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Lord Grimdark crossed his arms and regarded his companions coolly.

“Enjoy your frivolous ditties around the campfire tonight” he said. “Given what befell us today, I will gaze into the flames and ponder the cruelties of this life and what lies beyond.”

— From *The Unpublished Adventures of Good Company*

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## Lord Grimdark

HALF-ELF EDGELORD

The unwanted son of a dishonored Knight of the Coffee Table, Damien Grimdark was sold to More-Dread by his elvish witch of a mother. Mistreated but quick to learn from his mistakes, Damien Grimdark ultimately betrayed More-Dread and fled to lead a nomadic life, where the only law he follows is his own.

For years, the self-titled Lord Grimdark wandered Mezzo-Earth, dispatching all manner of warriors who wished to collect the price on his head and earning a name as an antihero of no small skill for taking on lost causes and longshots.

During his travels and travails, he ran afoul of Good Company, coming to blows with his instant nemesis, Sir Larpsalot, but then a greater threat manifested, and he lent his evil sword and spells to their cause. He occasionally accompanies Good Company on quests, though his motivations are ever his own—and sometimes extend no further than infuriating a certain paragon.

### At the Start of the Adventure (Level 3)

**Background:** Urchin

**Virtues:** Brutal Honesty and Determination

**Flaw:** Intensity

**Proficiency:** +2

**Initiative:** +1

**Equipment:** *Angstbringer* (+1 *greatsword*), backpack, bedroll, bolts (20), chain mail, clothes (common), dagger, hand crossbow, leather armor, manacles, mess kit, mirror, oil (flask), rations (1 day), rope (hempen, 50 feet), stake (wooden), tinderbox, torch, waterskin, money (10 gp)

## HALF-ELF TRAITS

**Darkvision:** You can see in darkness (shades of gray) up to 60 ft.

**Fey Ancestry:** You have advantage on saves against being charmed, and magic can't put you to sleep.

**Skill Proficiencies:** Intimidation, Investigation

## EDGE LORD FEATURES

**Slim but Strong:** You can wield your greatsword one-handed or two-handed. If wielding it one-handed, you can use a bonus action to fire your hand crossbow. You can use this feature only once per battle, unless you use an action to reload the hand crossbow.

**Dark Persona:** When you wear chain mail over black leather armor, the combination grants you a total of +6 to your AC.

**Extra Languages:** In addition to Common and Elvish, you can speak, read, and write two extra languages (Disorient and Draconic).

**Weapon Proficiencies:** Simple weapons, martial weapons

**Tool Proficiencies:** Disguise kit, thieves' tools

**Skill Proficiencies:** Athletics, Insight, Intimidation, Investigation, Religion, Survival

**Spellcasting:** You can cast known edgelord spells using *Angstbringer* as a spellcasting focus.

## LORD GRIMDARK

*Medium humanoid (half-elf), chaotic neutral*

**Armor Class:** 17

**Hit Points:** 36 (3d10 + 6)

**Speed:** 30 ft.

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

**Saving Throws:** Str +3, Dex +1, Con +2, Int +0, Wis +3, Cha +3

**Skills:** Acrobatics +1, Animal Handling +1, Athletics +5, Deception +1, Insight +3, Intimidation +3, Investigation +2, Perception +1, Performance +1, Persuasion +1, Religion +2, Sleight of Hand +1, Stealth +1, Survival +3

**Senses:** darkvision 60 ft., passive Perception 11

**Languages:** Common, Disorient, Draconic, Elvish

**Fighting Style:** *Offender:* When a creature you can see attacks you or a target that is within 5 ft. of you, you can use your reaction to counterattack with a melee attack.

**Shady Blade:** When you hit a creature with *Angstbringer*, you can expend one spell slot to deal cold damage to the target, in addition to the weapon's damage. The extra damage is 4 (2d8) for a 1st-level slot, plus 4 (1d8) for each spell level higher than 1st. The damage from Shady Blade counts as necrotic damage if the target is a celestial or any other creature that is vulnerable to necrotic damage.

**Spellcasting:** You can cast prepared edgelord spells using CHA as your spellcasting modifier (Spell DC 11, Spell Attack +3). You know the following spells:

- 1st Level (3 slots): *Apathetic Retreat*, *Grasp of Despair*

#### ACTIONS

**Angstbringer (+1 greatsword):** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

**Hand crossbow:** *Ranged Weapon Attack:* +3 to hit, range 30 ft. (120 ft.), one target. *Hit:* 4 (1d6 + 1) piercing damage.

**Guidance of the Gods:** As a bonus action, you can detect good and evil. Until the end of your next turn, you can sense anything affected by the hallow spell or know the location of any celestial, fiend, or undead within 60 ft. that is not behind total cover. You can use this feature 3 times per long rest.

**Life is Pain:** Your familiarity with pain has made you its master. As an action, you can reduce your hit points by up to 15 and restore double that number of hit points to a creature you can see within 5 ft. of you.

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When Lorenzo's cousin came to town and was cajoled into larping, we created Lord Grimdark. Dario played the edgelord as a mysterious, emo character who always spoke his mind—mostly pessimistic proclamations—and stirred up trouble for the sake of drama. He immediately butted heads with Sir Larpsalot, and neither Brutus nor Master Prospero were particularly warm to the newcomer. Only Tom Foolery seemed to revel in the chaos he caused. If you've ever wanted an excuse to wear guyliner or lean into an over-the-top goth character, Lord Grimdark should be a lot of fun (even if you don't show it).

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## At Level 4

- Your maximum hit points increase by 7 (1d10 + 2).
- Your Charisma ability score increases by 2 points for a total of 14 (+2).
- Your Spell DC increases to 12, and your spell attack increases to +4.
- The capacity of Guidance of the Gods increases by 1 for a total of 4 uses per long rest.
- The maximum hit points of Life is Pain increases by 5 for a total of 20 hit points per long rest.
- You gain 1 additional 1st-level spell slot.
- You learn the following spell: *Snark*.
- You gain the following trait:

**Poisonproof:** Your emotional turmoil overpowers mere physical illness, making you resistant to poison damage and immune to the poisoned condition.

## At Level 5

- Your maximum hit points increase by 7 (1d10 + 2).
- Your Spell DC increases to 13, and your spell attack increases to +5.
- Your proficiency bonus increases to +3.
- The maximum hit points of Life is Pain increases by 5 for a total of 25 hit points per long rest.
- You gain 1 additional 1st-level spell slot for a total of 4 and 2 new 2nd-level spell slots.
- You learn the following spell: *Vengeful Smite*.
- You gain the following action and trait:

**Extra Attack:** You can attack twice when you take the Attack action on your turn.

**Greatsword Boss:** When you roll a 1 or 2 on a damage die for an attack with a greatsword that you are wielding with two hands, you can reroll the die. If the reroll is lower, you may use the original roll.

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