



MONKEYDM



CAMELOT CORRUPTED

DEFEAT THE CORRUPTED MORGAN LE FEY AND CONQUER THE GRAAL



A vengeance-driven adventure for players of the 17th and 20th level.

BACKSTORY

Camelot has fallen. After years of planning, Morgan Le Fay has successfully corrupted the once-noble knights of Camelot, turning them against one another. Merlin, Arthur's trusted Grand Wizard, is the only remaining beacon of light. After King Arthur's death, Merlin retreated to his tower and cast an all-powerful world spell to lock himself away from Morgan's powers. This way, he'd have enough time to get more help. The Grand Wizard knew that were he to try to turn the time back and fix Camelot, Le Fay would counter his magic long enough for Mordred to end him. He devised a plan to send Lancelot back in time, but he too betrayed him at the last moment. Thus, only one other option remains: to recruit the strongest warriors he can think of and convince them to help. They'll be able to do it.

ADVENTURE SUMMARY

After his final ally, Lancelot, falls to Morgan Le Fay's corruption, Merlin decides he will no longer endure this fight alone. He devises a plan to call upon adventurers and take them into the past so they could receive King Arthur's blessing. With this blessing, they are to go forth and kill Morgan Le Fay in the past when her plots have not yet doomed them all. After summoning the adventurers to his aid, having already fought off some of the Corrupted Knights, Merlin quickly explains his plan, asking them to help. While Merlin completes the portal to the past, the party fight off the remaining knights. Once enough time has passed, Merlin shunts them into the portal. The portal successfully brings them into the past, where they are taken in by Agravain and Gawain, two brothers with opposing personalities. When they are brought before Arthur, they must side with one of the Brothers. After an interrogation, Arthur tests them in combat by forcing them to fight an angel he summons. If they are pure of heart, they'll defeat it. With the solar defeated, Arthur gives the party his blessing, and they venture forth, defeating Mordred, the only guardian of a weakened Le Fay who still hasn't seen her plan come to fruition.

NOTE

This adventure is a gauntlet of sorts, both through the character's history as well as their abilities. Encourage the party to work together on party composition. Good synergy is vital in an adventure with so much combat. Then, ask the party to prepare both 17th and 20th level character sheets, as they'll need both.

PLOT HOOKS

This adventure has two possible plot hooks. The adventure has minimal changes based on the chosen hook. These are the two possible hooks:

- **Arthurian Defenders.** Though they are not quite the Knights of the Round Table, the party is a strong band of adventurers revered within Camelot. With the Knights defeated, the party is the obvious line of defense.
- **Otherworldly Allies.** The party has never seen Camelot. They are from a different world altogether but are Merlin's last chance. Whatever hook you choose, it won't influence the story's flow.

CHAPTER 1: THE LAST REMNANT

In which the party meets Merlin.

Before the Adventure

GM NOTE: If you are playing this adventure as a continuation of a long-running story, skip the first two paragraphs and start with the "Read this" fragment.

First, if you are playing this adventure as a one-shot or as the start ongoing campaign, ask each party member to describe themselves, their appearance, and what they like to do in their off-time.

Provided you feel you have the time, give each party member a small vignette of them doing activities in their off-time, perhaps even introduce an interaction to warm them up. Then, once everyone has introduced themselves, you may proceed.



Read this:

'It would seem adventure always comes when you least expect it, more specifically, when you would rather it didn't. It is your day off when you are at your most relaxed. The time has finally come for you to take some time and fully heal all the injuries you've gathered throughout your time. And that is precisely when a large portal opens in front of you, a skeleton shooting just past you and turning to dust on the floor next to your feet. You look into the portal and see an old man in weathered robes looking directly at you. Blood drips down his face, and his hand seems to be conjuring up the portal. "Please," he shouts. "You're my only hope. The portal will fetch your best gear as you step through." Behind him, you can see the walls of a large cave temple. As you do, he looks away from you, his eyes widening at the sight of a monster you can't see yourself. What do you do?'

The party must now answer their call to adventure and walk through, meeting Merlin.

Meeting Merlin

After each party member enters the portal, read this: 'One after another, all of you step through a portal into a large, underground structure. The ground is a mess of broken stone and blood, but the pillars remain undamaged. Immediately behind you, you notice a large magical swirl, most likely caused by the man in front of you, whose spellbook is blood-spattered and laid out in front of it. He doesn't look much better, drained and breathing heavily. Not too far off, you notice a few bodies on the ground.'

Bring them to the Temporal Temple (map 1). They meet Merlin (see "Merlin" sidebar), who is wounded and tired. He'll quickly explain to the party that he is the last survivor, having been betrayed by Lancelot at the last minute, who was going to head into the past and warn Arthur of the incoming threat. Now, Merlin must keep the portal open, but there's no one to go through. The party must be the ones to do it.

Merlin (LG human archmage)

Information: Merlin is now an old archmage, well into his 70s. His eyes have gone entirely radiant blue with magic due to his exposure. His long white beard and hair flow over robes of blue and purple while his fingers jolt with arcane energy at every moment.

Roleplaying as Merlin: Merlin is a brilliant individual who devised a plan in the short minutes after Lancelot's betrayal. Thus, he hasn't had time to flesh out all the details, but he'll trust the party. He is also deeply saddened by the knights he's killed, weakening him physically and emotionally.

After the party agrees to help Merlin, he'll tell them to be on guard, as he needs a little more time to prepare the portal (he was distracted mid-spell by Lancelot attacking him). He'll point out Lancelot's body (location 2) and the body of Gaheris and Gareth (location 3), asking the party to investigate them for resources.

The party can now investigate map 1 freely.

Keyed Locations

1. Merlin's Worldspell

Read this:

'Although his breath seems heavy and he is injured, Merlin is hard at work casting a spell older than time itself.'

Hazard: Temporal Instability. If a creature starts its turn within 10 feet of Merlin, the temporal distortion around the Grand Wizard affects its time flow. It must roll a d20. On an 11 or higher, the creature gains the benefits of the *haste* spell until the start of its next turn. On a 10 or lower, it is affected by the *slow* spell until the start of its next turn.

2. Lancelot's Body

Read this:

'Fallen on the ground and scorched to a crisp is the body of a once noble knight and Arthur's closest friend.'

Any party member can make a **DC 18 Intelligence (Investigation) check** to inspect the burned corpse. On a success, they notice Lancelot reaching for his face, trying to hide his beauty from the fire. Additionally, they find *Lancelot's mirror of philandry* and a *lance of Camelot*.

When a party member reaches for any of Lancelot's items, they receive a vision of the thing that corrupted him.

Hazard: Corruption by Love. A creature touching Lancelot's items has a vision of their truest love, which is given to them by Morgan Le Fay. They must succeed on a **DC 18 Charisma saving throw** or take 4d10 psychic damage and have disadvantage on all Wisdom checks and saving throws made for the next hour.



3. Brother Knights' Bodies

Read this:

'Next to Lancelot, you observe a roiling mass of arms, legs, and twin heads. You identify this as what was once Gareth and Gaheris - two loving brother knights. It seems the corruption turned their cooperation into codependency.'

Any party member can make a **DC 18 Intelligence (Investigation) check** to inspect the roiling corpses. On a success, they notice the Brothers were trying to hug in their final moments. As for gear, it seems the mess of conjoined flesh absorbed it as well. A party member can make a **DC 18 Wisdom (Medicine) check** to look inside the body. On a success, they find 1 vial of *unicorn's blood*.

When a party member tries to open up the body, they have visions of betrayal.

Hazard: Corruption by Trust. A creature opening up the body has a vision of their friends betraying them. They must succeed on a **DC 18 Wisdom saving throw** or take 4d10 psychic damage and become charmed for 1 hour. While charmed in this way, they behave normally but will follow the commands of the corrupted knights (no action required) in combat. Whenever a creature charmed in this way is dealt damage, it may repeat the saving throw, ending the effect on a success.

Fighting The Corruption

Once the party has investigated all locations on the map, or once 9 minutes have passed, the party will hear the sound of rumbling in the distance.

Read this:

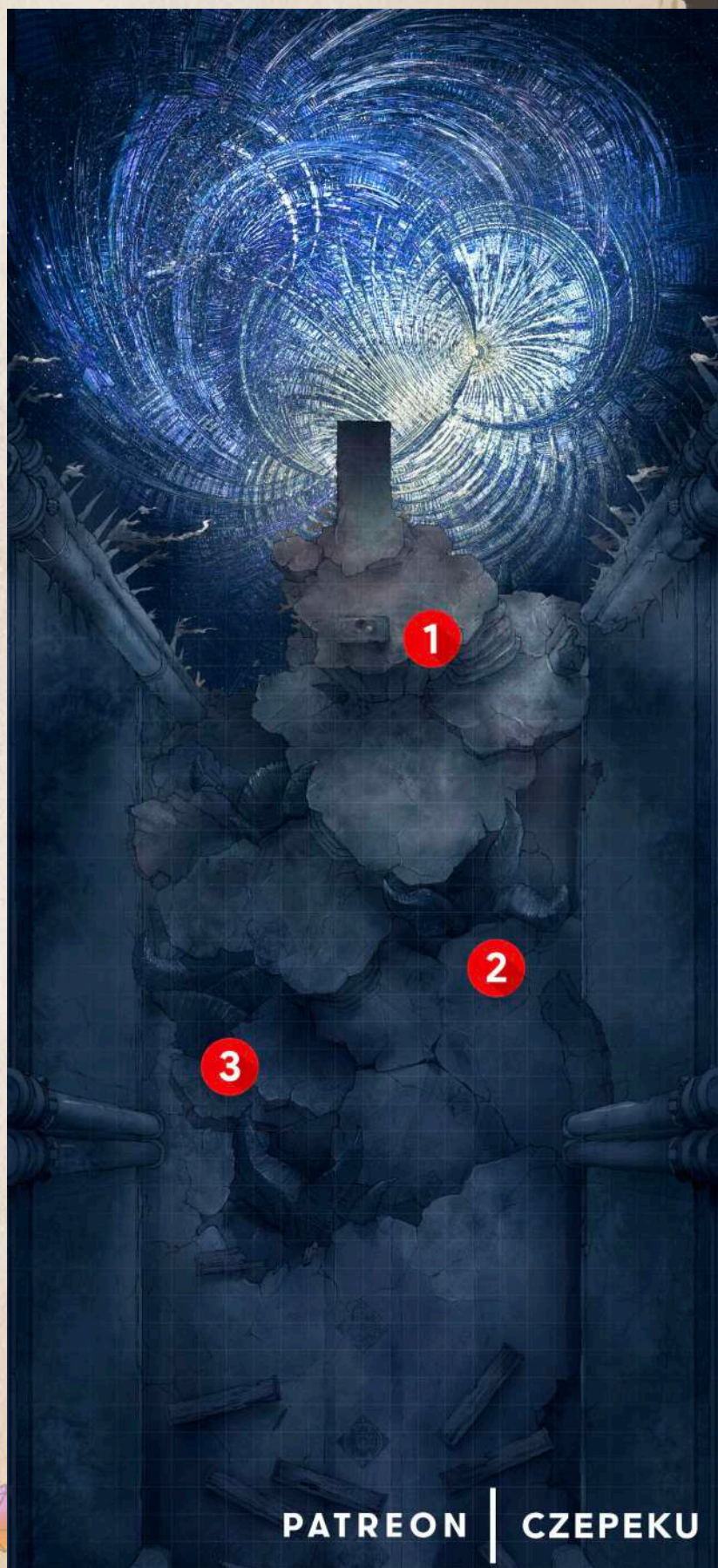
'You wait with bated breath as you hear the earth rumbling around you. More corrupted Knights of the Round Table are coming. After shooting a glance at Merlin, your suspicions are confirmed. He nods. Then, the earth breaks open in half, letting out a half-man, half-worm creature ridden by a shadowy figure. Both look at you and Merlin as the Grand Wizard shouts: "Not much longer, defend me!"'

Encounter: Corrupted Knights. The party must now fight **Lamorak, Fed by Battle**, and **Agravain, Thief of Wits**. The fight lasts 5 turns, regardless of if the party is winning or losing.

Le Fay has corrupted both knights, but only one was willing - Agravain. The two corrupted knights will start attacking the party, telling Merlin they'll come

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MAP 1



for him once these "pests" have been dealt with. During the battle, Agravain attempts to distract Merlin by heralding Le Fay's superiority. The beastly Lamorak will say very little.

GM NOTE: Villains are only as good as their villainous dialogue, so lay it on thick. Have Agravain taunt Merlin, laugh at the party, and use Lamorak as a meat shield.

At the start of the 1st round of combat, read this:

'As the battle starts, you hear Merlin's chants intensify as a wall of runic magic surrounds him. He is seemingly defending himself from the incoming battle.'

At the start of the 3rd round of combat, read this:

'Slowly but surely, the sound of battle gets drowned out by a reality-warping whirlwind. Looking behind you at Merlin, you can see the temporal fabric breaking open more and more. Soon, you'll be able to leap through and get to the past.'

GM NOTE: If you want to make the encounter more difficult, I suggest you make it as difficult a task as possible to get into the portal and provide consequences for making it in late. One fun drawback is that a character loses 1 character level for each round past the 5th round of combat that they spent getting to the portal. If you want to keep the story as is, proceed normally.

At the start of the 5th round of combat, decide whether you want the party to be thrown into the portal by Merlin or you want them to get there themselves. Then, read this:

'As you dig deep for more energy, you hear a massive, sourceless explosion. The temporal portal is now fully opened. Your time is now.'

Either have Merlin throw the party into the portal or have them run to it. Once every party member has made it through the portal, read this:

'Within the swirling mass of energy and light, your head begins to spin unlike ever before. One can only describe it as a mix of dizziness and complete lucidity, but once it fades, the only thing remaining is the sound of birds and the smell of grass. You open your eyes to look at the surrounding valleys. You've made it. You are on a hill somewhere, unbothered.'

You may proceed to the next chapter.

CHAPTER 2: THE KING'S AFFIRMATION

In which the party returns to the past.

Arriving in the Past

Read this:

'You get up from the ground and look around you, only to find you are on top of a hill, far away from society, surrounded by nothing more than trees. Everything looks quaint and unbothered, meaning the spell must've worked.'

Any party member can now make a **DC 15 Wisdom (Perception) check** to look through the trees. On a success, they see a castle in the distance, which has the banners of Camelot. They've made it. They can begin heading in that direction or choose to camp out here.

Additionally, any party member can make a **DC 18 Intelligence (Arcana) check** to try and sense the magical aura of the location. On a success, they feel it has the same energy as the temple they were last in, meaning they are most likely right above the underground temple.

If the party decides to camp here for the remainder of the day (which they might, considering they've all been through brutal combat), allow them to have a long rest before proceeding to the next part of the adventure.

If they choose to move toward the castle, describe the lush surrounding area before moving on to the next part of the adventure.

Meeting the Knights

Either as they rest or on their way to Camelot Castle, the party will be intercepted by a few of the Knights they fought, this time uncorrupted. More specifically, they'll be met by Sir Agravain and Sir Gawain (see "Sir Agravain" and "Sir Gawain" sidebars).





Sir Agravain (CN human knight)

Information: Dark-haired and with armor painted in shades of black and blue, Agravain looks to be the gloomiest of the knights. His cruelty and vanity only match his beauty, but he mostly hides those traits. Though in the future, he'll be the first to betray Arthur, currently, he is only a troubled young knight.

Roleplaying as Agravain: Agravain is a scheming bully who doesn't want to take any risks. He'll be distrustful of the party and want to kill them. Even if he believes them, he'll be reluctant to bring them to Arthur. A successful **DC 18 Wisdom (Insight)** check reveals he has no intention of helping Arthur prevent the threat.

Sir Gawain (LG human knight)

Information: Tall, redheaded, and with a large beard, Gawain looks friendly to him, helped by his warm smile. He prides himself on being a paragon of knighthood. As the older brother of Agravain, Gareth, and Gaheris, he is the leader of their family and Arthur's most loyal knight, though not his best friend.

Roleplaying as Gawain: In total opposition to Agravain, Gawain will instantly warm up to the party and want to bring them forth to Arthur. He'll be open about sharing information and have no restraint in aiding them.

Read this:

'Not too far off, you notice two horses galloping in your direction. Both are carrying on their backs large, armored figures. One seems to be dressed in black, while the other has a green, almost moss-like armor with a helmet that bears horns and vines. Quickly, the two figures approach and salute you, then get off their horses.'

As Agravain and Gawain get off their horses, Gawain will be the one to talk, while Agravain will listen in silence. They'll mention how Merlin told them to come here to see the reason behind the temporal distortion. The party can either deceive the knights with a **DC 20 Charisma (Deception)** check or tell them the truth and persuade them of it with a **DC 18 Charisma (Persuasion)** check. With a success on either check, Gawain will ask the party members back to the castle to speak with the King, while Agravain will be hesitant initially but finally cave in.

Once the party has met the two knights and gotten a good idea of their personalities, you can proceed.

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Return to Camelot

GM NOTE: On the path to Camelot, try to provide as much characterization for both knights as possible since it will play into the story shortly.

While on the path, the party members can make a **DC 18 Wisdom (Perception) check** to notice Sir Agravain is troubled and annoyed by their presence.

Read this:

'Alongside the two knights, you ride back to Camelot, overlooking hills and valleys of joyful farmers. This is a realm of order and goodness, unlike the Camelot you last saw. When you reach the gates, you meet two twin knights with joyful smiles, Gareth and Gaheris. The thought of what they will eventually become if you fail troubles you, but for now, you must stick to the plan. So, first things first, you are led through the large gates and into a stone keep, all the way to King Arthur.'

Brotherly Dispute

The party now meets King Arthur (see "King Arthur" sidebar.) Merlin joins him (see "Past Merlin" sidebar). Gawain will introduce the party to King Arthur and Merlin.

King Arthur (LG human)

Information: King Arthur is blonde and beautiful, with a trimmed beard and fantastic armor. His blade, Excalibur, is by his side, shining with bright light. When seen, he creates a feeling of calm and power.

Roleplaying as Arthur: Arthur is a majestic monarch. Very few are as charismatic and as powerful as him. He'll ask questions with dignity, speak very little, and do so in a firm yet welcoming tone.

Past Merlin (chaotic good human archmage)

Information: Merlin has yet to learn how to weave time magic because this is in the past, so he won't outwardly believe the party when they tell him he sent them here. He'll be interested in the magic, prompting his later experiments.

Roleplaying as Merlin: Merlin won't say anything to the party. Instead, he'll only whisper to Arthur. Use this as both a way to help you navigate all the NPCs and create intrigue.

Before the party may present their case, Gawain will mention Agravain's reluctance to help. Agravain will deny it, saying he only had the Kingdom's best interest in mind. King Arthur will now turn to the party to "set the record straight".

GM NOTE: Present the following choice as a critical, "The Walking Dead"-esque binary choice. The party can side with Gawain, who has been chivalrous and kind to them, or they can try to defend Agravain, gaining his loyalty.

If the party chooses to support Gawain's claim, King Arthur will call out Agravain, who'll storm off in anger. This will have implications later in the story. If the party sides with Agravain, he'll thank them for defending his honor, while Gawain will back off, apologizing to his brother. This will also have implications later in the story.

Once they solved the dispute, Arthur will ask the party to rest while he and Merlin deliberate on what to do. The party can either take a long rest (if they haven't already) or a short rest.

Before the Verdict

First, give the party some time to think. Then, once they've discussed, the brother they've supported will come to speak with them.

If they seconded Gawain's claim, he thanks them and offers them a *potion of superior healing* and a *defender sword*.

If they defended Agravain's honor, Agravain apologizes and says they've gained his trust, granting them a *potion of speed* and a *vorpal sword*.

GM NOTE: Make sure to give the party a sword they can use. If the party doesn't have a single person who likes two-handed weapons, there's no use in giving them a greatsword.

They can also seek out the other brother and attempt to make peace with them. This requires a successful **DC 25 Charisma (Persuasion) check**. Take note of how they left things off with each brother. It will have an effect later in the story.

Then, King Arthur calls the party back. You may proceed.



Trial of Valor

Read this:

'You step within the throne room once more, met by the welcoming smile of the monarch. He stands up and looks intently at you before speaking. "I can't fully know if you're telling the truth, but I know a creature that can." The King then holds his blade up in prayer. You watch as the heavens unlock, and from the sky descends a radiant solar with shining wings. It descends in front of you with a stern face. Arthur continues: "He will test your truth and your courage. If you possess both, you'll gain my divine blessing, and you can go forth to defeat Morgan Le Fay.'

Bring the party to the Throne Room (map 2).

Encounter: The Solar's Test. The party must first tell the truth about why they're here. Once they've all done so (and hopefully they all do), they must fight the **solar**. Once the **solar** is below 40 hit points, it will stop fighting and call them worthy.

When the fight is over, read this:

'King Arthur begins clapping with joy as he stands up from his chair. "Very well," he says. "You've more than proven your worth. Now, the time has come for you to do what my heart does not allow me to - fight my family. From what Merlin tells me, Morgan Le Fay is still weakened. Her only defender is my nephew, Mordred. Defeat him, and my knights will imprison her with ease.'

King Arthur will now give the party *the holy grail*. In addition, each party member levels up to level 20. You may proceed to the next chapter.

CHAPTER 3: FIGHTING MORDRED

GM NOTE: Before continuing to this chapter, ensure each party member has properly leveled up to 20. You can either give them a short or a long rest, based on how well you think they did on the last encounter, and the resources you think they'll need for the final battle. Then, proceed.

Reaching the Lair

In the interest of keeping the adventure short, and because high-level combat takes very long, you can recount the journey to Mordred and Le Fay's hiding spot in a short paragraph. If, however, you wish to lengthen the journey, roll on the following table and choose the difficulties the party must overcome:

1	<i>Test of Knights.</i> The party must prove themselves against the collective effort of all knights, either in fun puzzles and games such as chess or a battle. (For the Knights' statistics, check out the <i>Knights of the Round Table Compendium</i>).
2	<i>The Lake of Riddles.</i> The party must overcome the riddles set out by the Lady of the Lake.
3	<i>Fisher King's Approval.</i> The party must seek out the Fisher King in his swamped castle and dine with him. If they tell him their stories and entertain him, he'll tell them where the lair is hidden.
4	<i>The Trolls of Avalon.</i> The party must gain the favor of 3 trolls, all hiding in different parts of the realm and holding one key to Morgan's lair. Only with all 3 keys can the party get inside.

GM NOTE: These encounters are "additional content" and will probably lengthen the adventure to an additional session, if not more.

Once the party has reached the lair, read this:

'You find yourself in front of a massive onyx door, the likes of which you've never seen before. It looks like a twisted mirror of the place you've been in before. Then, you open it, and a dark chamber lies in front of you. Weakened on an arachnid throne, Morgan Le Fay sits and awaits your arrival. Next to her, wearing armor as dark as the void - Mordred. She extends her finger and speaks, "Kill them, my beloved." Roll for initiative.'



Bring the party to Morgan's Throne (map 3). They must now fight **Mordred, the Kingslayer**. If, when they left, Galahad was not on friendly terms with them, they have disadvantage on saving throws against Mordred's Mark of Betrayal. If, when they left, Agravain was not on friendly terms with them, Mordred gains an additional Legendary Action each turn.

Once Mordred is defeated, proceed to the next chapter.

Defeating Mordred

When Mordred is defeated, his body will turn into a flock of ravens. His corrupted existence has ended, leaving behind a weakened Morgan Le Fay and nothing else.

From her spider-like throne, Morgan Le Fay (see "Morgan Le Fay" sidebar) will try to convince the party to come to her side. Once the party has made their choice, proceed to the next chapter.

Morgan Le Fay (CE human)

Information: A beautiful woman with pale skin, dark hair, and blue eyes, Morgan Le Fay looks skeletal and weakened due to her last battle with Merlin. She was planning a return from the darkness, but with Mordred dead, no one can infiltrate the Knights for her and kill Arthur.

Roleplaying as Morgan: Morgan is evil beyond imagination and promises rewards to those who aid her. She'll lie about giving the party anything they ask for. The party can see through these lies with a successful DC 25 Wisdom (**Insight**) check.

The Endings

If the party chooses to apprehend Morgan Le Fay, they correct history, and Camelot will stand. Merlin will cast a spell and send the party back to their proper place in time.

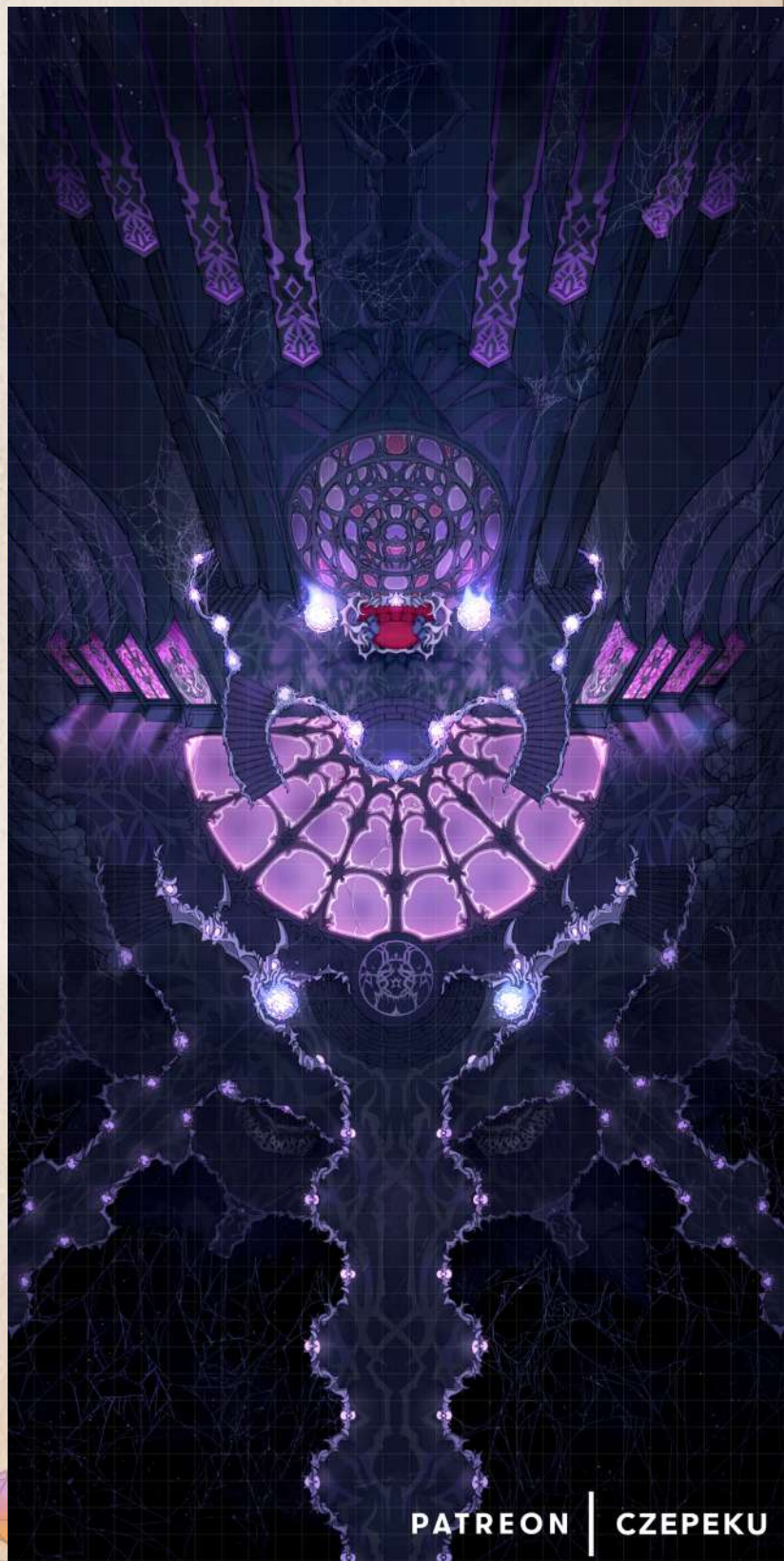
If the party chooses to align with Morgan Le Fay, they'll become her new champions and be instrumental in tearing down Camelot. When the Merlin of the future teleports to the past to see what has happened, they'll trick him and kill him.

Either way, bards will tell their story for the rest of history.

The End.

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MAP 3



THANK YOU!

A BIG THANK YOU TO ALL OF THOSE WHO FOLLOW AND SUPPORT ME, WITHOUT YOU I COULDN'T HAVE BROUGHT THIS PROJECT TO LIFE.

COVER ART BY **GRAND FAILURE**, USED WITH PERMISSION.

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TAKE CARE!

