QUEST
THE TITAN'S GOBLET

A quest for 4th level characters for 5th and 3.5 edition, inspired by painting by Thomas Cole

5e SRD COMPATIBLE 3.5e SRD COMPATIBLE

This material is meant for You, the Game Master, and we recommend you read it in its entirety. To run this adventure, you should also have access to the 5th edition System Reference Document, as well as possibly sourcebooks for the 5th edition of the world's most popular Role-Playing Game system. If you run this adventure in 3.5 edition, you need respective SRD.

When reading through the adventure, you will find different-looking boxes that each contain a different type of information.

> Text in these boxes is player information. You can either read it outright or paraphrase it to better fit your style of storytelling.

Creatures appearing in the location are marked with **bold** text, while the name of spells and items are written in *italics*. If the monster, spell, or item does not appear in SRD, you will find a statblock near its first appearance.

As this adventure is designed to be run in multiple systems, skill checks, damage rolls, and saving throws are described in the following way: DC 5th edition entry / DC 3.5 edition entry.

The Dried-Up Fountain

The water from the Titan's Goblet, a giant structure located near the town of Diosminos, was told to bring luck to those that drank it. Its steady flow and never-ending supply were seen as a gift from gods to a town that, as legends tell, was home to a hero that saved them centuries ago.

However, several weeks ago the water stopped falling from the goblet. Local hero, Gennaios, who was an experienced warrior that fought many

beasts and did many quests, went to the Titan's Goblet... and no one has seen him ever since.

As the town's holy water reserve grows thing, and more and more misfortune starts to plague the city, citizens of Diosminos look for someone to help them.

How the characters learned about the problems of the citizens depends on if they went to the local temple or not. If they do, Akatos (neutral good human **acolyte**), local priest, asks the heroes if they could aid him, and the city. If they do not venture there, one of the villagers will see the party – equipped like adventurers – and start crying that help has come. People will then point heroes to the temple.

Getting the Quest

When adventurers finally get to the temple and talk to the priest, he tells them that local hero, Gennaios, went to see why the holy water stopped flowing from the giant goblet in the west but has not returned. As the water is important to the village, and lack of it brings misfortune to the city, he asks heroes for help. In return, he can offer a *gem of brightness* (20 charges) that is in his possession. He points the characters in the direction of the Titan's Goblet, and tells them to be wary, as to get into the goblet they will need to make their way through the Labyrinth.

Approaching the Labyrinth

The labyrinth is located on a small peninsula near the sea, under the structure known as Titan's Goblet. As players approach the location, read the following text and show them the painting.

A Giant goblet made of stone stands before you. Looking like it was made for ancient Titans it towers over the neighborhood, casting a long shadow over the peninsula. Vines and bushes grow on the base of the goblet as well as on the rim. The water however looks stale, and the goblet looks half empty.

Near the entrance to the labyrinth, heroes can find a dried-up font and a bench where tired travelers can rest. A little farther from the entrance adventurers can see an old **satyr** sitting near the fireplace, playing his pipes. When asked if he saw

Gennaios, he says that he indeed saw him entering the labyrinth, but the old village hero never returned and never exited the labyrinth. If asked if he has seen anything else, on successful ⬡**DC 10 Charisma (Persuasion)** / ⬡**DC 15 Diplomacy** check satyr says that before Gennaios, a minotaur entered the labyrinth. Satyr also says that after entering, only way to exit the labyrinth is go get to the center and drink from the fountain inside.

The Labyrinth

The following locations correspond to labels on the map of Titan's Goblet on page 5. Labyrinth is dark, unless noted otherwise.

α. Labyrinth Entrance

The entrance to the labyrinth is lit only by the faint light coming from outside. There is nothing of interest here. After entering the labyrinth and going beyond the light, the door closes after last party member enters barring them from exiting the place.

β. Ghastly Remains

Spirits of people who were lost in the labyrinth gather, trying to get into the base of the goblet. A tiny crack in the wall shows the light bleeding from inside. Ghosts do not interact with adventurers and cannot be killed.

γ. Demon in the Hedge

Both areas marked γ are the same. An **assassin vine** lives in the part of the hedge, hiding near the bush (it can move and take space in the bush-covered squares). It attacks anyone that passes through.

δ. A treasure for the Daring

Three large, wooden chests stand near the hedge, each closed with a large, ancient padlock. A winged creature hangs over them and looks at you with a devilish smile. "Do you want treasure? It can be yours, just play a game a chance with me!"

Dolos, a creature that looks like **dust mephit with a goat head**, lingers here waiting for adventurers to play his "game". He tells heroes that one of the chests contains great treasure, two contain pain – the only thing that the characters have to do is to select the one with the reward. Mark the chest that contains the treasure and character choices. After adventurers select a treasure, Dolos asks them if they are sure, and makes one trapped treasure chest disappear – asking heroes if they want to change their choice from between the remaining two. After characters reassure mephit which one they want, only that chest remains, and its padlock disappears.

Depending on the party choices, they can either end up with a chest containing a treasure, which is *efficient quiver* (to which mephit comments that it probably belonged to a goddess), or a trap – a loud explosion that deals 11 (2d10) thundering damage in 10 ft. radius with no saving throw permitted.

If adventurers attack Dolos, he disappears in an instant, leaving chests unopenable.

ε. Hero Statue

This ancient statue of a Hero seems old and broken, longs past its glory days. Its copper shield is covered in patina and its sword seems to be missing.

The statue is missing its sword, which can be found in the area ς. After returning the sword, the statue repairs itself, starts to glow with faint light, and the character that put the sword in the statue's hand receives a *charm of heroism*.

ASSASSIN VINE
Large plant, unaligned

Armor Class 13 (natural armor)
Hit Points 85 (10d10+30)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	9 (-1)

Skills Perception +2
Damage Resistances cold, fire
Damage Immunities lightning
Condition Immunities charmed, frightened, paralyzed, poisoned, prone
Senses blindsight 30 ft., passive Perception 11
Languages –
Challenge 4 (100XP)

ACTIONS

Multiattack. The assassin vine can make two melee attacks: two slams or one slam and one constrict.

Slam. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit*: 14 (2d8 + 5) bludgeoning damage. The target is grappled (escape DC 15) if the assassin vine isn't already grappling a creature. The grappled target is restrained until the grapple ends.

Constrict. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one creature grappled by the assassin vine. *Hit*: 18 (3d8 + 5) bludgeoning damage.

ς. Remains of a Fight

A corpse of assassin vine lies here, along with the broken shield. A 🎲 DC 13 Wisdom (Nature) / 🎲 DC 18 Knowledge (Nature) check will uncover that the vine was killed not long ago.

ζ. Withered Vine

This location looks similar to area γ, assassin vine here however withered and died.

Charms in 3.5 edition

Charms are a special reward introduced in the 5th edition. They are gifted to a player and can be used once or more times before disappearing. This mechanic can be easily adapted to 3.5 edition – treat this as an extraordinary ability that can be used a limited number of times. In the case of a charm of heroism, it's a one-time use of a *heroism* spell.

η. Dead Adventurer

An old skeleton is laying on the ground here, covered with grass and vines coming out from the hedge. The remains are grasping a copper sword.

Skeleton in this area is in reality a **wight** (using only a *longsword*), cursed by the gods for stealing the blade from the statue. If adventurers try to get the sword from the creature, it will attack them in a mindless rage. After defeating the undead, heroes can take the sword.

If left alone, it will not attack adventurers.

θ. The base of the Goblet

This round, stone room with a fountain in the middle is splattered in blood. Minotaur's body lies on the ground, and an armored man is sitting on the edge of the font, holding a bloodied greataxe and looking at a naiad that is cowering before him. Man's eyes look full of emptiness and lust. As soon as he sees you, he cries "She is mine!" and charges at you.

The stone room is the base of the goblet. Gennaios, **champion** (who currently has only half hit points, which brings its CR down to 7) previously killed minotaur and picked up his axe is standing over naiad (a dryad of the goblet, with additional 4 uses of 2nd level ⬢ Cure Wounds / ⬡ Cure Moderate Wounds spell). He attacks adventurers in an uncontrollable rage fueled by the minotaur's weapon as soon as he sees them. Successful ⬢ DC 10 Intelligence (Arcana) / ⬡ DC 15 Knowledge (Arcana) allows heroes to see that the armament emanates evil energy. Gennaios attacks the party with all skills at his disposal.

If adventurers manage to incapacitate Gennaios or destroy the weapon he holds, he wakes up from his delusional state. When the weapon drops from Gennaios's hands – after he is unconscious or dead – and hits the ground, it disappears, and the last cry of rage can be heard.

Helping Hand

If the fight is too hard, you may decide to make naiad help adventurers using her magic. On initiative count 20, she will cast her healing spell and restore health of most wounded party member. Range of the spell is extended to 30 ft. from the fountain.

CHAMPION
Medium humanoid, any alignment

Armor Class 16 (breastplate)
Hit Points 135 (10d10+30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Str +8, Con +7, Wis +5
Skills Animal Handling +5, Athletics +8, History +4, Insight +5, Intimidation +4, Perception +5
Senses passive Perception 15
Languages Common
Challenge 9 (5000 XP)

Brave. The Champion has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the Champion hits with it (included in the attack).

Sure-Footed. The Champion has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Multiattack. The Champion makes three greataxe attacks.

Greataxe. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 17 (2d12 + 4) slashing damage.

REACTIONS

Parry. The Champion adds 4 to its AC against one melee attack that would hit it. To do so, the Champion must see the attacker and be wielding a melee weapon

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CHAMPION 3.5 EDITION   CR 9
hp 117 (18HD)

Any gender any race warrior 18

Any character medium humanoid

Init +5; **Senses** Listen +0, Spot +0,

AC 16 (+5 breastplate, +1 dexterity), touch 11, flat-footed 15
Fort +13, **Ref** +9, **Will** +6

Speed 20 ft.

Attack *greataxe* +12 (1d12+6/x3)

Full Attack *greataxe* +12/+12 (1d12+6/x3)

Face 5 ft. **Reach** 5 ft.
Base Atk +18; **Grp** +22

Abilities Str 19, Dex 13, Con 14, Int 12, Wis 10, Cha 11

**Special Qualities** Weapon and Armor Proficiency

Feats Combat Reflexes, Improved Initiative, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (Longsword)

Skills Climb +18, Handle Animal +10, Intimidate +16, Jump +10, Ride +13, Swim +10

Possessions *greataxe, breastplate*

Concluding the Quest

After heroes kill or incapacitate Gennaios, naiad goes back to the fountain and the waters start flowing back from the goblet. After returning to the village, Akatos, as promised, gives players the *gem of brightness*. If adventurers managed not to kill Gennaios, villagers rejoice and gather 500 gp as an additional reward for the players.

The Titan's Goblet
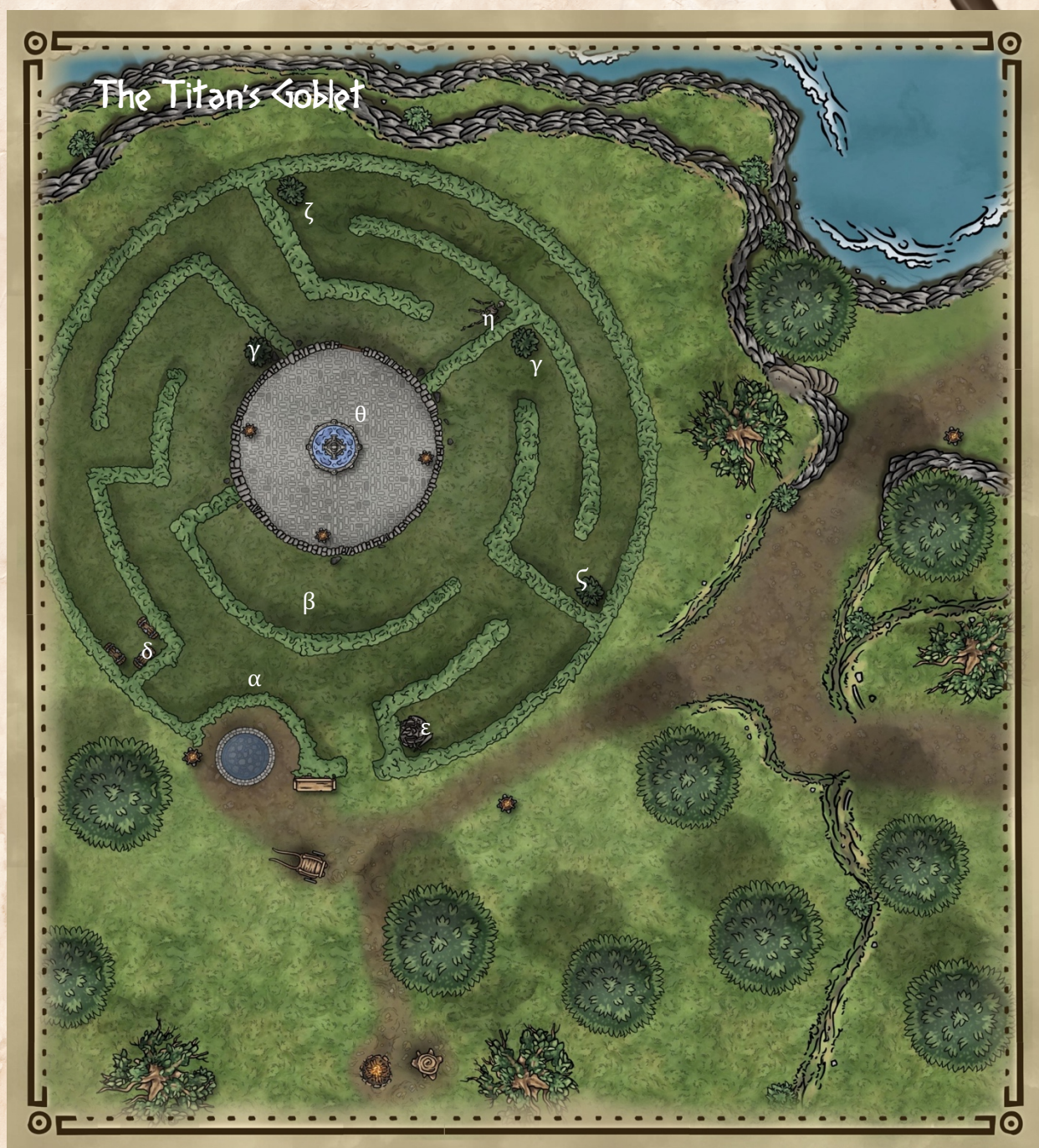
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The Titan's Goblet is an oil painting by the English-born American landscape artist Thomas Cole. Painted in 1833, it is perhaps the most enigmatic of Cole's allegorical or imaginary landscape scenes. It is a work that "defies full explanation", according to the Metropolitan Museum of Art. The Titan's Goblet has been called a "picture within a picture" and a "landscape within a landscape": the goblet stands on conventional terrain, but its inhabitants live along its rim in a world all their own. Vegetation covers the entire brim, broken only by two tiny buildings, a Greek temple and an Italian palace. The vast waters are dotted with sailing vessels. Where the water spills upon the ground below, grass and a more rudimentary civilization spring up.

- Wikipedia, the Free Encyclopedia

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