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This book requires the use of *Castles & Crusades*, and is easily compatible with other Old School role playing systems such as *OSRIC*, *Labyrinth Lord*, *Tunnels & Trolls*, or out-of-print editions of *AD&D*. There is no shame in showing love for these old systems!

Written by Tori Bergquist

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Mr. Bergquist would like to deny any relationship to his ten-year old self, who decided to name his (then) brand new campaign world after a pasta. If only he had known...

Special thanks to my sister Taara, who was there from the beginning, and who's legendary thief Wormie still haunts the streets of Octzel today





Foreword

I'll make this brief: Keepers of Lingusia has been around since 1980, since the first game of Basic Duneagons & Dragons I ran as a kid. The characters who survived that harrowing first day in the Caves of Chaos lived to become prominent adventurers, including the now legendary Gilrad, and my sister's elvish rogue Wormie. Lingusia began a million years ago, it seems, but it's grown magnanimously ever since!

*Much of what has previously seen print for the Keepers of Lingusia was during my high school and early college years, from around 1984 through 1992 when I published a fanzine called *The Sorcerer's Scrolls*, and a sourcebook (the first edition of this tome, effectively) called *Keepers of Lingusia for the Tunnels & trolls rpg*. Still, despite my love for T&T during that time (and now) Lingusia as a world has been used for gaming with AD&D, basic/expert D&D (Erol Otus editions only, please!), 2nd edition AD&D, Dragonquest, Runequest, GURPS 1st, 2nd and 3rd edition, and the more recent D20 system for 3rd edition D&D. In the end, the last few campaigns in this world have returned to its roots, with recent games using *Castles & Crusades*, *OSRIC/AD&D*, and *Tunnels & Trolls 7th edition*.*

*I am especially fond of the simple but effective redux that *Castles & Crusades* offers D20 players, and so this edition retains the stat blocks and details that make it directly compatible with that rule system. However, it is almost 100% compatible as it stands with any other variant or old school D&D there is, and as any good *Tunnels & Trolls* player knows, all you need this book for is the setting material anyway; T&T's rules are so simple and effective that they are all-encompassing. One apology and assertion, though: The *City of Octzel* section uses alignment terminology closer to the current (4th) edition of D&D. I really like that edition, but have not got the constitution to reformat this book to conform to its rules. Nonetheless, I think you'll find that the alignments as listed there are easy enough to translate. Last but not least, I apologize for the grammar and typos I am sure are riddled throughout this book. Editing is not my strong suite, and the only free editor in my life right now hates fantasy and gaming stuff, so I am S.O.L.*

I'd try to thank everyone I can for playing in my campaign world (and those of you running it from my web site!) but there are too many of you. I would especially like to thank some of the veterans of Lingusia, especially my sister Taara, my bud Dave Hollister, and Terry Hurford, wherever you are these days!

Thanks, and have fun with this world. You are now the new Keeper of Lingusia....

*--Tori Bergquist
August, 2008*





The Keepers of Lingusia

Campaign Guide

The Castles & Crusades Edition

An Overview of Lingusia

The World of Lingusia is an immense realm, a legendary planet forged at the moment of creation by great, primal beings. Its history is one of perpetual discovery, magic, danger, and conflict. It is, in short, ideally suited for tales of high adventure, intrigue, and exploration.

Geography

Physically, Lingusia is believed by most to be a flatland, a disk-like world which may be somewhere on the order of 28,000 leagues in diameter. The center of this great disk is the Southern pole which attracts the magnetic compasses used for navigation, and it was established long ago by travelers that the closer you get to the pole, the more varied the direction of the compass gets. Likewise, the mysterious magnetic flux of the North Pole seems to radiate from the edge of the world, where the great oceans circulate in a writhing mass, which plunges over, and sweeps back up, the edges of the world. No traveler alive has truthfully traveled to the edge of the world, however, so only the suspect tales of ancients speak of such things.

As a flat world with a very slight curvature, A Lingusian's view of the horizon from any given point is noticeably immense. Most horizons can carry on for a much greater distance than in the mundane world of our own reality, but the density of atmosphere, as well as great mountain ranges, variation in geography, and other features prevent an utterly clear view at any given moment. Still, it is said that in certain great mountain ranges, ancient scholars and mages have been known to set up optical observatories with which they can study the

entire world, given a high enough vantage point and strong enough telescopic lensing.

Cosmology

In the heavens, Lingusia is circled by a number of celestial objects, serving as navigational aids. The sun travels the sky in a traditional day's length, but its orbit is in a permanent flux, as it rolls seasonally southward and northward in the sky over time to create the seasons. At night, there are two moons, the great orb of Selene, the goddess of the night, and the lesser orb of Poltrietie, the demigod of life, a moon which was born in to the sky but a few centuries ago as a herald of the time of the Reckoning, when the war between Chaos and Order came to an end.

Other navigational points in the sky include a medley of odd worlds such Hyskortius the Winking Eye, the milky Haze, and the constellations of the stars. The stars are believed by men to be portals in to the celestial realms, and for all anyone knows, they might be right.

Land Masses

Lingusia is the name of both the world and the central continent that dominates this great land. Besides the continental Lingusia, there are at least five other great continents across the world, being Takkai, Karaktu, Mataclan, mythic Paneurika, and legendary Il'Madhar. Of these realms, Lingusia and Takkai are rife with old and new kingdoms that harbor a venerable history. Karaktu, more of a subcontinent and island mass, is said to have the most venerable of all kingdoms in the world, but is





ruled by decadent sorcerer kings who squander their lost knowledge for magical power. Only known of within the last three centuries, the distant west reveals Mataclan, a fabled land of strange customs and ways, and the new heart of colonial expansion for the Middle Kingdoms of Lingusia. In the utter north and west, Il'Madhar is a vague rumor, though some say Autrengardians in the north engage in brisk trade with this little known continent of mystery. Last, but certainly not least, the grand continent of mystery dubbed Paneurika is said to exist in the farthest southern realms, beyond reach of all save the most daring travelers, and only one true account of this continent is even believed to be true.

The Continent of Lingusia

The continent of Lingusia is approximately two thousand miles wide and three thousand miles in length from north to south. It is a mixture of warm southern climates and chilly distant northern lands. The northernmost regions of Lingusia connect to a great land bridge, which locks the land with Takkai's northern realms in the east. The steppe lander barbarians of this region share a clear mixed heritage of both continents.

Lingusia's cultural center point is the **Middle Kingdoms**, located in the central western lands, where it is said the first men discovered civilization and spread out to populate all other quarters of the world. Chief among the Middle Kingdoms is the Hyrkanian Empire, cradle of civilization and center point in the eons old wars of Order and Chaos. Octzel, in the west is a flourishing kingdom of expansion, conflict, and intrigue. The lesser kingdoms of the Jhaknians, Cimmeran barbarians, the orcish territory of Mitra's Forest, and the blasted hellhole of the vast Hyrkanian deserts are all part of the architecture of the Middle Kingdoms.

In the **Southern Lands** lie ancient civilizations nestled within the deserts of Galvonar who claim an equally ancient heritage. Persedonia in the south is the first strong force in generations to arise from the ashes of much older civilizations in Galvonar and Galonia. The Galonian people remain a decadent folk, steeped in their ancient history, but never reclaiming their ancient birthright. The Galvonarians are a merchant culture, busy profiting from the needs and desires of all other men.

The **Amechian Kingdoms** in the central jungles of Lingusia are a rough and uncivilized people. Descended from the slaves of the ancient Prehunates, and then from the necromantic Kadantanians, the Belladasian people of Amech are proud, warlike, and very protective of their turf. Amenanyu orcs view for the right to claim the lands their own, as do the Terkithyi and Codam T'kezzu lizard folk. Many lesser tribes lie hidden in the jungles of Amech, and many secretive kingdoms lurk in its expanses, such as Hotepsala and Vyrindia, with mysteries to be uncovered.

The **Eastern Kingdoms** are a peculiar mix of western and eastern culture. The caliphate of Zued is the strongest power of the land, but Cymeer is a close second, with a people who have triumphed over much evil and loss. The region of Draskis is a perpetual snake, coiled and waiting to strike against its neighbors, while in the Ny'kkodin Wastes, a hearty mix of desert tribes conduct their business as they see fit. In the south, Nithiadia and the Cretean lands are unspoiled wilderlands of discovery, cared for by a very diplomatic people with an avid seafaring culture.

The **Northlands** are also a mix of civilized and barbaric, and often envious of the wealth and comfort of the southern folk. The many northern tribes are a blur of conflict amongst themselves, and an occasional strong leader serves to unite the whole and pose a threat to other kingdoms in the south. The Hettanar, Zarnian, Nordamani, and Autrengardians are among the strongest such people. East of these militant tribal kingdoms are the even more uncivilized Caelernin folk of Vagendar's Woods, but civilization once again asserts itself at the ancient free city of Karan, and the Zymhari coastal kingdoms beyond. Northernmost is the panoply of mysterious cultures in Avilin, Na'Kivk, the Steppelands, and beyond.

Takkai

Between the Eastern Kingdoms of Lingusia and the western shores of the east lies the Bloodsea, a dangerous but navigable body of water, the curse of many sailors. Still, the wealth of the mysterious east makes it worthwhile for the stream of traders who have made their careers out of traversing the Bloodsea.

Takkai is an oriental land of mystery to most Lingusians, for few have ventured beyond the

