



Hizzzzgrad,

Daemonic Lord of Crawling Things

By Daniel J. Bishop



Hizzzgrad, Daemonic Lord of Crawling Things

None has ever seen Hizzzgrad, the Daemonic Lord of Crawling Things, but his voice has been heard in the evil chirpings of crickets in lonely places at night, and his will has been made known through scorpions speaking with unnatural voices. His voice was heard in one world by a wayfarer in the desert, manifested through the sounds of night insects, that led to the writing of that benighted book, *The Necronomicon* (as it appeared on that world) and drove the Arabic wanderer mad.

Hizzzgrad manifests through all manner of creatures that creep and crawl – serpents, lizards, crabs, spiders, and the beetles that feed on dung and corpses. His dominions are the stinging flies, the swarms of locusts, and the spineless blind worms that writhe deep beneath the ground. There is much he knows of corpses and the dead, and those Wizards who would wield the Arts Necromantic seek the patronage of this Daemonic Lord.

Hizzzgrad's ceremony must be conducted in a graveyard or crypt oozing with worms or crawling with invertebrates.

Invoke Patron check results:

- | | |
|-------|---|
| 12-13 | Hizzzgrad is amused at the caster's suffering, and the sound of his laughter can be heard in the clickings of beetles and the shrill calls of cicadas, and seen in the insane writhings of blind worms. Yet, the mere presence of Hizzzgrad's regard bolsters the caster, granting a bonus of +1d6 Agility for 1 hour. This can be spellburned as normal. |
| 14-17 | Hizzzgrad sends a swarm of locusts, grave beetles, or similar insects to bedevil the caster's foes. The caster and his allies are unaffected, but all others within 30' of the caster suffer 1d8 damage each round for 1d4 + CL rounds, or until the swarm is somehow removed by an area effect. Further, so long as the swarm is active, visibility is reduced to 5' within its area. This reduced visibility does not affect the caster and his allies, as the swarm parts briefly to allow them line of sight whenever they require. |
| 18-19 | Hizzzgrad communicates a spell to the caster, which may then be used until lost. This can exceed the maximum spells allowed. Once lost, the spell cannot be recovered, although the caster can then try to learn that spell if she has an available spell slot of the appropriate level. The judge may assign tasks to learn missing parts of the spell, as usual. Roll 1d7 and add the caster's Luck Modifier to determine the spell gained: (0 or less) <i>feather fall</i> , (1) <i>spider climb</i> , (2) <i>magic missile</i> , (3) <i>magic shield</i> , (4) <i>monster summoning</i> , (5) <i>spider web</i> , (6) <i>invisible companion</i> , (7) <i>fly</i> , or (8 or better) <i>demon summoning</i> . Regardless of the spell gained, the manifestation always related to the invertebrate world in a manner chosen by the judge. |
| 20-23 | Insects and worms erupt from the mouth and nostrils of a target within 120', chosen by the caster. The target immediately loses 1d6 Stamina, and must make a DC 20 Fort save or lose another 1d6 Stamina. This continues each round until the target dies or makes the save. If the target survives, lost Stamina is recovered with 10 minutes of rest. |
| 24-27 | A swarm of insects, worms, crustaceans, centipedes, spiders, or other invertebrates, as appropriate to the location, swarms up from the ground to attack a target of the caster's choosing. If the target does nothing but defend itself, the swarm attacks with a +8 bonus doing 1d6 damage each round. If the caster does anything else, the swarm hits automatically for 1d6+6 damage. The swarm lasts 1d8+CL rounds, and can be directed to change targets (move 50') with a word. It cannot be destroyed as long during its duration; creatures that are slain are replaced. |

- 28-29 1d12 + CL gigantic invertebrates appear from the ground, the air, or wherever the judge deems most appropriate. These enormous creatures are the size of a horse and take whatever form the judge desires, so long as they are invertebrates. Examples include centipedes, silverfish, crayfish, wasps, spiders, flatworms, and cockroaches. They use the same basic statistics, modified by the judge as required to suite their form. These creatures remain for 2d5 + CL rounds, and act as directed by the caster (this does not require concentration). Depending upon their nature, they can perform non-combat activities as directed (i.e., act as mounts, etc.). **Gigantic invertebrate:** Init +2; Atk bite +6 melee (1d8+4) or sting +4 melee (1d6+3 plus poison); AC 16; HD 5d8+10; MV 40' or climb 40' or fly 50' or swim 30' or dig 20'; Act 2d20; SP poison (DC 20 Fort save or 2d4 Stamina); SV Fort +10, Ref +3, Will +0; AL N.
- 30-31 Insects, arthropods, and worms force themselves into every orifice of the caster and three chosen allies. These allies receive a +4 bonus to AC and saves, a +3 bonus to attacks, spell checks, and damage rolls. They automatically succeed on any **Recovering the Body** checks, but must still roll – if the check would have failed, the character gains patron taint as the creatures burrow into brain or muscle in an attempt to save his life.
- 32+ The earth erupts with crawling vermin, which swarm up the bodies of all targets touching the ground within 150' of the caster. The caster and his allies, bolstered by armour of living crawling things, gain a +6 bonus to AC and reduce all damage taken by 2 points. All others within range take 3d6 damage per round from the biting and stinging creatures. This lasts 3d10 + CL rounds.

Patron Taint: Hizzzgrad

Those tainted by their connection to Hizzzgrad become less human. Insanity creeps upon them as they listen more and more to the voices of the crickets in the night, and identify more with the creeping things that hide from the sun than they do with their fellow men. And, as is well known, those who follow Hizzzgrad are compelled to write of their journey into inhuman madness, and their missives can lead others into psychosis. Those who would read the tainted ramblings of the Lord of Crawling Things' followers do so at their own risk...for thus does Hizzzgrad gain followers to whom the Daemonic Lord owes nothing whatsoever.

- | Roll | Result |
|------|--|
| 1 | Night Voices: When this taint is first rolled, the wizard becomes aware of words and language hidden in the nocturnal sounds of crickets, serpents, and flies. Even the whine of mosquitoes carries a message, if only she could understand it. When this patron taint is rolled a second time, the wizard begins to understand the voices, and they bolster her spell casting. When the wizard is in a location where she can hear the night chorus (judge's determination), she gains a +2 bonus on all spell checks. When this is rolled a third time, the meaning of the voices becomes far clearer, and more terrible. The wizard retains the previous bonus, and, in addition, the judge may tell the wizard additional rumours and secrets, as well as provide adventure hooks. However, if this taint is rolled again, treat as if Madness (see below) were rolled instead. |
| 2 | Madness: When this patron taint is first rolled, the character begins to go mad. Initially, this is just a role-playing consideration (and the judge should encourage role-playing the increased madness). Thereafter, each time this taint is rolled, the character permanently loses 1d3 points of Personality and gains a +1 bonus to his Will saves. Each point of Personality loss can only be recovered by performing an act of madness so astounding that the judge chooses to return the point. Each time, the judge should require something that tops the previous act. Eventually, the player will be forced to play out the character's madness, accept the Personality loss, or retire the character. If the character's Personality drops below 3, irrevocable insanity causes the character to become an NPC under the judge's control. There is no other limit to how often this taint can be rolled. |

- 3 **Join in the Creeping:** When this taint is first rolled, the character gains an inhuman level of flexibility, and is able to perform astounding acts of contortionism. This is not enough to affect most Reflex saves, but on any check where the judge deems it appropriate, the character may roll on 1d24. If this is rolled a second time, the character gains a +2 bonus to Reflex saves and can move at normal speed even when prone. If this is rolled a third time, the character gains a 20' climb speed so long as her hands and feet are bare, and (if unburdened or lightly burdened) can climb even sheer surfaces without fear of falling. If this taint is rolled again, treat as if Less than Human (see below) were rolled instead.
- 4 **Less than Human:** The wizard's mind begins to follow courses that are more like the creeping things of Hizzzgrad than of human kind. The character loses 1d3 Personality each week, unless he consumes a number of creatures equal to his class level during that period. Once lost, this Personality cannot be regained. If the character's Personality is reduced below 3, the character becomes an NPC under the judge's control. When this taint is first rolled, the character must consume flies. When it is rolled a second time, spiders. When rolled a third time, birds. When rolled a fourth time, cats. When rolled a fifth time, dogs. When rolled a sixth time, humans. Once this stage has been reached, ignore future rolls of this taint.
- 5 **Compelled to Write:** The character is compelled to write of his experiences and learning under the tutelage of Hizzzgrad. When this taint is first rolled, the character must write a pamphlet (2 gp in materials, 1d6 – Int modifier hours to write; any who reads it feels disturbed). When this is rolled again, the character must write a tract (15 gp in materials, 1d8 – Int modifier days to write; any who reads it must make a DC 10 Will save or take 1d3 points of Intelligence or Personality damage, equal chances of each). When this is rolled a third time, the character must write a treatise (50 gp in materials, 1d10 – Int modifier months to write, 25% chance the treatise can teach a randomly selected 1st level spell known to the caster, readers must make a DC 15 Will save or permanently lose 1 point of Intelligence and Personality). Finally, if the character rolls this taint a fourth time, he must write a book (100 gp in materials, 1d12 – Int modifier years to write, 50% chance that the book can teach 1d5 randomly selected spells known by the caster, readers automatically lose 1 point of Personality and suffer minor corruption each time they learn a spell from the tome). If this taint is rolled again, the character begins anew with writing a pamphlet. Having work of this nature uncompleted is distracting – the character cast spells at –1d on the dice chain for each writing project he has yet to complete.
- 6 **Worms of the Earth:** When this patron taint is first rolled, worms are found around the caster at unusual times. They may be found in her bed when she awakens, in her food, or crawling upon her clothing. If this is rolled a second time, worms can occasionally be seen wriggling from her ears, dropping from her mouth, etc. This horrific effect forces her to make any Personality checks on –1d on the dice chain, if the judge deems that they would be affected. If rolled a third time, the worms disappear (along with previous effects), but the caster can feel them writhing within her brain and body, causing a permanent loss of 1d3 Agility. If rolled a fourth time, the worms are fully integrated with the caster's body. She regains the lost Agility and, if a **Recovering the Body** check must be made, she rolls using 1d16, thus increasing her chances of rolling under her Luck. Further, she ignores any broken bones, or any effect that targets bones. Finally, if this taint is rolled a fifth time, her body becomes a writhing mass of worms, horrifying to any being who sees it. Any normal being who witnesses what she has become must make a DC 15 Will save or seek to slay her instantly and unremittingly.

Patron Spells: Hizzzgrad

Hizzzgrad grants three unique spells, as follows:

Level 1: *Consult Vermin*

Level 2: *Animated by Worms*

Level 3: *Alchemy of the Essential Salts*

Spellburn: Hizzzgrad

When a character with Hizzzgrad as a patron attempts spellburn, roll 1d4 on the following table, or use the descriptions below to design a unique event for your own campaign.

Roll	Spellburn Result
1	A cloud of biting, stinging insects swirls up and around the caster. The damage they do is expressed as Strength, Agility, or Stamina loss.
2	Some portion of the caster's body turns bluish-white and erupts with maggots. This is expressed as Strength, Agility, or Stamina loss. The discolouration and maggot infestation go away as the damage is healed.
3	The caster is infected by worms or other parasites, causing the Strength, Stamina, or Agility loss. If the caster is able to touch an ally when performing spellburn, he can transfer up to 10 points of spellburn damage to that ally, who must succeed in a Fort save (DC 10) or 1 point is permanent damage.
4	The caster can feel invisible pincers, bites, and stings, and his body swells with the effects of nether poisons. This is expressed as Strength, Agility, or Stamina loss.

Consult Vermin

Level: 1 (Hizzzgrad) Range: Self Duration: 1 turn or more Casting time: 1 turn Save: N/A

General The wizard draws various worms, insects, spiders, serpents, crustaceans, lizards and other crawling vermin are summoned by the caster, and then answer questions. The creatures begin appearing at the beginning of the casting, and disperse as soon as the duration has ended. The mass of creatures is based off of what is nearby – crayfish and leeches for fresh water; crabs, lobsters, and sea snakes for salt water; buzzing flies and cockroaches in a city; etc. Giant or monstrous vermin may also be summoned if they are in the area, at the judge's discretion. This does not change the way the spell works, except that at the end there is a 20% chance that monstrous vermin attack rather than return to their previous location(s). The judge is encouraged to role-play the vermin for what they truly are, and to make the experience as creepy as possible!

Manifestation Roll 1d3: (1) the vermin communicate in normal speech, understandable to all; (2) while the questioner speaks normally, the buzzing, clicking, and hissing of the vermin cannot be understood by any other nearby (unless, for example, the vermin are spiders and another wizard nearby speaks the tongue of spiders); (3) both vermin and wizard speak in the clicks, hisses, and buzzing of the vermin.

1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-15	The wizard is able to ask the vermin one question per class level, which may be answered Yes, No, or Maybe. The answers given by the vermin are correct 70% of the time. The wizard has 1 turn to ask his questions before the spell duration expires.
16-17	The wizard is able to ask the vermin two questions per class level, which may be answered Yes, No, or Maybe. The answers given by the vermin are correct 80% of the time. The wizard has 1 turn to ask his questions before the spell duration expires.
18-21	The wizard is able to ask the vermin two questions per class level, which may be answered Yes, No, or Maybe. The answers given by the vermin are correct 90% of the time. If the wizard so chooses, he may ask the vermin more complicated questions, which can be answered with a single word or a short phrase, but each of these questions costs the same as two questions answered with Yes, No, or Maybe. The wizard has 1 turn to ask his questions before the spell duration expires.

22-23	The wizard is able to ask the vermin two questions per class level, which may be answered with a single word or short phrase. The answers given by the vermin are correct 95% of the time. The wizard has 1 turn to ask his questions before the spell duration expires.
24-26	The wizard is able to ask the vermin two questions per class level, and there is no limitation to how complicated the questions may be, although the answers to more complicated questions may be ambiguous. The answers given by the vermin are correct 95% of the time. The wizard has 1 turn to ask his questions before the spell duration expires.
27-31	As above, but the wizard has a full hour to consult with the vermin, and the answers are never intentionally ambiguous. If the wizard leaves the area where the spell is cast, the spell ends, but he may consult with others in order to better ask questions and understand the answers.
32+	As above, but some of the vermin cling to the caster, hiding within his collar and hair, or coiling about his neck, or even crawl into his ears. Until he has used up all of his questions, the vermin are always with him, ready to answer when asked. They do not confuse questions asked to others with questions asked of themselves. Their answers are 99% accurate.

Animated by Worms

Level: 2 (Hizzzgrad)	Range: Touch	Duration: Varies	Casting time: 1 round	Save: N/A
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General	<p>The caster commands worms, spiders, and insects to enter into one or more corpses, animating them for a brief period. The caster cannot animate more corpses than are present, and cannot control more than twice his CL in Hit Dice of animated bodies at any given time. These creatures are not truly un-dead, and are not intelligent enough to utilize weapons or tools. They use Critical Table M when appropriate. At the end of the spell duration, or when slain, the corpses collapse and the vermin crawl away (but see below).</p> <p>When a creature is bit by a wormwalker, worms drop from the creature's teeth and eye sockets, infesting the target unless it makes a Fort save (DC dependent upon Hit Dice; see individual entries). An infested creature immediately loses 1 point of a physical ability score (roll randomly from Strength, Agility, and Stamina), and loses an additional point each hour until cured (3 HD of magical healing or a DC 15 check using an appropriate occupation). Creatures slain by this damage arise as 1 HD wormwalkers (see below for statistics).</p> <p>When wormwalkers with 3 HD or more die, the worms within explode outward in a 5' radius. Any creature within this radius must make a DC 10 Fort save or be infested, taking an immediate 1d3 points of damage from a random physical ability, and requiring a DC 10 Fort save each round to avoid taking an additional 1d3 points of physical ability damage each round. This damage can be halted by 3 HD of magical healing, a DC 20 check using an appropriate occupation, or making three sequential saves. A creature slain by this damage arises as a 1 HD wormwalker (see below for statistics).</p> <p>Wormwalkers created by infestation are under the control of the wizard who created the infesting wormwalker, to the maximum Hit Dice he can control. If the wizard ever loses the relationship with his patron, any wormwalkers he has created, no matter how distant, immediately begin moving toward him to destroy him. They may, of course, be destroyed en route.</p>
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Manifestation	By spell check result.
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1	Loss, failure, and patron taint.
2-11	Lost. Failure.
12-15	Failure, but the spell is not lost.
16-17	The caster can animate a single corpse as a 1 HD wormwalker, for a maximum of 1 hour.

18-21	<p>Wormwalker: Init -4; Atk slam -1 melee (1d4) or bite +0 melee (1d3 plus infestation); AC 10; HD 1d12; MV 20'; Act 1d20; SP infestation (Fort DC 10), detect living bodies within 60'; SV Fort +2 , Ref -4, Will -4; AL C.</p> <p>The caster can animate up to three corpses as 2 HD wormwalkers, for a maximum of 1 day.</p> <p>Wormwalker: Init -4; Atk slam +0 melee (1d4) or bite +1 melee (1d3 plus infestation); AC 11; HD 2d12; MV 20'; Act 1d20; SP infestation (Fort DC 10), detect living bodies within 60'; SV Fort +2 , Ref -4, Will -4; AL C.</p>
22-23	<p>The caster can animate up to five corpses as 3 HD wormwalkers, for a maximum of 1 week.</p> <p>Wormwalker: Init -4; Atk slam +1 melee (1d5) or bite +2 melee (1d3 plus infestation); AC 12; HD 3d12; MV 20'; Act 1d20; SP infestation (Fort DC 12), detect living bodies within 60', death throes (Fort DC 10, 5' radius infestation); SV Fort +4 , Ref -2, Will -2; AL C.</p>
24-26	<p>The caster can animate up to five corpses as 4 HD wormwalkers, for a maximum of 1 month.</p> <p>Wormwalker: Init -2; Atk slam +2 melee (1d6) or bite +3 melee (1d3 plus infestation); AC 12; HD 4d12; MV 20'; Act 1d20; SP infestation (Fort DC 12), detect living bodies within 60', death throes (Fort DC 10, 5' radius infestation); SV Fort +5 , Ref -2, Will +0; AL C.</p>
27-31	<p>The caster can animate up to ten corpses as 5 HD wormwalkers, for a maximum of 1 month.</p> <p>Wormwalker: Init +0; Atk slam +4 melee (1d8) or bite +6 melee (1d3 plus infestation); AC 12; HD 5d12; MV 20'; Act 2d20; SP infestation (Fort DC 14), detect living bodies within 60', death throes (Fort DC 10, 5' radius infestation); SV Fort +6 , Ref +0, Will +2; AL C.</p>
32-33	<p>The caster can animate up to ten corpses as 6 HD wormwalkers, for a maximum of 1d3 + CL months. Wormwalker: Init +2; Atk slam +5 melee (1d8) or bite +6 melee (1d3 plus infestation); AC 14; HD 6d12; MV 20'; Act 2d20; SP infestation (Fort DC 14), detect living bodies within 60', death throes (Fort DC 10, 5' radius infestation); SV Fort +8 , Ref +2, Will +4; AL C.</p>
34+	<p>The caster can animate up to ten corpses as 8 HD wormwalkers, and they remain animated until destroyed. Wormwalker: Init +4; Atk slam +7 melee (1d8+2) or bite +10 melee (1d3 plus infestation); AC 16; HD 8d12; MV 20'; Act 2d20; SP infestation (Fort DC 16), detect living bodies within 60', death throes (Fort DC 10, 5' radius infestation); SV Fort +10 , Ref +4, Will +8; AL C.</p>

Alchemy of the Essential Salts

Level: 3 (Hizzzgrad)	Range: Touch	Duration: Varies	Casting time: 1 day or more	Save: N/A
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General	<p>This spell allows the caster to transform the residue of a body – its “essential salts” – into a mockery of life, and, at higher spell check values, return a semblance of life to the dead. In order to cast this spell, the wizard must have access to an alchemical lab worth not less than 200 gp, as well as access to the corpse to be affected. The entire corpse need not be present, but the dust, mould, or even the ashes that were once the skull and brain are necessary.</p> <p>This spell is unusual in two ways. The first way is that only the highest spell check result can be considered a true success. This is not easy magic, and significant risk is involved. While some of the other results may be of value to the caster, they can be considered at best partial successes, and are sometimes dangerous to the caster.</p> <p>The second way relates to the casting time. The casting time is always at least one day. If the caster rolls a spell check result that would exceed this, the caster always has the option to stop at the highest value of a previous casting time and use those results instead.</p> <p>In all cases, any being restored to life or animation by the spell turns to dust (the essential salts) if reduced to 0 hit points. A Luck check to Recover the Body cannot be made, as no body is present to roll over or recover.</p>
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Manifestation By spell check result.

1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-15	Failure, but the spell is not lost.
16-17	Casting time is one day. The remains gain a tremulous form of animation, but nothing more. By utilizing 1 point of spellburn, the caster may immediately make a new spell check as part of the same casting. The spellburn does not aid the casting, although the caster may spellburn more to do so, and the new spell check only increases the casting time if the check result so indicates. If the new spell check is a natural "1", the spellburn used to make the new spell check is permanent, as is 1 point of any additional spellburn the caster may have utilized. The spell may also be lost, and patron taint may occur, as a result of the new roll.
18-21	Casting time is one day. The remains become a skeleton or zombie, depending upon their initial condition and the judge's discretion. The PC has no control over them, and they are not intelligent. Use statistics from the core rulebook .
22-23	Casting time is one day. The remains become a ghoul, which the PC has no control over. However, the PC may bargain with the un-dead, and may be able to communicate with it. The creature knows much of what it did in life. Use statistics from the core rulebook .
24-26	As 22-23, above, except that the form is indistinguishable from that of a living being, and may be mistaken for its previous self by those who did not know it. The ghoul is likely to engage in conversation willingly, and may even be willing to serve the caster in exchange for freedom and protection, at the judge's discretion, although it is not directly controlled by the caster.
27-31	Casting time is one week. The caster may choose to cease casting at one day, and gain the results from 24-26 instead. Roll 1d7, modified by the caster's Luck. On a roll of 1 or less, use the results from 18-21. On a roll of 2, use the results from 22-23. On a roll of 3, use the results of 24-26. On a roll of 7+, use the results of 32-33. On any other roll, the corpse is transformed into a ghoul that is bound to the caster, and which obeys the caster. Every week, the ghoul gains a 5% cumulative chance to break the bonds of servitude. The ghoul looks exactly as it did in life, and the caster is immune to its special attacks. Regardless of the d7 roll results, the full week must be spent. Use statistics from the core rulebook .
32-33	Casting time is one week. The caster may choose to cease casting at one day, and gain the results from 24-26 instead. Roll 1d7, modified by the caster's Luck. On a roll of 1 or less, use the results from 22-23. On a roll of 2, use the results from 24-26. On a roll of 3, use the results of 27-31. On a roll of 7+, use the results of 34-35. On any other roll, the corpse is transformed into a ghoul that is bound to the caster, and which obeys the caster. Every month, the ghoul gains a 5% cumulative chance to break the bonds of servitude. The ghoul looks exactly as it did in life, and the caster is immune to its special attacks. Regardless of the d7 roll results, the full week must be spent. Use statistics from the core rulebook .
34-35	Casting time is three weeks. The caster may choose to cease casting at one week, and gain the results from 32-33 instead. If the caster continues his labours for the full three weeks, he may spend 1 point of spellburn and roll 1d20. If the result is equal to or less than his Luck, the caster has succeeded in bringing the corpse back to a semblance of life. How long this will last is unknown. Every week for three weeks, the restored creature must succeed in a DC 10 Fortitude or Will save or collapse into dust. If all three saves are made, every month for three months, the restored creature must succeed in a DC 15 Fortitude or Will save or return to its essential salts. If these saves are made, three DC 20 saves must also succeed, one each every year for three years, before the spell becomes permanent. The creature will always detect as unnatural under magical scrutiny, so long as it continues to survive. If the caster's d20 roll is higher than his Luck, the time is wasted, and the essential salts remain inert.
36+	Casting time is three weeks. The creature is restored to life, and does not detect as magical or unnatural. Only when the creature dies, and reverts back to its essential salts, is its true nature revealed.

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