

# Dawn of the Lambs

## -What Players Know-

A-cell submits a name and a photo of Charles Winston, formerly a retired FBI agent that lives in Chicago.

Charles Winston is an "ex-cultist" of a dead group of mythos-lovers destroyed 4 years ago by Delta Green. He's been let live to use him to detect other survived cultist trying to recreate the group.

Winston value is near to nothing. He has been contacted and recruited by the mythos lovers just few months before the DG attack, so he's under control by DG agents.

Today Winston make a step that A-Cell cant permit: he want to publish a story over his permanence in the group and DG. None know how he discovered informations about the conspiracy, but A-Cell won't risk a major information outbreak.

A-Cell sends the players to resolve the problem:

- 1- Ridiculize the story. Someone like his wife or the editor knows Winston stories and probably they would defend his theories. Create a scandal that would destroy Winston credibility. Retrieve any written information about DG/Mythos in his house.
- 2- Eliminate target. Make him look like a suicide directly connected to the scandal.

A-cell advise players that Winston know-how about DG are deep and that he can use these infomations against them.

This is a major operation and the whole DG conspiracy is in danger.

## -What Keeper Knows-

Charles Winston is an ex-dg operative whose code name was Oscar. He has been under DG for over 10 years. He killed, tortured,... he was the perfect agent..but when A-Cell ask to eliminate a boy of 14y chief of a baby gang dedicated to rape girls in the name of Charles Manson (A-Cell knew that the boy was Nyarlathotep) he didn't.

It was too much.

After this accident, he left contact with his cell, throw away the phone and dedicated his life (or what remained of it) to his family. After a year, DG became more obsessive on the Winston case: too many informations of old operas in only one man. IF interrogated, the whole conspiracy risks a major information outbreak. Too many lives depend on Winston silence.

Today, Winston feels worried about his family.

Too many cars already seen and too many "old folks" around. There's something strange in the air for him. The only way to keep his family safe is to risk everything: publish his entire DG-life in a book to gain visibility and protection for him and his family. He doesn't expect anyway that DG would kill him.

DG cannot permit this publication. The elimination of an agent has never been planned after '80, but with extreme risk, extreme countermeasures are required.

Winston must be silenced.

Obviously, there are a lot of better agents ready to do this dirty work instead of players, but too many knows Oscar and would hesitate. A cover up story has been created by Alphonse and sent via secure mail to players.

### **-Development of the story-**

Obviously, this story would be an emotional mess for the players.

Use every inch of heart you have to defend Winston. Let him be the lamb. Use the sons and the wife to paint him as an innocent and make the players feel uncomfortable about A-cell choice. There's no major mythos threat around. Just men and feelings. And when you know what players would risk to defend him even against A-cell, make him really suicidal due to a stress crisis.

This gonna be a bomb in players hearts if you play it with the right pathos.

Watch out: This scenario can be highly destructive for players and their beliefs in DG.

Fits perfectly for 1/2 evenings of gameplay, but you can stretch it whenever you want