

HUMBLEWOOD™

Lucien Crisk, Companion Captor

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Fighting Ring Master

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Depending on where you mention the name **Lucien Crisk*** [he/him] in the tree city of Alderheart, you will find you get very different answers. Drop the longdance mustel's name in the Canopy and you will likely get gushing descriptions of his fabulous parties and even more extravagant jewelry. Mention Lucien Crisk in the Roots, however, and you will be met with sideways glances and hushed whispers. By day he is the owner of Crisk's Fine Adornments, a legitimate and successful shop in the most exclusive market district in the Canopy. Though selling high-end jewelry and accessories brings in a comfortable amount of coin, Crisk makes the majority of his money—and political alliances—through his highly exclusive, illegal events in the Roots called the 'Companion Clash'. These cruel and violent contests feature abducted creatures bound to hacked Fizzar technology that compels them to fight for the entertainment of paying onlookers.

Humble Beginnings. As a young kit, Crisk grew up impoverished in the Roots of Alderheart. With his father working unreasonable hours in the slime mines for very little pay, he was left to fend for himself. The slight mustel was bullied by the other children because his father came home covered in slime and was too exhausted to ensure Crisk was properly taken care of. Young Crisk made a meager living working for a shrewd corvum by the name of Locke, helping him run a shady carnival called Locke's Menagerie of Wonders. During his scant time off, Lucien would visit the menagerie and watch the handlers coerce Ghost, a great white owlbear into performing tricks for the enamored onlookers. He would often imagine what it would be like to command such a fearsome beast, and the thought of ordering it to attack the children who taunted him filled him with glee.

After several years moving up the ranks at the Menagerie of Wonders, he was able to scrape together enough money to open a small import business, bringing fine gems and metals into the city. Despite leaving the carnival behind, the image of the white owlbear destroying his enemies was never far from his thoughts.

Fantasy Realized. When the enterprising hedge gadgeteer Kristoph Kinslip [he/him] approached Crisk about funding his idea to use Fizzar *Elemental Hearts** to power a gadget that captures creatures, the mustel was intrigued. Kristoph wanted to use the gadgets to capture Alderheart's vermin, but Crisk saw greater potential. He took Kristoph into his employ and encouraged him to modify the gadget's original design to instead allow a creature to be released at will but keep it bound to the elemental heart. After months of trial and error, Kristoph designed a device that was powerful enough to contain any large beast, and bind it to the bearer. Dubbing the device a *Companion Pendant**, Lucien made his way down to the Roots for the first time in many years. Expecting to haggle with his old boss, he instead learned that Locke had gone missing, and the carnival was being sold off piecemeal by the former employees. The carnival workers were happy when Lucien offered to

take charge of Ghost; the ornery owlbear had been acting up violently since the evening Locke disappeared. Carefully, Lucien trapped **Ghost*** into the *Companion Pendant**, achieving his childhood dream of wielding the owlbear's power himself. Pleased with their accomplishment, Crisk commissioned Kristoph to produce several more *Companion Pendants** to supply his new venture: an animal fighting club hidden away in the Roots. When Kristoph started asking for a bigger cut of the profits, Crisk began to fear that the gadgeteer would take the device's blueprints to a competitor. To prevent him from leaving, Crisk used one of the *Companion Pendants** to capture **Tansy***, Kristoph's playful ermine familiar, and had the gadgeteer thrown into his private dungeon beneath The Snowy Owlbear club. When Kristoph refused to create any more *Companion Pendants**, Crisk simply showed him the pendant containing Tansy and threatened to pit her against Ghost if he didn't cooperate. Terrified for his familiar's safety, Kristoph had no choice but to comply.

Trapped Fashion Statements. Lucien Crisk is known amongst the elite for hosting exclusive costumed soirees at his lounge, The Snowy Owlbear. Its secret location in the Roots adds a frisson of excitement for the bored elites. With sumptuous food, music, and drink, Lucien Crisk uses these parties to forge alliances with the nobility and to create rivalries amongst those who have yet to receive an invitation. While the standard luxuries are often enough to tempt people to attend, Crisk offers a unique service—a chance to command your own companion for the evening. Upon arrival, attendees are brought to the vault to choose a *Companion Pendant** to use during the event. For a price, they may wear one as jewelry and have the creature accompany them as they enjoy the festivities. Some of the more noteworthy guests pay to have Crisk put their favorite companions on reserve as a demonstration of their immense wealth.

While some people use their companion as a fashion statement, coordinating their outfits to match the gemstone pendants and the creature itself, others take the opportunity to engage in friendly competitions and duels. Those who prove themselves are invited to the main event in the secret fighting ring.

Animal Abductors. While it is possible to capture a wild creature in a *Companion Pendant**, the magic is much stronger when it feeds off the natural bond between a handler and their animal ally. In order to exploit this fact, Lucien relies on his henchmen to bring him folk's pets when creating his crystals. While some of his clients are happy to command an adorable caterpillar or a hardy beetle, many seek something more exotic. To acquire these specimens, Crisk operates a kidnapping ring with the goal of snatching more intriguing creatures, often with a focus on adventurers' exotic pets and unusual animal companions. While he only needs the animals for his illicit tournaments, he is not above kidnapping their owners as well. Some of his clients pay dearly to watch some unfortunate soul defend

themselves against their former ally.

Ever Growing Ambitions. Using his wealth and influence, Crisk has cultivated a number of powerful political allies. Included among them are high ranking members of the Perch Guard and, if the rumors are to be believed, at least one member of Alderheart's Council. Thanks to his generous bribes, blackmail, and thinly veiled threats, Crisk has become a difficult individual to accuse of wrongdoing.

While his current business model is lucrative, Lucien Crisk is always searching for new opportunities to expand his criminal empire. He enjoys a handsome income from his

legitimate business and from the growing popularity of The Snowy Owlbear's discrete and lavish parties. However, Lucien is currently planning to move away from being a purveyor of luxury experiences so he can become a distributor of deadly weapons instead. With little training, soldiers can command a vicious beast in the midst of battle making even a novice a threat to contend with. The only things holding him back is access to more creatures and the number of *Companion Pendants** the imprisoned Kristoph can produce.

Roleplaying Lucien Crisk

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Lucien Crisk is a dangerous individual to cross. His every word and gesture drips with ambition and an air of superiority. Calculated and cruel, he is not afraid to show his inferiors how little they mean to him. He often does this by stroking the elemental heart pendant that holds Ghost—a reminder that he and his bound owlbear are brutal foes. With a single word, he could have his vicious companion rend his opponent limb from limb.

Image is everything to Crisk. He believes appearing weak or vulnerable will destroy the persona he has built—a persona he needs to keep both his rivals and the law at bay. While he projects an air of cruel composure, the fear of becoming a failure like his destitute father gnaws at his soul. He is extremely guarded when it comes to his past, preferring to silence those who seek to learn more about him with gruesome spectacle rather than allow anyone to glimpse the struggling child he once was.

Crisk views every interaction as a chance to further his own interests. If someone seeks to bargain with him, he will accept their offer as long as he stands to profit from the deal. But if anybody decides to go back on an agreement, or worse, cheat him, Crisk will not hesitate to have them detained by his henchmen and forced to fight in his arena for the entertainment of his paying customers.

LUCIEN CRISK'S TACTICS

As a reprobate more concerned with his grand schemes than with the day to day running of things, Lucien Crisk employs a paws-off management style. He avoids melee combat and allows his entourage of henchmen to deal with any threats. If he believes he is losing the match, he becomes enraged and will abandon his current animal companion and summon his owlbear *Ghost** to finish both the fight and his opponents.

If challenged to a duel, Crisk will offer the party their choice of one of the following *Companion Pendants** before selecting a pendant for himself:

- An emerald containing a salubrious **elk**. Three times per day, the elk can use a Bonus Action to touch an ally within 5 feet of it to restore 3 (1d6) Hit Points.
- A ruby containing a stone **panther**. It has Resistance to non-magical Bludgeoning, Piercing, and Slashing damage.
- An amethyst containing a vile **giant frog**. Its Bite attack deals an additional 6 (1d10) Necrotic damage on a hit.

LUCIEN CRISK'S TRAITS

Ideal. "Business is about finding what folk desire and making sure I am the only one who can give it to them."

Bond. "Wealth and reputation are the only things I truly care about."

Flaw. "The thought of being bested fills me with a cold rage. I will do anything to avoid being thought of like my poor father."

ADVENTURE HOOKS

Consider introducing the following scenarios if you wish to include Lucien Crisk in your campaign.

Missing Companion. A young raptor ranger's **giant scorpion** has been stolen by Crisk's ruffians. Desperate to rescue her missing friend, the ranger pleads with anyone who might be able to reunite her with her animal companion. In return, she promises to give her grandmother's priceless diamond ring to whoever returns her arachnid friend. The party must infiltrate the Snowy Owlbear club, find the scorpion and return it to the ranger, while contending with Crisk's ire.

Jewel Theft. Spenrith's Fine Jewels in the Canopy has been robbed and their finest gemstone stolen. This isn't an isolated incident, and Perch Guard investigators have discovered claw marks matching those found at Spenrith's at the scene of several other jewel thefts. Luckily, this time the burglar has left behind clues that may point to the culprit. In their haste to escape before the guards arrived, the thief has ripped their pocket on the broken door, dropping a *Companion Pendant** (containing a frustrated **dire wolf**) and leaving a business card for Crisk's Fine Adornments behind. The party is approached by the Perch Guard to help crack the case and track down the missing gems.

Healthy Competition. A competing tilia crime boss named Glupp "Nothing Sticks" Blibbip [they/them] wants Crisk's fighting ring enterprise for themselves. Posing as a wealthy noble, they offer the players a princely sum if they can obtain one of Crisk's *Companion Pendants** so they can unlock the secret of the magic item's creation.

The Snowy Owlbear Club

THE SNOWY OWLBEAR CLUB

Designed to cater to the rich and powerful, the first floor of Crisk's prestigious Snowy Owlbear club features a massive ballroom adorned with impressive works of art from prestigious artists. Sumptuous furnishings decorate the private alcoves that punctuate the walls allowing patrons to relax and socialize as they are plied with exotic food and drink. The arena where Crisk hosts his creature battles is located several stories beneath the ballroom. Accessed only by a hidden passage located in the backroom, great care is taken to keep its existence secret. Patrons must provide the evening's password to the **animated armor** that stands guard if they wish to attend a fight.

Unlike most arenas, Crisk's was designed with luxury in mind. With sand made of crushed gemstones and balconies that would put an opera house to shame, spectators can tell that no expense was spared in its design. To keep the matches entertaining, the ring is fitted with traps and obstacles that can be activated by Crisk. These obstacles include exquisitely carved owlbear heads that spew gouts of multicolored flame and a rumbling floor designed to knock combatants off their feet.

LAIR ACTIONS

Lucien Crisk has installed obstacles into his arena to make Creature Clashes more exciting—and potentially deadly. On initiative count 20 (losing initiative ties), Lucien Crisk can take a lair action to cause one of the following effects:

- Swaths of multicolored flame burst from the mouth of one of the marble owlbears carved into the ring's perimeter. The carving releases a 15-foot cone of flame. Each creature in the cone must succeed on a DC 13 Constitution Saving Throw or take 9 (1d10 + 4) Fire damage.
- A mechanism under the floor vibrates and causes the sand in the ring to shift. Creatures touching the ground must succeed on a DC 10 Dexterity Saving Throw or gain the Prone condition.
- A blinding spotlight is focused on the combatants. A beam of light with a 5-foot radius targets one creature within the arena. Creatures within the spotlight have the Blinded condition until the end of their next turn.



Animated Armor





Companion Pendants

Magic Item

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COMPANION PENDANT

Wondrous Item (Requires Attunement), Rare

A new application of an ancient Fizzar technology, this gemstone twists the natural bond between a humanoid and their companion and binds the creature to the pendant instead. Once captured, the gemstone amplifies your will and imposes it on the bound creature, compelling it to act. The magic within the gem is so powerful, it not only leaves its mark on the creature's appearance, it bestows new powers upon the captured companion.

Capturing A Creature. Only beasts and monstrosities with an Intelligence of 3 or lower can be bound to a *Companion Pendant**. In order to successfully bind it, you must be attuned to an unused *Companion Pendant** and you must be touching the beast. The target must make a DC 15 Wisdom saving throw. On a failure, the creature disappears into the crystal and becomes a summonable companion.

Summoning and Unsummoning. While holding the pendant, you can make a Utilize action to summon the creature inside. The companion remains summoned and under your control as long as you have its gemstone in your possession. The companion disappears back into the crystal if either you or it become unconscious. If the companion dies, the *Companion Pendant** shatters and is no longer usable. You can unsummon a companions as a free action.

Companion Actions. Companions only act when you use a Bonus Action to command them. This command may consist of an attack, dash, disengage, hide, ready, or search in addition to a movement. If you do not command them, they will take the dodge action.

You can only be attuned to one pendant at a time unless another ability allows for multiple crystals to be attuned.

Companion Enhancement. Due to the powerful magic used to create a *Companion Pendant**, creatures gain wondrous enhancements when captured. Companions undergo a change to their physical appearance that denotes the ability the *Companion Pendant** has given them. The first time a creature is summoned using a pendant roll on the following table to determine its enhancement.

d6 Wondrous Enhancement

- 1 The creature can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- 2 Choose between Poison, Fire, Cold, and Lightning. The creature deals an extra 1d4 damage of the chosen type on a hit with its attacks.
- 3 The creature can use a Magic action to restore 2d4 + 2 hit points for itself or a creature it is touching (Recharge 1–2).
- 4 The creature gains +2 to its AC.
- 5 The creature's maximum Hit Points increase by 5.
- 6 The creature has Advantage on saving throws against spells and other magical effects.

Freeing a Companion. The *Dispel Magic* spell cast at 4th level or higher can break a *Companion Pendant**, freeing the creature bound to it. Additionally, the companion is freed from the *Companion Pendant** if the pendant is physically destroyed while the creature is summoned. If the *Companion Pendant** is shattered while a creature is still inside of it, the creature is lost and can no longer be summoned. The *Companion Pendant** has 25 Hit Points, AC 18, Immunity to Poison and Psychic damage, and Resistance to all

TANSY

Once the familiar of the brilliant but naive gadgeteer Kristoph Kunlisi, Tansy was captured by Lucien Crisk and is held in an amethyst *Companion Pendant** against her will. Unable to fight against Crisk's crushing influence, she has become an unwilling accessory to his criminal actions.

TANSY

SMALL BEAST, UNALIGNED

Armor Class 13
Hit Points 11 (2d8 + 2)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE
STR	7	-2	-2	INT	2	-4	-4
DEX	16	+3	+5	WIS	12	+1	+1
CON	11	+0	+2	CHA	4	-3	-3

Skills Perception +3
Skills Perception +3, Stealth +5
Senses Passive Perception 13
Languages None
Challenge 1/4 (50 XP; PB +2)

TRAITS

Keen Hearing and Smell. Tansy has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack. Tansy makes two attacks, one with her Bite and one with her Claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 5 (1d4 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 5 (1d4 + 3) slashing damage.

Healing Touch (3/Day). Tansy restores 7 (2d4 + 2) Hit Points to herself or a creature she can touch.

Ghost



GHOST

Ghost is the most powerful of Crisk's bound creatures. He is Crisk's constant companion and resides in his master's massive carnelian pendant. The multiple abilities he acquired when he was bound to the *Companion Pendant** have made him a dangerous foe, even by owlbear standards. While the menagerie smothered the embers of rage in his heart, but the magical energy of the *Companion Pendant** has fanned the flames into a raging inferno. Ghost does not love Crisk, but he accepts being a tool of his vengeance as long as he can exercise his own violent urges.

GHOST

LARGE MONSTROSITY, UNALIGNED

Armor Class 13
Hit Points 59 (7d10 + 21)
Speed 40 ft., Climb 40 ft.

		MOD	SAVE			MOD	SAVE
STR	19	+4	+6	INT	10	+0	+0
DEX	15	+2	+2	WIS	12	+1	+1
CON	17	+3	+5	CHA	11	+0	+0

Skills Perception +3
Resistances Fire
Senses Darkvision 60 ft., Passive Perception 11
Languages None
Challenge 3 (750 XP; PB +2)

TRAITS

Keen Sight and Smell. Ghost has Advantage on Wisdom (Perception) checks that rely on sight or smell.

Flame Feathers. Any creature that starts their turn within 5 feet of Ghost takes 2 (1d4) Fire damage.

ACTIONS

Multiattack. Ghost makes two attacks: one with his beak and one with his claws.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 9 (1d10 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 13 (2d8 + 4) slashing damage.

Firebreath (Recharge 5–6). *Dexterity Saving Throw:* DC 13, each creature in a 15-foot cone.
Failure: 17 (5d6) Fire damage. *Success:* half damage.





LUCIEN CRISK

MEDIUM HUMANOID (MUSTEL), NEUTRAL EVIL

Armor Class 16
Hit Points 67 (9d8 + 27)
Speed 35 ft.

		MOD	SAVE			MOD	SAVE
STR	10	+0	+0	INT	15	+2	+4
DEX	17	+3	+3	WIS	16	+3	+5
CON	12	+1	+1	CHA	14	+2	+2

Saving Throws Con +6, Int +6, Wis +4

Skills Deception +4, Intimidation +4

Senses Passive Perception 15

Languages Birdfolk, Mustel

Challenge 4 (1,100 XP; PB +2)

TRAITS

Clash Prowess. Crisk has advantage when making an attack against a creature bound to a *Companion Pendant**.

Multiple Attunements. Crisk has an additional three attunement slots that can only be used to attune to *Companion Pendants**.

Slippery Dancer. Crisk has advantage on Dexterity saving throws against magic.

ACTIONS

Multiattack. Crisk makes three attacks, using Rapier and Hand Crossbow in any combination.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft. *Hit:* 6 (1d6 + 3) Piercing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 6 (1d6 + 3) Piercing damage

BONUS ACTIONS

Command Companion. Crisk orders his currently summoned companion to take an action and move.

REACTIONS

Summon Companion. *Trigger:* Crisk's summoned companion is killed or knocked unconscious and he has an additional attuned *Companion Pendant**. *Response:* Crisk uses one of his unused *Companion Pendant** to summon its creature in an unoccupied space within 15 feet of him. The creature immediately makes an attack. Crisk can only have one companion summoned at once.

Parry. *Trigger:* Crisk is targeted with a melee attack by a creature he can see. *Response:* Crisk adds his proficiency bonus (+2) to his AC until the start of his next turn, potentially causing the attack to miss.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, Crisk can expend a use to take one of the following actions. Crisk regains all expended uses at the start of each of his turns.

Compel Companion. Crisk commands his companion with a burst of magical energy, compelling it to make a ferocious attack. The companion attacks immediately and adds an additional damage dice to its attack roll.

Strike A Blow. Crisk makes either a ranged or melee attack.

Move. Crisk moves up to his speed.