOLENCE	1	*Fight enemies.*
◎	DIALOGUE	5	*Talk to NPCs.*
○	MOXIE	4	*Do everything else, not requiring interaction with NPCs.*

beautiful ☐☐☐☐☐ *darkness*
reset, suffer Condition, level up

melancholic ☐☐☐☐☐ *horror*
heals Mental — *desperate, suffers Mental*

- ***Each time you level up:*** *increase one Attibute by 1 or mark ● a new Ace.*
- ***Lock cards*** *in respetive slots to suffer* ***Conditions****. Stuff heals Conditions.*
- ***C****ards locked on Conditions* ***count*** *towards your Hand size (****max. 3****).*

POP — *replace one card in Hand*

DONUT — *draw one card*

PHYSICAL CONDITION — PIE *heals*
TIRED INJURED

SOCIAL CONDITION — JOE *heals*
LONELY NEEDY

MENTAL CONDITION — JACK *heals*
SHAKY CONFUSED

RELATIONSHIPS

NAME	ARCHETYPE	Love ♥ Like ♢	♢ Dislike ♠ Hate
Deirdre	The Victim	♥	♢
Barrin	The Lover	♥	♢
Eagle-Eye Enola	The Deputee	♥	♢
Kylie	The Teacher	♥	♢
Linus	The Clumsy Cop	♥	♢
Marion	The Reporter	♥	♢
Dr. Naomi	The Shrink	♥	♢
Trevor	The Diner Owner	♥	♢
Udstad	The Mechanic	♥	♢
Vance	The Crime Lord	♥	♢
Dr. Wilhelm	The Medic	♥	♢
Yvonne	The Girlfriend	♥	♢

STUFF

☒ *carried* ■ *used up*

Donut	☐☐☐☐☐	*draw card*
Jack	☐☐☐☐☐	*heal Mental Condition*
Joe	☐☐☐☐☐	*heal Social Condition*
Pie	☒☐☐☐☐	*heal Physical Condition*
Pop	☐☐☐☐☐	*discard, then draw card*

story items

_____ _____
_____ _____
_____ _____
_____ _____

DUSK'S EMBRACE

A QUICK TOUR TO SILENT LÆKE

Character portrait.



BARRIN
THE LOVER
16 M

AT THE START OF THE GAME:

– DRAW 3 CARDS

● marks an Attribute you ace. *Attributes may increase until 10.*

○	SEX	6	*Have sex with lovers.*
○	VIOLENCE	2	*Fight enemies.*
○	DIALOGUE	1	*Talk to NPCs.*
○	MOXIE	3	*Do everything else, not requiring interaction with NPCs.*

beautiful ☐☐☐☐☐ *darkness*
reset, suffer Condition, level up

melancholic ☐☐☐☐☐ *horror*
heals Mental *desperate, suffers Mental*

- ***Each time you level up:*** *increase one Attibute by 1 or mark ● a new Ace.*
- ***Lock cards*** *in respetive slots to suffer* ***Conditions****. Stuff heals Conditions.*
- ***C****ards locked on Conditions* ***count*** *towards your Hand size (****max. 3****).*

POP *replace one card in Hand*

DONUT *draw one card*

PHYSICAL CONDITION — PIE *heals*
TIRED INJURED

SOCIAL CONDITION — JOE *heals*
LONELY NEEDY

MENTAL CONDITION — JACK *heals*
SHAKY CONFUSED

RELATIONSHIPS

NAME	ARCHETYPE	Love ♥ Like ♢	♢ Dislike ♠ Hate
Deirdre	The Victim	♡	♡
Alyss	The Owl Lady	♡	♡
Eagle-Eye Enola	The Deputee	♡	♡
Kylie	The Teacher	♡	♡
Linus	The Clumsy Cop	♡	♡
Marion	The Reporter	♡	♡
Dr. Naomi	The Shrink	♡	♡
Trevor	The Diner Owner	♡	♡
Udstad	The Mechanic	♡	♡
Vance	The Crime Lord	♡	♡
Dr. Wilhelm	The Medic	♡	♡
Yvonne	The Girlfriend	♡	♡

STUFF

☒ *carried* ■ *used up*

Donut	☐☐☐☐☐	*draw card*
Jack	☐☐☐☐☐	*heal Mental Condition*
Joe	☐☐☐☐☐	*heal Social Condition*
Pie	☐☐☐☐☐	*heal Physical Condition*
Pop	☐☐☐☐☐	*discard, then draw card*

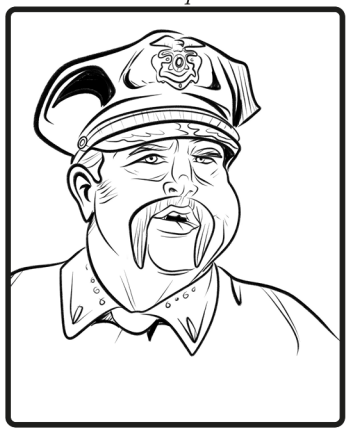
story items

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DUSK'S EMBRACE

A QUICK TOUR TO SILENT LÆKE

Character portrait.



LINUS
THE CLUMSY COP
39 M

AT THE START OF THE GAME:

- DRAW 1 CARD
- START WITH 1 DONUT
- START WITH 1 PIE

● marks an Attribute you ace. *Attributes may increase until 10.*

○	SEX	1	*Have sex with lovers.*
○	VIOLENCE	2	*Fight enemies.*
○	DIALOGUE	3	*Talk to NPCs.*
◎	MOXIE	6	*Do everything else, not requiring interaction with NPCs.*

beautiful ☐☐☐☐☐ *darkness*
reset, suffer Condition, level up

melancholic ☐☐☐☐☐ *horror*
heals Mental — *desperate, suffers Mental*

- ***Each time you level up:*** *increase one Attibute by 1 or mark ● a new Ace.*
- ***Lock cards*** *in respetive slots to suffer* ***Conditions****. Stuff heals Conditions.*
- ***C****ards locked on Conditions* ***count*** *towards your Hand size (****max. 3****).*

POP — *replace one card in Hand*

DONUT — *draw one card*

PHYSICAL CONDITION	PIE *heals*	SOCIAL CONDITION	JOE *heals*	MENTAL CONDITION	JACK *heals*
TIRED	INJURED	LONELY	NEEDY	SHAKY	CONFUSED

RELATIONSHIPS

NAME	ARCHETYPE	♥ Love / Like ♢	♢ Dislike / ♠ Hate
Deirdre	The Victim	♡	♤
Alyss	The Owl Lady	♡	♤
Barrin	The Lover	♡	♤
Eagle-Eye Enola	The Deputee	♡	♤
Kylie	The Teacher	♡	♤
Marion	The Reporter	♡	♤
Dr. Naomi	The Shrink	♡	♤
Trevor	The Diner Owner	♡	♤
Udstad	The Mechanic	♡	♤
Vance	The Crime Lord	♡	♤
Dr. Wilhelm	The Medic	♡	♤
Yvonne	The Girlfriend	♡	♤

STUFF

☒ *carried* ■ *used up*

Donut	☒☐☐☐☐	*draw card*
Jack	☐☐☐☐☐	*heal Mental Condition*
Joe	☐☐☐☐☐	*heal Social Condition*
Pie	☒☐☐☐☐	*heal Physical Condition*
Pop	☐☐☐☐☐	*discard, then draw card*

story items

_____ _____

_____ _____

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_____ _____

DUSK'S EMBRACE

A QUICK TOUR TO SILENT LÆKE

Character portrait.



MARION
THE REPORTER
34 F

AT THE START OF THE GAME:

– DRAW 3 CARDS

● marks an Attribute you ace. *Attributes may increase until 10.*

○ SEX	3	*Have sex with lovers.*
○ VIOLENCE	1	*Fight enemies.*
○ DIALOGUE	6	*Talk to NPCs.*
○ MOXIE	2	*Do everything else, not requiring interaction with NPCs.*

beautiful ☐☐☐☐☐ *darkness*
reset, suffer Condition, level up

melancholic ☐☐☐☐☐ *horror*
heals Mental — *desperate, suffers Mental*

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POP — *replace one card in Hand*

DONUT — *draw one card*

PHYSICAL CONDITION — PIE *heals*
TIRED INJURED

SOCIAL CONDITION — JOE *heals*
LONELY NEEDY

MENTAL CONDITION — JACK *heals*
SHAKY CONFUSED

RELATIONSHIPS

NAME	ARCHETYPE	♥ Love / Like ♢	♢ Dislike / ♠ Hate
Deirdre	The Victim	♡	♢
Alyss	The Owl Lady	♡	♢
Barrin	The Lover	♡	♢
Eagle-Eye Enola	The Deputee	♡	♢
Kylie	The Teacher	♡	♢
Linus	The Clumsy Cop	♡	♢
Dr. Naomi	The Shrink	♡	♢
Trevor	The Diner Owner	♡	♢
Udstad	The Mechanic	♡	♢
Vance	The Crime Lord	♡	♢
Dr. Wilhelm	The Medic	♡	♢
Yvonne	The Girlfriend	♡	♢

STUFF

☒ *carried* ■ *used up*

Donut	☐☐☐☐☐	*draw card*
Jack	☐☐☐☐☐	*heal Mental Condition*
Joe	☐☐☐☐☐	*heal Social Condition*
Pie	☐☐☐☐☐	*heal Physical Condition*
Pop	☐☐☐☐☐	*discard, then draw card*

story items

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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

I have been there in my dreams... must do the trick

I think it's for sale at Fast Duck!

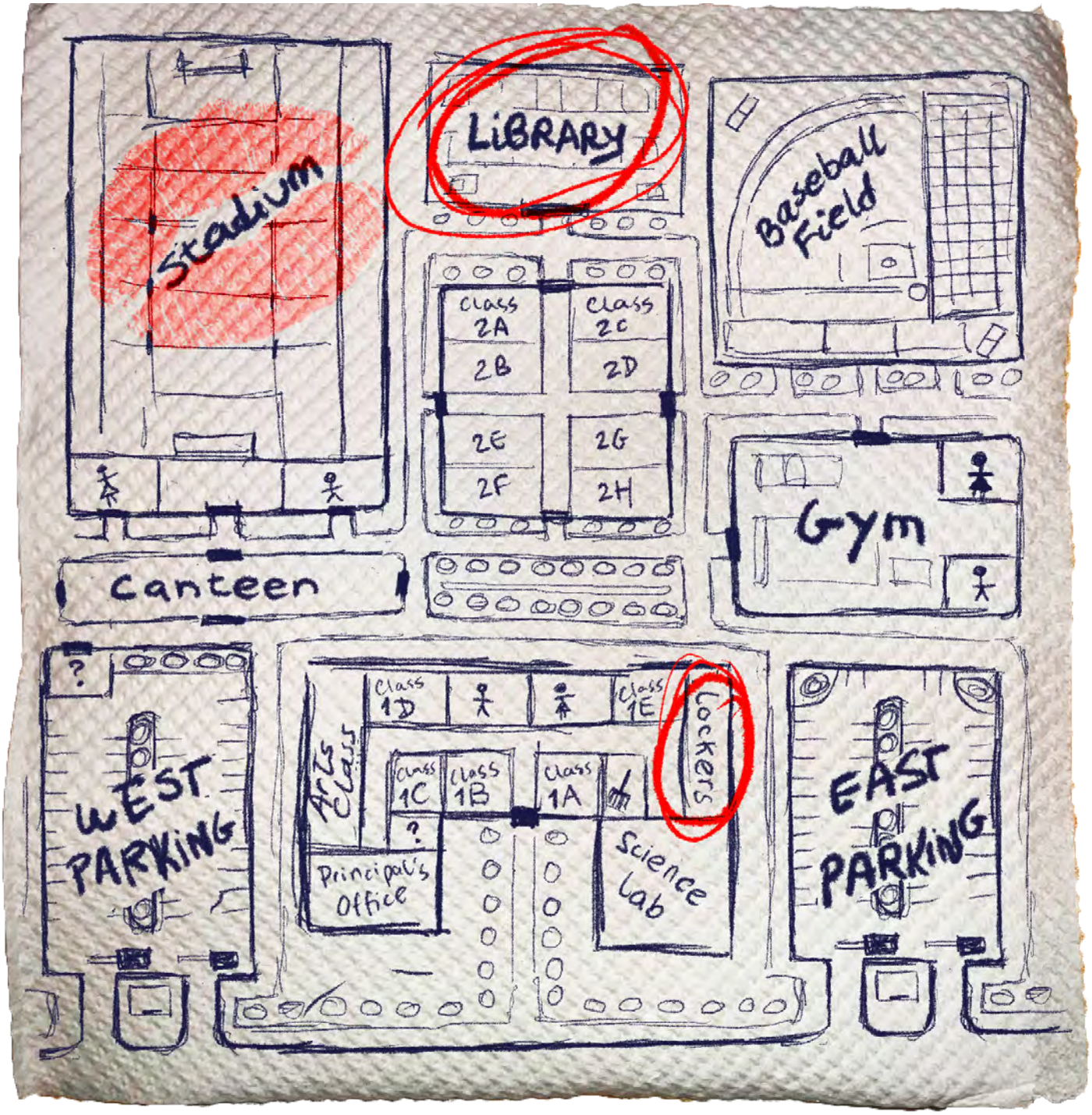
Summoning must occur on a waning moon night. Turn the page to the South. Light the candle in the North. Spill the blood upon the Owl's visage and reveal your DEEPEST, DARKEST SECRET


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

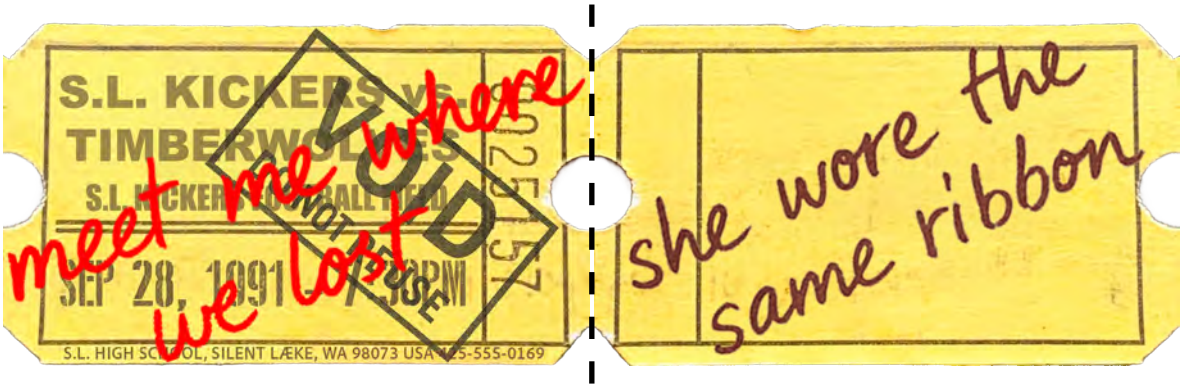
Silent Læke

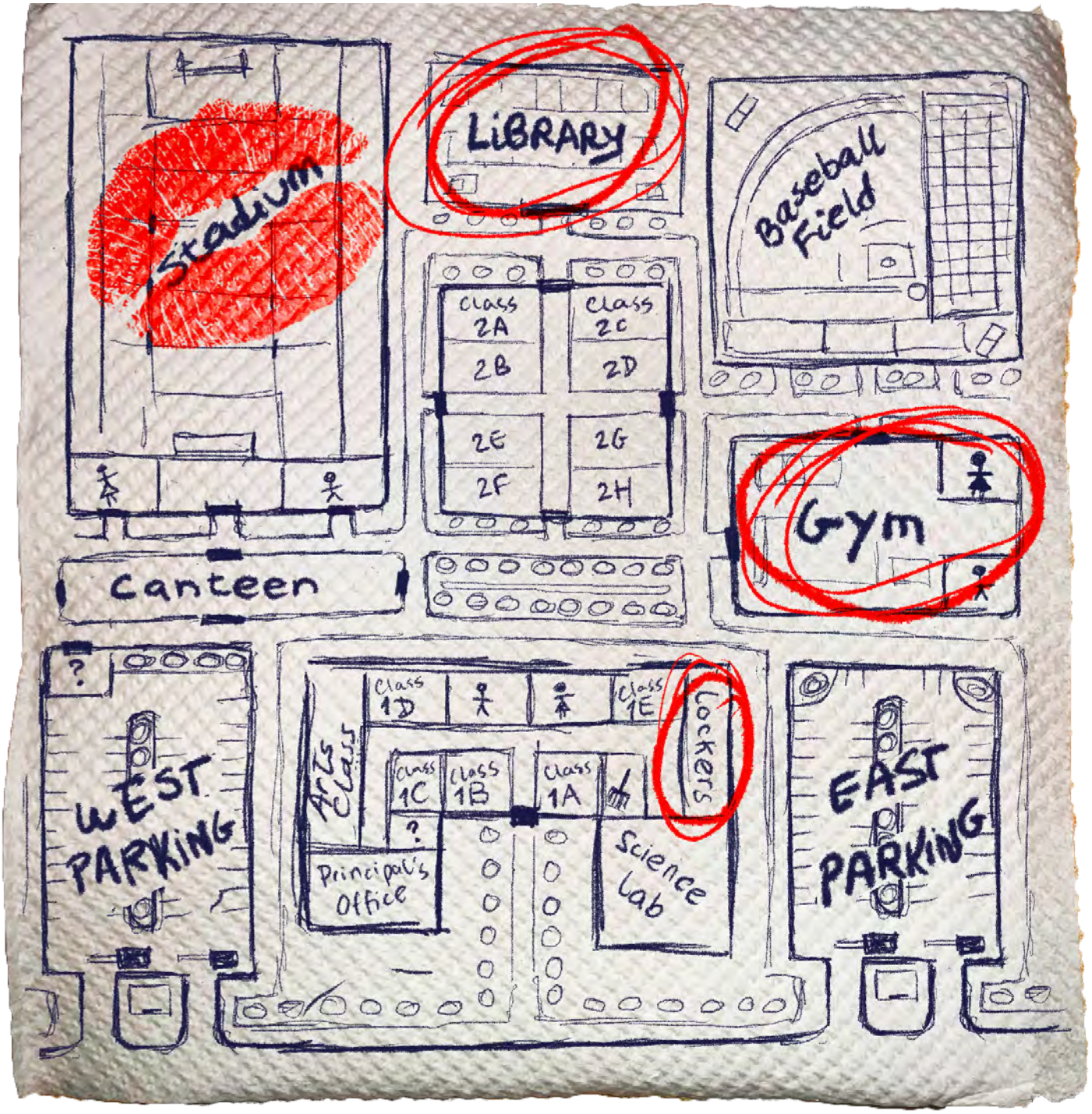
Before the session, the Director should decide whether she intends to run either of the **two optional Scenes** at the High School: **Daphne at the S.L. Kickers Football Field** (Stadium) and/or **Linus** (only if **NPC**) **at the Gym**. You may run Daphne's Scene or both optional Scenes. There's no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

Designer Notes

Dusk's Embrace was designed as a moody introduction to the world of *Silent Læke*, balancing mystery, emotion, and suspenseful gameplay. The choices you make shape the story, and every bit of *Beautiful Darkness* adds weight to your journey.

This *quick tour* offers a glimpse of the *Melancholic Horror* that defines the full *Silent Læke* experience. Replay it, uncover different secrets, and let the strange beauty of the town pull you in. Whether you view *Dusk's Embrace* as a standalone story or a prequel to more mysteries, I hope it leaves you eager for more.

Have fun exploring, and A Máquina do RPG looks forward to seeing your stories continue in ***Silent Læke***!

Image Sources

This is a free indie *quick tour* product. **The author does not endorse AI-generated art.** Every piece of human-made art or photography in this document has been fully paid for—including the art in the cover. Some photographs used here were sourced under Creative Commons licenses.

The *Silent Læke* corebook will feature only human-made art, with no AI content of any kind.

The background for *Playing in a Supportive Environment* is a montage created from real photographs. All modification rights were also paid for. Layout was completed in InDesign. Icons were sourced from game-icons.net and VectorStock, both under the **CC BY 4.0** license.

Colophon

The following fonts were used in this document:

Source Serif Pro Bold **Titles and whatever**
Source Serif Pro Regular body text
LAKERS REGULAR A QUICK TOUR TO
BIGNOODLETITLING REGULAR A MÁQUINA DO RPG
Krungthep **If you need to**
LAKERS BOLD WALK AWAY, WALK AWAY.
(JOKER Regular)
KozukaMinchoPr6NR ♠♥♦♣●♡♥➡
SOLAR BOLD ○
CRAZY KILLER SCARS ARE REAL
STIX Two Math Stuff □◪■
American Typewriter Bold **Elias Dunsley**
Baroque Script *story item*

Pronoun Disclaimer

In this document, **"she" is used as the neutral pronoun**, and also used for the Director.

Player characters are addressed according to their individual genders.

This choice reflects both the tone of the game and the writing style of A Máquina do RPG, though the author fully supports any pronouns your table prefers—he, she, they, or otherwise.

Feel free to adjust pronouns to whatever best suits your table.



Continue Your Journey in Silent Læke

Dusk's Embrace is only the **first step**.

In the **full *Silent Læke* experience**, your story doesn't end here. Keep playing the same character and uncover the truth behind Deirdre's murder—a branching mystery shaped entirely by your choices. Or **choose from 24 playable Suspects**, each with her own secrets and tangled ties. Your *Dusk's Embrace* PC may even return as an NPC, living on in the **shared continuity**.

Explore *Silent Læke*'s **unique mechanics**: the **Oracle**, the web of **Relationships**, and interconnected **minigames**. Discover how the **tags** you earned shape **future scenarios** and the **main game**. Play with **custom cards**, use **Stuff** and **Suspect cards**, or go fully **print & play**.

Dusk's Embrace is just one scenario. Learn how it connects with other stories—and the main game—to build your own surreal, 90s-soaked mystery soap opera.

You have **three days** to find the **Killer**.
Discover the mysteries of the town.
Of **Deirdre**.
Of those who loved her—or hated her.

And of **yourself**.

Every Scene shapes you.
Every choice leaves a mark.

Silent Læke awaits.

Come find the truth.

Before all ~~HOPE~~ is gone.

when dusk embraces
Silent Læke

Dusk's Embrace **beckons you into the mysterious town of Silent Læke, where shadows weave tales in the twilight, and secrets linger beneath the fading daylight. In this tranquil place, darkness takes on a haunting beauty, and each dusk unveils a tapestry of melancholic horror. As night descends, immerse yourself in a journey where the whispers of evening conceal untold mysteries.**

Explore the enigmatic world of *Silent Læke* as you navigate the delicate balance between beauty and darkness. With each turn of the page, discover the secrets that shroud this town in an ethereal cloak.

Dusk's Embrace **Quick Tour comes with:**

- **condensed rules**
- **four ready chraracters**
- **pre-written introductory scenario that runs parallel or prequel to the story of Deirdre's murder investigation.**

Dusk's Embrace **invites you to uncover the mysteries that echo through Silent Læke. Beneath the shroud of dusk, a world of beautiful darkness and melancholic horror awaits your exploration.**

PARENTAL ADVISORY EXPLICIT CONTENT

ISBN: 978-3-12732-320-7

NEWBORN GAMES

18+

2 PLAYERS 1 DIRECTOR