

Waste of Good Organs

The word: **pythogenic**; produced by filth; causing dirt or decay (merriam-webster.com); originating from filth or putrescence (dictionary.com)

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Truth

The killer is a burglar named **Tyler Fry**, who with his crew broke into a house of a rich banker who had collected valuable items. They managed to steal several of those, including an old pithos, Greek ceramic container. During the burglary, Fry managed to drop the pithos and got infected by what was inside it. The criminals got into an argument that led the leader, **Blake Rollins**, to kill the banker and escape with what they had in chaos. While they gathered up to settle the loot, Rollins ordered another partner in crime, **Mitch Johnson**, to kill Fry who had messed their gig up. His body was thrown into a garbage compactor with most of the broken shards from the pithos to mitigate most of the evidence.

What they didn't know, that he had touched the thing inside the pithos which has now start to mutate his decaying body. The substance in it is from Abhoth, the Source of Unclean, which has turned him into a sentient living blob of a creature that now seeks revenge of those who betrayed him.

Starting situation

Agents are sent to investigate a death and a burglary of a rich banker named **Reuben Watson**, 64 in Boston, MA. He was found dead in his house in East Boston at 9AM the day before. He had died from a blow to the head from a blunt object.

A Delta Green contact found a paper list of items on the scene. Investigating it, he found out that the burglars were after valuable historical items. They are told that the most intriguing item missing is a rare Greek Pithos, that was thought to be missing (Agents with Archeology or History 40% knows that the item in question is told to contain a "curse worse than the plague of Egypt"). Succeeding a Criminology check gives info on that this item in question was requested by a local black-market fixer **Josif Borowitz**. Failing one will tell that it is a hot black-market item that will most likely trade hands as soon as possible, if they find a right seller.

The house is behind gates, but now blocked by police tape. The house itself looks outside like a post-modern stone cave, yet inside it is modern 21st century. There are signs of thrashing around the building. Stuff taken from the walls and thrown to the floor. This is done so to make it look like the criminals tried to hide what they were after (Criminology 40% or more).

The alarm system was bypassed and disabled, which is an indication of careful preplanning and knowledge of the system. Checking the security cameras of the house or one of the neighboring houses will reveal a car driving multiple times close to the house that doesn't belong to any of the neighbors. Checking out the license will connect to a small-time criminal **Mitch Johnson**.

Searching through the bedroom thoroughly, there are small parts of ceramic pithos on the floor (Search 40% or roll with less) that have been tried to be cleaned away. Chemistry or Forensics show signs of black spots on the wooden floor, like rot or molding.

Mitch's apartment

Mitch Johnson's apartment is in Dorchester. The house is two story brick building with his apartment on the first floor and above is another apartment belonging to Mrs. Roper, who is unaware of the incident that has happened below.

When agents arrive at the house, the door is left slightly opened, with small amount of rust covering the doorknob. They can smell a disgusting smell through the door crack and opening the door, they can see a decayed body lying in front of the door (SAN 0/1). The body of Jamerson has decomposed quickly (Medicine 40% or more will tell that the person *must* have been left dead for a week, even though he is connected to a murder that happened just over a day ago), almost resembling worn out mummy.

Inside his dirty jacket there's an old mobile phone and car keys in the pocket. The phone's battery seems to be dead, but the SIM card is intact A SIGINT 40% lets anyone to scan the SIM card to get the phone records from the phone (also searching for a phone charger within the apartment works). Last call made to his criminal colleague, **Blake Rollins**.

There is weird muddy fluid on the floor. On a closer inspection the fluid seems to have hair and blood in it. Following the trail of the fluid will lead from the outside and then disappearing near sidewalk (The killer left in car)

Car keys left behind can be used to trace his car. It's the same as the one in the camera footage and opening the back of the car finds out that there are newspapers covering up the truck. Forensics 40% will figure out there's drops of blood in dried to the newspaper (belonging to **Tyler Fry**)

The Black-Market Salesman

Josif Borowitz is a fixer who hired the crew for the job. He owns a pawn shop/collector's office named *The Rabbit's Pawn* located in Downtown. He is not aware of the murders and is waiting for the goods to arrive. He can be interrogated, but he has no interest in talking with the law enforcement about his businesses. If pushed to his limits he will give the crew leader's name and the objects he wanted, to save his own skin.

He is specialized in selling historical items in black market. Pressuring him on the robbery, he'll mention hearing Rollins' gang doing a thing, but he had nothing to do with it (a lie, which can be told with HUMINT 40%)

He wanted the specific items from Watson's house (he listed the items to Rollins and one of the gang members had left a note behind in the crime scene during the chaos). Asking about the history of the items, will tell that he is aware of the legendary curse, but Borowitz himself doesn't believe in it. He can be bribed, threatened or smooth talked to tell the location of Blake Rollins or have him setup a rendezvous with him, if he hasn't already sent his goons (or even the agents) to kill him.

The Crew Leader

Blake Rollins, 41, is a hardened criminal who was hired to steal the artifacts from Watson's house. After he ordered Mitch to kill Tyler Fry, he contacted Borowitz for trying to sell the loot. After doing the trade on the next day, he found out about Mitch getting killed by someone and now his paranoia is at max. He tries to leave the country as soon as possible.

He only has a crime record of getting caught with narcotics, but Borowitz (or some other criminal contact) has knowledge on Rollin's professional B&E work.

How to locate Rollins' location:

1. Looking up a call from Mitch's phone and tracking his location while talking to him. (SIGINT roll)
2. Info can be gained from Borowitz, gives Rollins' home address, but he's not there. In a hurry, Rollins has left behind a PDF copy of his tickets to Bahamas, which can be tracked to the flight he is going to leave with.
3. Calling Rollins' phone number through Borowitz or Mitch's phone gives a chance to make a deal with him (Persuade or Law skill roll) to convince him to give up and give the details of what happened. Successfully talking him down, he'll agree to meet up at the airport parking garage.

He carries a 9mm with him, until he steps into the airport and throws the gun into a trash can.

On his house there's also stuff left by him packing it in a hurry. One of the bigger stolen paintings can be found lying on the bedroom and next to the nightstand there's a business card for a pawn shop called *The Rabbit's Pawn*, which is owned by **Josif Borowitz**.

Fry's attack

The decaying monstrous Tyler Fry is on the loose and ready to kill all the members of his crew. He strikes against Rollins depending on how fast the agents will react.

If Rollins is being contacted after Mitch is dead, Fry is already tracking down Rollins through the phone call and will track down Rollins' apartment (and even to the airport he will go) in an hour. If Rollins isn't being tracked down during the same day, Fry will attack him right next to the airport and will cause a scene that catches the news attention (and agents' as well) quickly.

If agents have caught Rollins before he has reached the airport, Fry has no idea where he is. He will then try to track down Borowitz, based on the info he'll find from Tyler's and Rollins' apartments.

It is for the agents to decide if they want to kill Fry or try to bait him into a decent container so it can be collected by The Program. An Elder Sign written on the walls of the container is more than enough to keep Fry locked up forever, but a movable cold storage truck will also work out.

NPCs

Blake Rollins

(paranoid thief)

STR 10 CON 12 DEX 14 INT 12 POW 10

HP 11 WP 10

Skills: Alertness 60% Firearms 60% Athletics 60% Melee Weapons 50% Unarmed 60%

Josif Borowitz

(sleazy black-market fixer)

STR 10 CON 9 DEX 10 INT 12 POW 9

HP 9 WP 9

Skills: Alertness 40% Firearms 40%, Melee Weapons 20%, Unarmed 30%

Tyler Fry

(The source of decay)

The creature is a mutated spawn of combined of the human victim and the mater of Abhoth (protean mass) that was sealed in the pithos. It's normally a human looking figure, but moves jerkily. It can transform at-will into a liquid blob that has a full human-like face, but its structure reminds of a puddle of human skin with different body parts sticking around it. Being two feet away from it starts slowly melting down any organic substance nearby and touching it will cause a radically faster decay process.

Following stats are slightly modified from Liveliest Awfulness from the Delta Green Handler's Guide.

STR 26 CON 20 DEX 11 INT 4 POW 6

HP 23 WP 6

Armor: See UNFORMED.

Skills: Alertness 80%, Athletics 50%, Grapple 55%.

Attacks: Grapple 55% (see RAVENOUS)

Ageless: The awfulness suffers no ill effects from aging. Presumably it must feed, but as some have been known to sit in torpor for years—or centuries, or millennia, or eons—who can say?

Ravenous: In any turn after it has a victim pinned in its flailing limbs, the awfulness can tear with its ghastly teeth and suck down flesh and blood, inflicting 2D6 damage. If the awfulness has taken damage, it heals 1 HP for each HP that the pinned victim loses, up to its maximum.

Decaying: Being two feet away from it starts slowly melting down any organic substance nearby and touching it will cause a radically faster decay process. Roll CON x5, on success lose 1d4 HP, on a failure lose 1 CON per turn next to the creature.

Unformed: Slippery and scrabbling, not wholly related to any natural form of life, the awfulness is difficult to destroy. It takes half the HP damage from any attack except for fire or hypergeometry. Due to this incomplete biology, these beings move, at best, half the speed of a running human.

SAN loss: 1D4/1D10 when witnessing him in the blob form.