

# The Cult of Gl'thol'tic



A one-shot set in a small coastal town  
between 1920-1930



Original module by Jess Charle



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2023

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## A NOTE TO THE GM

**The Cult of Gl'thol'tic** is a Call of Cthulhu module set in a small coastal Massachusetts town, sometime between 1920 and 1930.

In this module, the players are put in the shoes of the cultists they typically try to stop. Feel free to keep your players unaware of this as the adventure begins, allowing them to figure it out for themselves as Pastor Loren tells them of his plan.

As loyal members of the church, the players will be motivated to directly help Pastor Loren bring about the end of the world.

Can the players survive long enough to provide Gl'thol'tic with a physical form and allow him free reign on earth or will they be stopped by the pesky good guys?

**Warning:** Survival is almost certainly futile, whether your players win or lose. It is recommended to use this module purely as a one-shot.

As the players begin the ritual, Pastor Loren, their leader and instigator, will be murdered. They can choose to investigate this crime or continue with the ritual regardless.

## A Guide to Gloom Cove

This campaign is set in Gloom Cove (see **Handout 1: Gloom Cove Map**), a small town on the coast of Massachusetts, and will follow your players as they try to summon their god, Gl'thol'tic. Gloom Cove is filled entirely of followers of Gl'thol'tic, though some are more fanatical than others.

Angust is a small city nearby, about a one-hour bus ride away. This is where the Gl'thol'tic artifacts, as well as the later heroes, will come from.

### **The Gloom Cove Inn**

The Gloom Cove Inn is run by Shane and Tina Duncan, a friendly couple who have lived in Gloom Cove all their lives. They inherited the large house from Tina's wealthy father and transformed it into a warm and inviting Inn. Shane is a friendly middle-aged man with a thick beard and a hearty laugh. Tina, short and plump, makes the best pie for miles around.

The Inn also has a small restaurant.

### **The Fishery**

Where many of the townspeople work, the fishery is often a hub of activity. Most folks also store both their work boats and recreational boats near here.

### **Mayor Grafled's Home**

Mayor Grafled is a thin older man who has been running the town since his father, the previous mayor, died. He has always run unopposed, and the town generally views him with favor. He is quick to action in an emergency, but, an unsuperstitious man, he is slow to believe anything unnatural.

Like the rest of the town, he is a follower of the church but attends more out of social obligation than belief.

### **Helen's Tavern**

Helen Davis is the only townsperson not regularly at service every Saturday morning. A non-drinker herself, she is content to serve those that do partake (as well as take their money).

She is a stern businesswoman, smarter than the town often gives her credit for, but friendly enough for regulars to come for both a drink and her company. Her no-nonsense attitude makes her a trusted resident, with social currency only topped by Mayor Grafled and Sheriff Goodman.

### **The General Store**

Lucy Tate works the General Store with her brother, Bill. The store is open every day from 6am-6pm, excluding holidays and church services, when both Tate children attend. Their father, Henry, owns the store but is quite ill and spends all day in the apartment above.

Lucy is a kind and responsible woman while Bill is known to be flighty and prone to spontaneity. Both Tate's are devout followers of the church however, Bill can be found at Helen's Tavern more than either the store or church combined. Some believe he is in love with Helen, but he has never confirmed it.

### **The Sheriff's Station**

Sheriff Goodman is, as his name suggests, a good man. He is in church every Saturday with his wife Elizabeth and twin boys Ralph and Nick. Quick to believe what others tell him, he is a bit gullible, but his heart is in the right place and it's obvious he cares greatly for the town and the folks in it.

### **The Cove Diner**

Open 5am-11pm, the diner is run by Ruth Kincaid. A great spot for inexpensive grub and a potential place to run into townsfolk.

### **The Goodman Residence**

Elizabeth Goodman is a professor of Ancient History at Angust University. She is one of the few transplants in Gloom Cove, having moved here after meeting Pastor Loren at the Angust University. She then met Sheriff Goodman, fell in love, and started a family. She continues to study and write, assisting Loren in his pursuit of the resurrection of Gl'thol'tic.

### **The Church**

A tall stone building at the edge of a peninsula surrounded by menacing rocks, the church can look to strangers like a lonely and dangerous place. However, the locals love it and go often to learn of Gl'thol'tic's power as well as his plan to reshape the world to his vision.

### **Pastor Loren's Home**

Loren is an older gentleman with a vast knowledge of the Occult. His house is neat and minimally decorated, though the basement is filled with many occult objects.

### **Dr. Monk's Office/Home**

Dr. Gary Monk is a medical doctor who lives on a small island off the coast of Gloom Cove, easily accessible via a series of bridges. He is a middle-aged man, round from years of excessive food and drink, and a staunch follower of Gl'thol'tic.



## DAY ONE

Welcome to Gloom Cove (give the players **Handout 1: Gloom Cove Map**). The players are at church, waiting for this week's sermon to end to meet with Pastor Loren, per the cryptic note he left all of them the previous night (give the players **Handout 2: Loren's Note**). Read aloud or paraphrase the following information to the players:

*You sit at a pew. The wooden seat is hard beneath you, and you adjust, trying to bring back feeling in your legs. You have been sitting here for almost an hour now, listening to the sermon.*

*"You are the chosen," Pastor Loren bows his head down and you realize he is wrapping up, "here to worship the Almighty, and live by his teachings until his return. Go forth my children, and continue your studies, your practice. For with each new week, his return grows nearer."*

*Loren says his final words, bows his head again, and begins his processional down the aisle.*

*When he is gone, conversation begins to break out around you as the congregation stands, preparing themselves to leave. They will say their thanks and goodbyes to Loren and then continue with their Saturday.*

*You, however, will not. You and the rest of the study group always meet after sermon, and today is no different despite the letter you received last night from Loren. You assume all the study group members have.*

*You look around, the others are still seated, preparing to meet in Loren's office once the congregation is clear.*

The players can use these few minutes to investigate the church or talk with each other.

The church is a tall stone building, the ceiling of which sits fifty feet above their heads. It is much like any other church.

A **History** check can allow someone to know that Loren had business in Angust yesterday and was in the city for much of the day. He was very excited about something. A high roll will also let them know that there was an exhibit at the Angust Museum of Natural History that he was keen to explore.

Read aloud or paraphrase the following scene to the players:

*The study group, as you call yourselves, makes their way to Loren's office at the back of the church.*

*There are several chairs positioned around the pastor's desk. You do not wait long before Loren opens the office door behind you and comes in, his usual slow steps replaced with rushed intention.*

*"You all received my note?"*

The pastor then explains what the excitement is about:

The Angust Museum of Natural History is opening a new exhibit on South American artifacts.

Jacob Murphy, an up-and-coming archaeologist, found an old church deep in the Amazon and has brought back several artifacts as well as an old tome.

There had been a church of Gl'thol'tic located around there, so Loren was hopeful these artifacts could prove to be what he had spent his life searching for.

Pastor Loren met yesterday with Matthew Starling, the curator of the museum, and Starling allowed him to borrow three key items from the exhibit:

- An old tome, which Loren translated on the train ride home. It is an old fable about a cat god named Goliath (give the players **Handout 3: The Fable of Goliath**).
- A statuette Loren believes to be a representation of Gl'thol'tic.
- And an ancient candle with thick black wax that's chalky to the touch.

Read aloud or paraphrase the following information to the players:

*"Reading between the lines of the fable," Pastor Loren begins, "this candle is what we need to finally summon Gl'thol'tic. Go talk with Professor Goodman, see what she says about the fable and how we are to proceed."*

*Pastor Loren gives you his translation of The Fable of Goliath to show Dr. Goodman, but keeps the tome, the statuette, and the candle.*

The players will eventually discover that Pastor Loren did not, in fact, borrow the sacred items from the museum curator, Matthew Starling, but instead stole them after killing him. Jacob Murphy, the archeologist, found Starling's body and understood immediately the significance of the stolen items. He also knew that Loren had come by earlier that day and was the Pastor of a dark church. Connecting the dots, Murphy knew he needed to stop Loren.

He reached out to the other heroes of this story (Detective Richard Lance, Journalist Denise Bell, and Professor Adam Schell), and brought them to Gloom Cove to help (see **Day 2**). But who killed Pastor Loren?

### Dr. Goodman

The players can now go to the Goodman Residence, leaving Pastor Loren at the church to continue studying the items from the museum.

If the players choose to go to the Goodman Residence, read aloud or paraphrase the following information to the players:

*The Goodman Residence is a mid-sized brown house with a picturesque front yard. You knock on the door and a woman in her thirties answers, two small boys yelling and running around behind her. Dr. Goodman looks tired but in good spirits, her brown hair hangs loosely around her face and there are bags under her eyes. She smiles at you, "why hello there. How can I help you all today?"*

After providing her with the translation, Dr. Goodman invites the players inside for a cup of tea. She reads the translation as her sons, Ralph and Nick, cause havoc around her.



Dr. Goodman agrees with Pastor Loren that the fable is probably literal. A group of ancient humans figured out a way to kill Gl'thol'tic long ago, and this fable is the instructions needed to bring him back. The black candle must've been made by ancient worshippers from Gl'thol'tic's own body. The players will need to find the "whisker" mentioned in the fable to light the candle, as well as find a suitable body for Gl'thol'tic to inhabit.

She suggests finding someone young and strong. Gl'thol'tic is a feminine god, so probably a young woman.

### Pastor Loren's Past

In his youth, Pastor Loren was quite the ladies' man, and he impregnated two towns' women. His illegitimate children are Helen Davis and Tina Duncan. Helen grew up never knowing who her father was, but recently discovered her mother's old diary, which revealed everything. She then told her best friend, Tina. Tina had known the Pastor was her father but had been told that he and her mother were in love and kept their love secret because Tina's father, while vicious and cruel, was so wealthy.

Tina had believed for years that Loren and her mother's affair was a beautiful love story. That her childhood struggles with her father had been necessary to protect her mother. Finding out that Pastor Loren had multiple affairs destroyed that fantasy, the only thing keeping her childhood trauma in check. Angered by this betrayal, she went to his home after Helen and killed him with Shane's hunting rifle.

### The Murder of Pastor Loren

Pastor Loren will at this point have left the church and returned home. The house consists of a living room, kitchen, bathroom, study, and bedroom.

Pastor Loren is in the study, where the players will find him dead. Read aloud or paraphrase the following scene to the players:

*You knock on the door of the small home. After several seconds, you knock again, listening closely to hear any movement from inside. Loren's home is small, and it shouldn't take him long to answer the door. You knock again. Nothing.*

*The door, like all front doors in Gloom Cove, is unlocked.*

*Pastor Loren's body sits limp in his desk chair, his head tilting back towards the window behind him. Blood now covers the glass.*

*You step around the desk to examine his face and see a large bullet hole in his forehead.*

If the players call Sheriff Goodman, he will come to investigate with Dr. Monk.

A successful **Sight Hidden** roll will reveal a gold necklace, partially hidden by a fallen book. A successful **Spot Hidden** roll in the Pastor's study will reveal yearly checks written to Helen and Tina's mothers for the past 20+ years. A successful hard **History** roll will allow someone to recognize the necklace as belonging to Helen.

The cabinet in Pastor Loren's study with the tome, statuette, and candle for the ritual is locked. A successful **Lockpick** or **Strength** roll will open it.

### Helen Davis

Like most nights, Helen is working at her bar, Helen's Tavern. A successful **Charm**, **Intimidate**, or **Persuade** roll will have her confess that she was at Pastor Loren's home earlier in the evening to discuss a personal matter with him. When she finds out that he is dead, she will say "good riddance" while trying to hold back tears.

An extreme success will have her reveal that Pastor Loren was her real father. She recently discovered her mother's old diary and found out that the cross she wore around her neck everyday (the necklace found at his house) was given to her by him when she was very young. She went to his house that evening to confront him about not taking accountability as her father. They got into a fight, and she threw the necklace at him in a fit of passion.

She will ask for it back.

The players have enough evidence against her to have Sheriff Goodman arrest her for the murder.

## DAY TWO

The town is a buzz with rumors of visitors from Angust.

The players can try to solve Pastor Loren's murder, deal with the investigators, and/or summon Gl'thol'tic.

### Solving Pastor Loren's Murder

A successful **Charm**, **Intimidate**, or **Persuade** roll with Helen will reveal only Tina knew about her recent discovery.

A successful **Investigation** roll at the Inn will reveal Shane's hunting rifle has recently been used.

A successful **Charm**, **Intimidate**, or **Persuade** roll with Tina will have her confess that she killed Pastor Loren when she discovered he wasn't in love with her mother.

### The Investigators

A group of individuals have come from Angust to investigate the murder of Matthew Starling, the curator of The Angust Museum of Natural History.

They are staying at the inn as they conduct a thorough investigation of the towns and townsfolks.

#### Jacob Murphy

*Archeologist.* He was visiting Angust after a long dig in South America and was a good friend of Matthew Starling. The one who collected this group of investigators. While digging, the locals warned of an ancient church that was devoted to the resurrection of an ancient beast that would destroy the world. He recognized that it was only items related to this church that were stolen from Starling's collection.

STR 50	CON 60	SIZ 65	DEX 50	INT 60
APP 30	POW 50	EDU 70	SAN 50	HP 12
DB: 0	Build: 0	Move: 8	MP: 10	Luck: N/A

Attacks per round: 1

Brawl 35% (17/7), damage 1D3

Armor: none.

Skills: History (80%), Occult (60%), Photography (70%), Psychology (60%), Operate Heavy Machinery (0%).

#### Professor Xi

*Professor of South American History.* She works with Elizabeth Goodman at the Angust University. She knew of Goodman's unusual religion and is the one who suggested they first investigate Gloom Cove.

STR 55	CON 25	SIZ 50	DEX 45	INT 70
APP 65	POW 30	EDU 75	SAN 30	HP 7
DB: 0	Build: 0	Move: 8	MP: 6	Luck: N/A

Attacks per round: 1

Brawl 25% (12/5), damage 1D3

Armor: none.

Skills: Credit Rating (70%), Listen (80%), Pharmacy (60%), Psychoanalysis (60%), Psychology (60%), Rifle (50%), Spot Hidden (50%).

#### Sarah Slackman

*Reporter.* A spunky new hire at the Angust Bugle. She been trying to make it as a crime reporter for years. Quick witted, cool under pressure, and not bad with her snub-nosed revolver, Murphy was happy to have her join the team.

STR 40	CON 45	SIZ 45	DEX 85	INT 60
APP 75	POW 55	EDU 55	SAN 55	HP 9
DB: 0	Build: 0	Move: 8	MP: 11	Luck: N/A

Attacks per round: 1

Brawl 25% (12/5), damage 1D3

Revolver 80% (40/16), (damage 2D6/1D6)

Armor: none.

Skills: Own Language (99%), Handgun (80%), Persuade (70%), Psychology (60%), History (40%), Pharmacy (30%), Operate Heavy Machinery (0%).

#### Howard Caville

*Hunter.* Proficient with guns. Scarred face leaves him difficult for many to look at.

STR 75	CON 75	SIZ 50	DEX 70	INT 30
APP 20	POW 85	EDU 79	SAN 85	HP 12
DB: +1D4	Build: 1	Move: 8	MP: 17	Luck: N/A

Attacks per round: 1

Brawl 35% (17/7), damage 1D3

Shotgun 12-gauge 60% (30/12), (damage 4D6/2D6/1D6)

Dodge 80% (40/16)

Armor: none.

Skills: Hide (70%), Rifle (60%), Sneak (70%), Climb (70%), Photography (40%), Spot Hidden (50%).

#### Bryce Wane

*Millionaire Vigilante.* An industrialist and notorious playboy who grew up in Angust. Unbeknownst to most, he also dresses up as a "Rat Man" and fights crime.

STR 70	CON 30	SIZ 75	DEX 70	INT 50
APP 75	POW 60	EDU 70	SAN 60	HP 10
DB: +1D4	Build: 1	Move: 8	MP: 12	Luck: N/A

Attacks per round: 1

Brawl 45% (22/9), damage 1D3

Dodge 80% (40/16)

Armor: none.

Skills: Fast Talk (60%), Psychology (60%), Geology (30%), Handgun (50%), Locksmith (30%), Ride (30%).



## Summoning Gl'thol'tic

To summon Gl'thol'tic, the players will need to:

1. Retrieve the tome, statuette, and candle from Pastor Loren's study, unless they've already retrieved these earlier.
2. Find the "whisker" with which to light the candle.
3. Find a young woman for Gl'thol'tic to possess. The players will need to find a woman and lure, kidnap, trick, persuade, or force her to join them.
4. Light the candle with the bone.
5. Set the woman on fire using the candle's black flame.

The investigators will attempt to stop them at all costs.

### The "Whisker"

Examining the statuette will reveal a small word inscribed in the bottom of the stone: Asoiabok.

Saying the word reveals a small door in the statuette that can open easily however, speaking it also cost the player 1D4 **Sanity**. Inside is a small space containing a thin piece of something white. A successful **Science** or **Medicine** check will reveal it's bone. The piece of bone will easily catch on fire, emitting an ominous black flame.

### Gl'thol'tic walks again

If the summoning is done successfully and the players follow the five steps listed under "Summoning Gl'thol'tic," read aloud or paraphrase the following scene to the players:

*The candle's flame flickers an inky black. You touch the woman's skin with the flame, and she ignites, instantly swallowed in an unnatural black fire.*

*Her screams fill your ears along with a drumming that stretches through the universe, from some unseen plane. It begins to transform into a chant. The words are alien to you, and you know immediately that no human tongue could create these sounds. The chanting grows louder and louder until your mind feels as if it is being stretched and pulled by unseen hands.*

*You open your mouth but instead of emitting your intended scream, the chant flows from you like dark bile. You vomit the inhuman words as the sacrifice's screams finally fade. You can see the chant now, the words taking form, a dark buzzing mass like a swarm of flies. It pours into the flames, filling the sacrifices' mouth and eyes.*

*The fire dies and black swarm disappears entirely. Your mouth, your lungs, your brain, your voice - it is finally yours again.*

*The sacrificial woman stands, but she is no longer a woman. Her skin is shiny and black, like obsidian stone. Her body is now a mass of undulating limbs, which you slowly recognize as tentacles. The suction cups of her body blink, and you realize that they are hundreds and hundreds of eyes.*

*Two large horns of black flame stretch from her forehead, curved like a ram's horn.*

*She opens her mouth and roars.*

*Gl'thol'tic is back, and you shall watch the world burn in her wake.*

## HANDOUT 1: GLOOM COVE MAP





## HANDOUT 2: LOREN'S NOTE

*I have important news. We will meet at our usual time tomorrow, but be aware that there is much to do. Our plan is moving forward with great haste.*

*It is time.*

*Come tomorrow ready to begin.*

*-L*



# Goliath and the rats



There once was a cat  
as large as a bear,  
who went by the name Goliath.  
Because of his size, he could defend  
the smaller creatures and provide for  
them.

The field mice worshipped him as a  
god and in return, Goliath shared his  
vast wisdom with them. The field mice  
learned and in exchange, they gave  
Goliath their numbers and loyalty.

The street rats did not trust  
Goliath. They feared his knowledge,



**so they prepared.**

**They learned the ways of the larger creatures and discovered Goliath's weakness.**

**One night, when the field mice were asleep, the street rats snuck into the field and killed Goliath.**

**The field mice were rightly devastated. They mourned their god for many days until they remembered that they had Goliath's teachings and could bring him back.**

**The field mice used Goliath's fat to create a candle, a sacred candle of great power, holding Goliath's soul in its wax. They used one of Goliath's**



**whiskers as a match and lit the candle.**

**The sacred flame danced and sang, black as the night, and asked that the field mice find Goliath a body to inhabit. One that was suitable for a god.**

**The field mice gathered together and with their combined strength, brought down a bear. They gave the bear's body to the flame and Goliath was reborn.**

**Goliath and the field mice sought revenge against the street rats, showing them no mercy until only the field mice remained, alone with their god, victorious and eternal.**