

Campaign/Game: Saturday Showups - D&D 5e

Date: August 5th, 2023

Session 12: Wherein the Showups defeat the vampire lord Alucard

Characters

Alys, Dwarven Sorcerer/Warlock (Sheila)

Brinley Moonbrook, Elven Druid (Beth)

Heskan, Dragonborn Paladin (Adam)

Ivor, Human Light Cleric (Colin)

Luz the Owl

Tilly the Tinkerer, Gnome Artificer (Julianna)

Xiloscient Ivellios, Astral Elf Horizon Walker Ranger (Gabe)

DM: Tori & Rew

Log:

In an arcane age, adventurers have arrived in the “new world” from wherever they originally came from in search of adventure, riches, destiny - something that drives them. Collectively, they are known as the “Showups.” This is their story.

Traveling from Portsburg, they are accosted by a squad of red-coated elf thugs. They ask for a “tax” from all those who do not seem sufficiently elf-like. They are all burned to a crisp by Ivor’s radiant energy powers.

The heroes arrived at Droughtsburg. There they spent some time learning from Granny Apple and Grandpa Scotch about how the village was being overrun by the red coated elves.

The heroes approach the red tent of the villainous vampires. A pair of leaders emerge, but flee as soon as the battle begins between the red-robed elves and the Showups. The remaining vampire spawn and vampire knights put up a fight, but are eventually destroyed.

The heroes learn from the notes left by the leaders about a series of magical weapons that have been left by the party’s ancestors in the past. These items, while not necessarily created to fight the vampires, are on the vampires’ knowledge, and must be destroyed. The heroes spend a day zooming around Apreea in an enchanted merchant’s cart collecting these items.

The heroes make their way to an undersea lair of the leader of the vampires, a mastermind named Alucard. There, they challenge the vampire lord in his parlor and emerge victorious, freeing the continent of Apreea from the marauding vampire menace.

