

THE FRIEND FOLIO

20 SIDEKICKS FOR THE WORLD'S GREATEST ROLEPLAYING GAME

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ACHUAK

Lizardfolk Warrior

Backstory: Achuak was raised from an egg by a group of Elves who were experimenting to see if they could raise a Lizardfolk to think like them. The main things they tried to fix were his overriding survival instincts and desire to eat meat. As Achuak got older he became more aggressive. Seeing their experiment wasn't going to work, the researchers sent him to gather mushrooms, and vanished. Now fighting with the two halves of himself Achuak is lost and alone in the world. Use the Warrior Sidekick stat block for Achuak.

Personality: "I shall strive to do better, but this right here is waste, and I just, deep down I can not allow that." *looking at the clothing on a dead friend being buried*

Ideal: "We are who we want to be, not what biology says we are."

Bond: "I will find the Elves who did this to me... what I do then... Achuak can't say."

Flaw: "When I am confused, anger is my default emotion."

Pronouns: He/Him



ARIZIMA UTHRAKT

Half-Elf Spellcaster

Backstory: Arizima grew up on the water, the child of a wealthy Elvish family. They saw the world, they learned magic. Life was grand. Upon coming of age Arizima did what most children do, she rebelled. Arizima set off with a young boy who promptly left them high and dry once they were cut off from most of their money. Arizima doesn't want to return home until they can stand on their own. Use the Spellcaster Sidekick stat block for Arizima.

Personality: "The world is full of wonder. I have never seen this before, my parents kept much of life from me."

Ideal: "If you get a chance to travel you really should, you learn the most about people especially when you eat with them."

Bond: "I have a bag of spice from home that represents who I am. If I make you a meal with it, we are forever friends."

Flaw: "I sometimes have trouble empathizing with people who had a hard childhood, or grew up poor."

Pronouns: They/Them



CLINK (SOUND OF TOASTING GLASSES)

Kinku Expert

Backstory: Raised by the Zents he spent all his time in taverns, watching people so he could relay their words to the masters. Mostly Clink listened to the bands. He couldn't form new songs, but he knows theirs. Like all Kinku he has a desire to create, but the inability to let free his heart full of music. After the Dragon Heist he slipped away, hoping to create his own song. Use the Expert Sidekick stat block for Clink.

Personality: *Old man voice* "Clink sing a song! This bird knows all the best, perfectly."

Ideal: *Young woman voice* "Creativity is stealing until you don't have to anymore."

Bond: *Dwarf voice* "Sing me a song master halfling." *Sings a funeral dirge for a lonely mountain*

Flaw: *Kid's voice* "Look at that stupid bird, it thinks it can sing. Hey bird sing something new! Come on bird I've heard this one before." *Sound of wings flapping and chicken clucking.*

Pronouns: They/Them



DANNI ROYO

Tiefling Expert

Backstory: Dad made lots of claims in life. One he could always back up was that he laid with a demon, because I was always right there. To bail him out of jail. To pay his bar tab. To smooth things over with the latest lady of the night he was sleeping with.

Personality: "Why do I have to be the responsible one? Children I keep hanging around children, no matter how old they are."

Ideal: "There are people who just can't help themselves, we all know one and just have to help them. It's thankless I know, but it's the right thing to do."

Bond: "I'll never give up on my father. I adventure now so that I have the money and the ability to get him out of whatever new mess he has gotten himself into."

Flaw: "I can't say no."

Pronouns: He/Him



DENT

Warforged Warrior

Backstory: Dent woke up one morning laying in the woods, with no memory, and emotions that it didn't understand. There were skills and reflexes with no context. Dent set out into the world to find itself and to understand. Mercenary work fit what its body remembered. The emotional people Dent ran with helped it to understand what could not be remembered. Use the Warrior sidekick stat block for Dent.

Personality: *low voice* "I am here to help and experience new things." *Transition to high pitch* "Hello meatbags I hope your day is going well!"

Ideal: "I saw a bird the other day and watched it for an hour, I learned so much, now I watch you, for science."

Bond: "There is a memory I cannot completely recall, it causes a leak inside my ocular systems. I do not enjoy the feeling but I must understand."

Flaw: "Jokes, I do not understand them, but I am trying. Why did the chicken cross the road?"

Pronouns: It



DWYN'DU

Shadar-kai Expert

Backstory: Live from the Shadowfell! Dwyn'du was the personal bard of the Raven Queen. In the Shadowfell his music was always damp, dark, lacking. He came to the material and found his work had life, but still held the quality of his home. Dark, brooding and filled with power. He started to build an underground following in Waterdeep. If there is a pub playing music in the basement, he is probably the headliner. Returning home is now low on his list of priorities, and that has angered his queen who has sent a revenant to find him. Use the Expert sidekick stat block for Dwyn'du.

Personality: "Direct from the land of the dead I have come! Prince of darkness, lord of the underworld!" *Pause for cheers.*

Ideal: "I shall make beautiful, sad, and powerful music from the life of this world. I shall fill the stage with sound and fury."

Bond: "My look is inseparable from who I am. No I can't wear fewer than twenty buckles."

Flaw: "I'm here for a song, not to die for you, or get my hair dirty, how brutal do you think I am?"

Pronouns: he/him



EATER OF THINGS (MUNCHY)

Tabaxi Expert

Backstory: Eater of Things grew up on a small island. Then the squid men came. She was not home that day. Small creatures were put into her friends heads', controlled by a brian in the center of town. Munchy knew only one thing to do. She slipped in during the cover of night and ate the brain. Freeing her people she was a hero. The food of the island though no longer interested her, and she set out to find new and better meals. Use the Expert Sidekick Stat block for her.

Personality: "What's for dinner? That looks good, just a sec I'll be right back going to grab a bit."

Ideal: "Gold is good, to get more food. Home is nice, for cooking food. The road leads to new meals."

Bond: "Anybody who feeds Munchy is Munchy's friend. I'll do anything to protect my friends and family, especially if I can eat something to do it."

Flaw: "You have a food I want I'm going to take it. If I can't have it I'm going to break your stuff. Don't get between me and what I want to eat."

Claws out.

Pronouns: She/her



EINKIL BURROWFOUND

Hill Dwarf Warrior

Backstory: As a child Einkil was sent to live with his uncle in a hillside monastery. During a sparring match atop the mountain Einkil was hit wrong and tumbled. Upon finding him Einkil's uncle was shocked the child was not dead. For a year Einkil was unconscious, then he awoke. Turning he said he talked to Eldath, and it was his job to spread peace and joy, to banish the darkness. Use the Warrior Sidekick stat block for him.

Personality: "I come to you now, in the time of troubles, in your time of need. Prase be upon him."

Ideal: "What troubles you brother, I am here to help. We shall talk to these men who have stolen your land."

Bond: "Occasionally peace must be reached with the blunt end of a mace, rue the day I take that option."

Flaw: "I know I am right, and will not change course, period. Eldath doesn't make mistakes."

Pronouns: He/him



GETH LACKMAN
Human Warrior

Backstory: How many wars have I fought in? To many to count. Killed a dragon? You bet. I even escaped from Barovia this one time. I was also key in finding the lost horde of Dagult Neverember. I've got it all written down right here. How much truth is in this book... as much truth as you want to think there is. Use the warrior sidekick stat block for him.

Personality: "I can handle this, that's why I'm here, to take care of things. Geth to the rescue."

Ideal: "Life is just a story that we tell ourselves."

Bond: "You pay Geth, and I'll be loyal till the money runs out. You become my friend I'll never leave."

Flaw: "Life is a story man, and I've made up the best life I could. Truth, what does truth have to do with it?"

Pronouns: He/Him



IMSH
Half-Orc Warrior

Backstory: Imsh was always an outsider to his tribe, the runt, the human. One day they were slaughtered by another tribe and he was left to die, not worthy of being taken as a slave. Imsh was found by a group of humans and raised in Greenest, where he was an outcast. The whole town assumed he would turn evil as his Orcish nature took hold, now he fights to prove them wrong. Use the warrior sidekick stat block for him.

Personality: "Imsh is not scared, Imsh is brave! Imsh is fearsome!"

Ideal: "Nobody should feel weak, We are all Imsh brave!"

Bond: "Imsh stands up for those who can't, because Imsh is strong!"

Flaw: "Imsh is terrified, all the time."

Pronouns: He/Him



JANDAR (NAVARRA) CHERGOBA
Human Spellcaster

Backstory: Growing up Jandar knew two things, he was going to be a great sorcerer like his fathers and brothers, and that he was Navarra, a girl. As time passed, the magic didn't come and he knew Navarra wasn't who he was. On the eve of a trial Jandar pushed passed the veil and made contact with Pyprit, and power. He still isn't a sorcerer but has mostly come to grips with letting people think he is. Use the Spellcaster Sidekick Stat Block for him.

Personality: "I talk about the here and now, I didn't leave home to talk about it. But check this out." *Creates ball of fire.*

Ideal: "Once you find yourself and your place the world just opens up. Anything is possible!"

Bond: "There is always somebody that believes in you more than you do yourself, once you find them, they will unlock the power within."

Flaw: "People say I talk to myself. It's not my fault they can't see Pyprit.... Or hear the sometimes horrible things he asks of me to keep my power."

Pronouns: He/Him



JELENNETH
Summer Eladrin Spellcaster

Backstory: Jelenneth loves fire more than anything else in the world. She could look into the fires for hours and hours. But where would the fun in that be? Her parents tried to teach her to do good, and to be kind. She just wants to watch things burn. There is nothing personal. Maybe she can do both, if the fancy strikes her that day. Jelenneth is Eladrin after all, she can do as she pleases. Use the Spellcaster Sidekick stat block for Jelenneth.

Personality: "If we are going to do this, then we should burn all of it to the ground, no questions asked."

Ideal: "I am better than the mundanes that patter around the material realm, but they have things that burn so very well."

Bond: "I have adopted you as interesting, you shall not be burned today."

Flaw: "What do you mean fireball isn't an appreciate response to catcalling?"

Pronouns: She/her



KATERNIN KULENOV

Human Expert

Backstory: “The first person in her small town to learn how to write Katernin recorded her grandfather’s stories. Enthralled by history she set out to record as many of the realm’s stories as she could. Five books of history later, she is tired but doesn’t know what else to do with herself but to keep writing about the folly of man. Use the Expert sidekick stat block for her.

Personality: “I have seen and recounted and forgotten more history than you have lived, nothing surprises me anymore.”

Ideal: “People are more complex than good or bad, but once they are who they are, they don’t change.”

Bond: “There is a leather book I take everywhere, that means more to me than life itself. The stories of everyone I’ve loved and outlived.”

Flaw: “Humph. I’m not impressed. In fact at this point I don’t even care. Go on finish dying so I can finish this chapter and take a nap.”

Pronouns: She/Her



KINDARA QUEN’LAN

Half-elf Spellcaster

Backstory: Kindara comes from a small clan that lived deep in the wilds, trying to return to their Elvish roots. One day a curse was put upon them, causing them to wither and die. From where the curse came nobody knows. While looking for a cure Kindara stumbled upon a coven of Night Hags. They offered to cure the clan if she would claim to be the one that was responsible for their pain. With the lie told and the clan cured, they branded murderer across her body and sent her to live in ‘civilization’.

Personality: “I am lost without my clan, but they are alive, and I guess I should be happy for that. I did my duty, but at a high price that haunts me to this day”

Ideal: “There is always somebody who must make the sacrifice. Sometimes though the price is too high.”

Bond: “I will find a new family, that is if anybody will have a broken person branded a murderer, because I cannot tell them the truth.”

Flaw: “The longer I live with this guilt I am starting to believe that I did the things I claimed to do. My scars remind me of it every night.”

Pronouns: She/Her



LEANDRA CHASE

Human Warrior

Backstory: Leandra was a city guard in Waterdeep, fifteen years on the job. She mustered out after that whole Dragon Heist street war mess. What is an old sword hand to do in this world? She didn't have enough to settle down, so caravan work it was. Just a few years and she could afford that little farm. What Leandra won't say about her time in Waterdeep is that she didn't retire, her contract was not renewed at the start of the year because of a failure to advance. Fifteen years and still just a low-level guard. Use the Warrior sidekick stat block for her.

Personality: "I don't take any guff, get behind me or get to leading, there is a job to be done."

Ideal: "Honor and duty, even to a company of adventurers, is important."

Bond: "Just one more job and I can afford that little farm. So close."

Flaw: "Just one more job, it's always just another job, do I even want to farm?"

Pronouns: She/Her



MISHANN PREXIJANDILIN

Dragonborn Warrior

Backstory: Clan Prexijandilin is no more. Mishann was a child when they were finally wiped out by the storm. Her father's sword on her back, and her mother's armor on her chest she set out to rebuild the clan. It might not be with pure Dragonborn, but a clan can be more than blood. She takes great joy in battle, letting it flow through her, and when not in battle she can be found drinking, and telling stories of honor and victory. The storm though is always at her back.

Personality: "Come have a drink for tomorrow we die! Unless we kill them first of course! Ha!"

Ideal: "The Clan is the most important thing, and I will build myself a new clan that I can be a part of. You need family to tell stories with."

Bond: "If you have my respect you have my sword till the end of time. Now where is that keg, we need to be good and ready to fight!"

Flaw: "Sometimes I am too eager to trust people to let them in. Being a good drinker, fighter, or lover is not always enough to be a member of the Clan."

Pronouns: She/Her



MOLO

Kobold Warrior

Backstory: Under Luskin there is a warren of Kobolds, expanding the sewers with skill, being paid in secret. A Red Dragonborn came down one day and took control of the warren. He forced the Kobolds to do evil things, and tunnel deep down into the darkness. Their leader stood up and was killed. Molo was the first egg produced after this death, and believed to be their leader's reincarnation. Molo was hidden away and sent to the world of the big people to learn and one day return and save their people.

Personality: "Wait what are we doing, oh no that seems really dangerous. Ack!"

Ideal: "Evil has to be punished but why do I have to do it?"

Bond: "Destiny is a pile of poop! We make our own way! I don't want to be the savior. I just want to be Molo."

Flaw: "Ack! Why me? Why was this put upon me? I don't think I can handle this. We should just go someplace else, just hide, just... I don't know. Kurtulmak be good I just don't know."

Pronouns: They/Them



VALENTINA PETROVNA

Human(Vistani) Warrior

Backstory: Valentina didn't take much stock in the plight of the people of Barovia, she could come and go as she pleased. Then one day she met a feisty young woman and they fell in love. To her horror this young woman, Dorena, caught the eye of the dread lord. He came for her and there was nothing Valentina could do as her love was taken and she was cast out. Use the Warrior Sidekick stat block for her.

Personality: "I have seen horror, there is nothing you can show me that will scare me. Do not talk to me of horror until you have watched your life ripped away from you."

Ideal: "Your world is filled with mortal dread lords, which means I can kill them."

Bond: "Those who stand up to injustice, are my brothers and sisters. The powerless shall rise, comrades in arms."

Flaw: "I am wracked with guilt for every person that I can not save from the horrors. Every night I see Dorena, and she screams. The Wine helps but not like it once did."

Pronouns: She/Her



VANI GREENBOTTLE

Lightfoot Halfling Spellcaster

Backstory: The Greenbottles make natural remedies in Waterdeep but that wasn't the life for Vani, and neither was school. She had their free spirit, but was far to science minded to sell something with so little research or magic in it. Bouncing around she struggled to find herself until she started working for an old mage, and fell in love with, and slipped away with, his spellbooks. Use the Spellcaster sidekick stat block for her.

Personality: "I know what I want to do... I think. Give me a moment. I do know what I don't want to do. I'm just going to borrow this book for a little while okay?"

Ideal: "We have to all find ourselves in life, we are out there somewhere, and I'll just walk till I find Vani."

Bond: Just like knowing yourself, spells are all trial and error research and experimentation. We find meaning in doing things over and over with small well documented changes.

Flaw: "When life gets hard, when I get scared, I just drop everything and leave."

Pronouns: She/Her



XANAPHIA NIGHTBREEZE

High Elf Expert

Backstory: Born under a bad sign, that signaled a blighted soul, her parents left her on the streets of Baulder's Gate. As a child Xanaphia learned to fend for herself. As a child she quickly learned how to steal from just about anybody. Low born, high born, military, adventurer. It didn't matter she could pick them clean. That's how she fell in with the Zhentarim. Things were great until a job went bad, over a goldfish of all things. Now she is on the run, trying to stay one step ahead of her former employers.

Personality: "Things were made to be stolen, it's not my fault that people have such emotional attachments to things."

Ideal: "Gold doesn't have owners only spenders. Holding onto it is a sign of low moral character"

Bond: "I have only a few people I trust, killing and dying for them is something I do without question"

Flaw: "Oh this was yours? I'm sorry, it's the 'Kinder' in me."

Pronouns: She/Her