

## D&D 2nd Ed Campaign Setting

The Player Characters start in **Bontuland**.

Taalon the wise conquered the land thousands of years ago, in the time of myths and legends, and brought civilisation in his wake.

His descendants still rule the land.

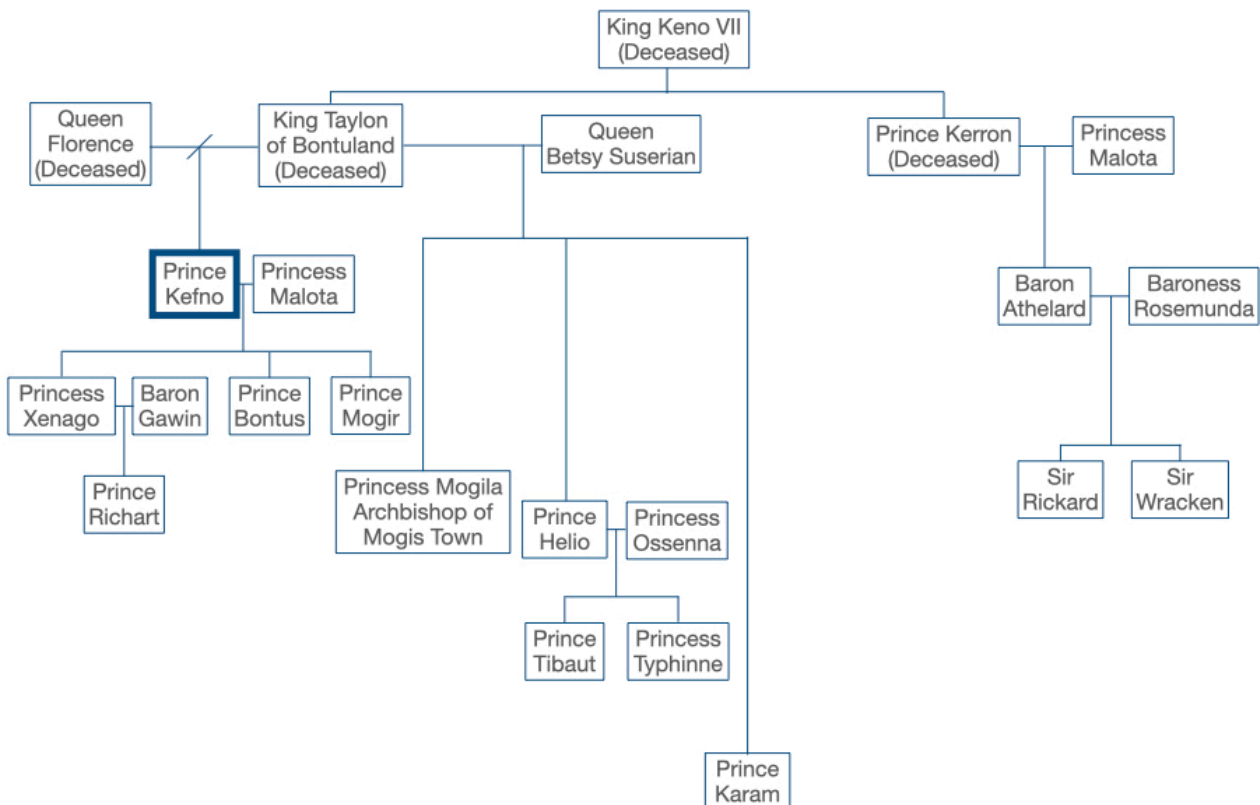
Taalon being wise and wanting the favour of the Gods, called his Kingdom after the father of Gods rather than himself. The Kingdom is therefore Bontuland. His principal residence was called after him, the Seat of Taalon the Wise. It has however long ago crumbled into the ground. The Capital City of Bontuland is now Thassalane. The current family head is King Taylon, who when he was young was called Taylon the not so Great which everybody thought funny. Now he is King they decided to give him some dignity with Taylon the Brave (nobody is quite sure what he was brave about).

King Taylon married Queen Florence when he was 20, but she died a few years after giving birth to Prince Kefno.

A few years later he then married Betsy Trevane, one of the daughters of a powerful family in the Suserian League. Even though she is and outsider from the East, she has agreed to adopt his ways.

The Royal children, who are all now adults, are, in accordance with the old tradition, named after the Gods.

### THE ROYAL FAMILY TREE OF BONTULAND



## D&D 2nd Ed Campaign Setting

They are, in birth order, Prince Kefno, Princess Mogila, Prince Helio, and Prince Karam.

While the King is in overall charge of the Kingdom, each of the Royal Children has been given a portion of the Kingdom to oversee.

Prince Kefno is in Killmore

Princess Mogila is in Mogis Town, and is the Archbishop of Mogis Town

Prince Helio is in Gallowgate

Prince Karam is in Laxavoe

The Royal Children have oversight over the Barons who are tasked with collecting taxes and keeping order. The Barons have the ability to create and raise Knights who act as both military and the first line of the Judiciary.

In Towns and Cities there are councils set up to deal with their day to day running, and deal with local disputes before raising them with the Knights or Barons.

The councils used to be made of the landowners and merchants, but these councils have now been taken over mostly by the merchants and trade guilds.

Elves, Halflings and Dwarves live in the towns and cities but they also have their own major population centres.

The Elves have a large population in the two major Forests, The forest of Keflon, and the Forest of Aramet. There are rumours that the Elf Factions have come into Conflict.

The Halflings have large populations in the rolling Bailiwick Hills.

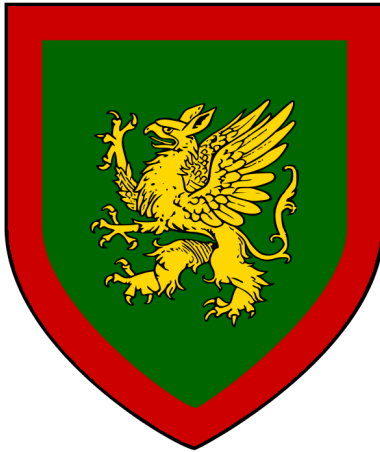
The Dwarves have large populations in the Kerran Mountains.

There are rumours that the Dwarves have dug too deep and there have been reports of accidents.

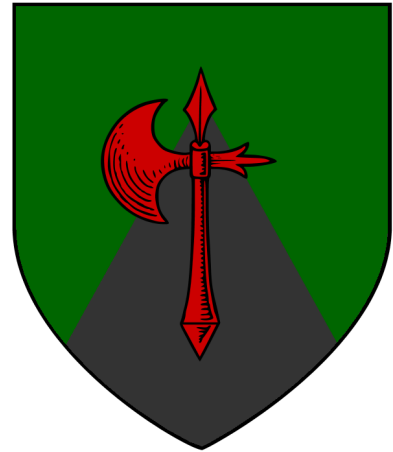
However, King Taylon has recently been assassinated, by the use of dark magics. Prince Kefno is the clear heir apparent. The Coronation will cement his position on the throne.



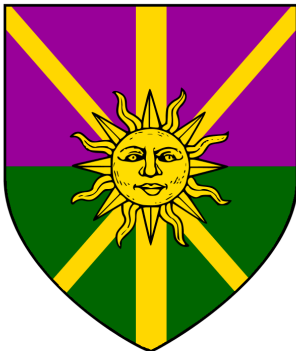
**COAT OF ARMS OF KING TAYLON  
(DECEASED)**



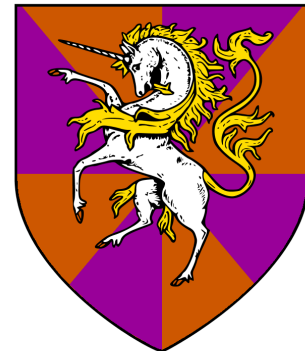
**COAT OF ARMS OF  
PRINCE KEFNO**



**COAT OF ARMS OF  
PRINCESS MOGILA  
ARCHBISHOP OF MOGIS TOWN**

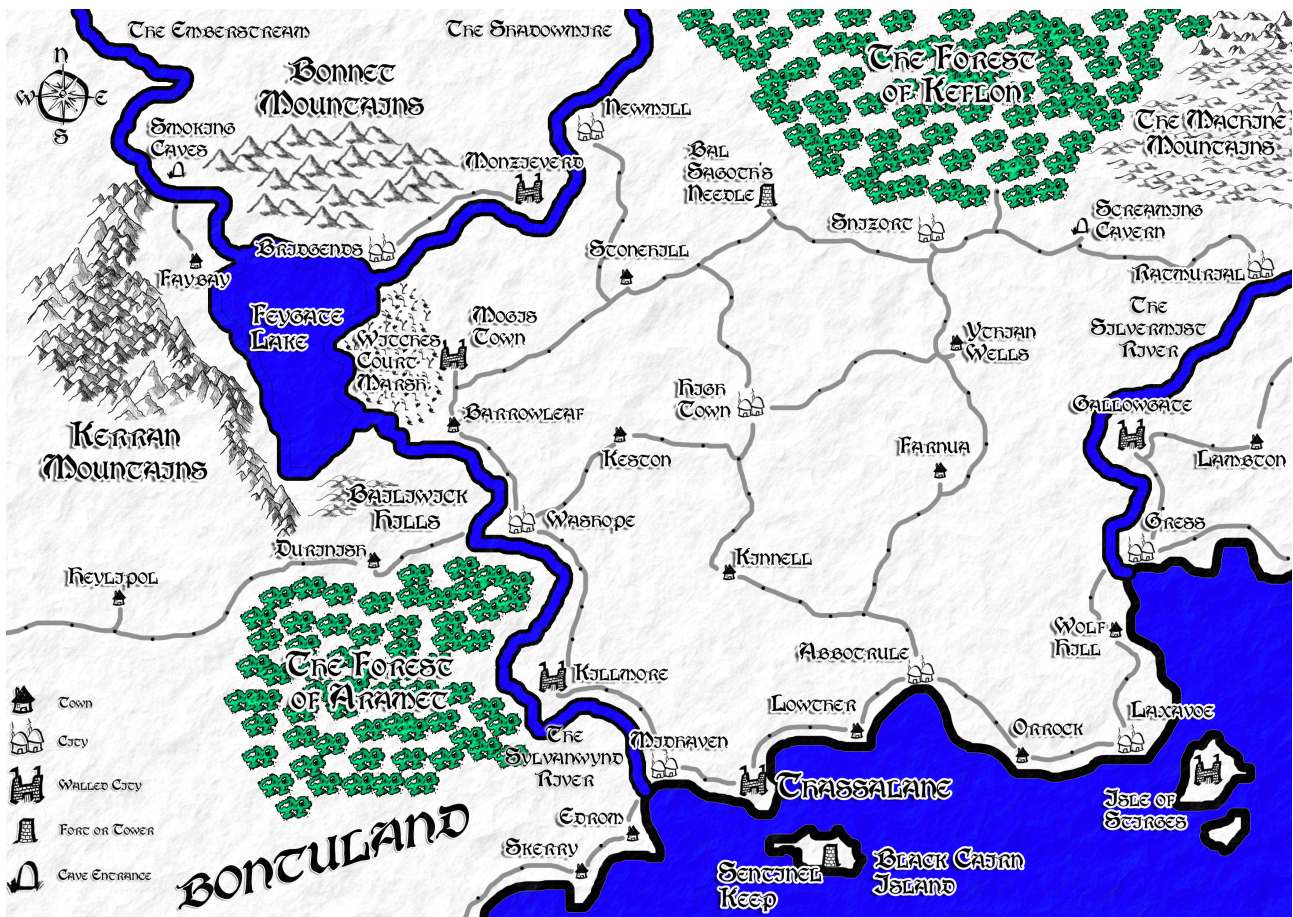


**COAT OF ARMS OF  
PRINCE HELIO**



**COAT OF ARMS OF  
PRINCE KARAM**

## D&D 2nd Ed Campaign Setting



The locations on the map are as follows:

- |                         |                                   |                           |
|-------------------------|-----------------------------------|---------------------------|
| 1. Kerran Mountains     | 16. Washope                       | 30. Snizort               |
| 2. Faybay               | 17. Killmore                      | 31. Ythian Wells          |
| 3. Smoking Caves        | 18. Midhaven                      | 32. Farnua                |
| 4. Bonnet Mountains     | 19. Monzieverd                    | 33. Abbot rule            |
| 5. Bailiwick Hills      | 20. Newmill                       | 34. Orrock                |
| 6. Heylipol             | 21. Stonehill                     | 35. Screaming Cavern      |
| 7. Durnish              | 22. Keston                        | 36. The Machine Mountains |
| 8. The Forest of Aramet | 23. Thassalane (The Capital City) | 37. Ratmural              |
| 9. Skerry               | 24. Sentinel Keep                 | 38. Gallowgate            |
| 10. Faygate Lake        | 25. Bal Saggoth's Needle          | 39. Gress                 |
| 11. Edrom               | 26. High Town                     | 40. WolfHill              |
| 12. Bridgends           | 27. Kinnell                       | 41. Laxavoe               |
| 13. Witches Court Marsh | 28. Lowther                       | 42. Isle of Stirges       |
| 14. Mogis Town          | 29. The forest of Keflon          | 43. Lambton               |
| 15. Barrowleaf          |                                   |                           |

The rivers that flow into Feygate Lake are The Emberstream (West) and The Shadowmire (East). The river that flows out is The Sylvanwynd River

The major river in the east is The Silvermist River.

To the north lie the lands of the The Wizard Kings.  
 To the East you can find the technical marvels of the Suserian League.  
 To the west the barren deserts of the Nomad Tribes.  
 To the South the ocean and the Islands of Chaos.

## D&D 2nd Ed Campaign Setting

### **Gods of Bontuland**

The gods worshipped in the Kingdom are as follows:

Bontu: King of the Gods

Thassa: God of the Sea

Keranos: God of the Air and Storms

Kefnet: God of the Earth and Magic

Mogis: God of Beauty and War

Xenagos: God of the Moon

Helioid: God of the Sun and Justice

Erebos: God of the Underworld, Disease and Destruction

Karametra: God of Fertility

In addition to these traditional gods there is the Prophetess Ravenna, who is amassing followers around the kingdom. They flock to hear her pronouncements.

### **Clerics of the Gods of Bontuland**

You can be a cleric of a Specific God.

This Gives you bonus Non Weapon Proficiencies, and specific weapon and armour choices, but does limit the spells you can use, and changes the powers the Cleric can use. The alignment listed is the alignment the cleric has to be.



**Bontu: King of the Gods**



Alignment: Lawful Good  
Bonus Free Class Skills: Ancient History, Etiquette  
Favoured Weapons/Armour: Morning Star or Short Sword  
Any Armour  
Other Limitations: Always have to wear vestments in public.  
Spell Spheres: Divination, Elemental, Protection, Creation, Healing, Guardian, Combat  
Powers: Turn Undead  
Duties: Guidance, Marriage, Provide aid and support to Rulers.  
Holy Symbol: The Royal Diadem of Bontu

Cleric Titles for the followers of Bontu the King of Gods

Level	Title		
1	Novice	13-14	Deacon
2-4	Rassophore Monk	15-17	Archimandrite
5-6	Hierodeacon	18-19	Metropolitan
7-9	Hieromonk	20	Ecumenical Patriarch
10-12	Protodecon		

**Thassa: God of the Sea**



**Alignment:** Any Neutral  
**Bonus Free Class Skills:** Swimming, Rope Use,  
**Favoured Weapons/Armour:** Bill, Harpoon, Net, Trident  
No Armour, but all shields.  
**Other Limitations:** None  
**Spell Spheres:** Animal (Aquatic Creatures Only), Divination, Elemental, Healing, Weather  
**Powers:** Water-breathing (Once per day) At 8th Level can cast an Bonus Free Water-breathing on another person.  
Determine Depth Underwater (Similar to Dwarf Ability)  
**Duties:** Guidance, Marriage, Protection of those who work on water.  
**Holy Symbol:** Stylised Fish - Most often carved from a piece of coral or shaped from a piece of rock worn smooth by water.

**Cleric Titles for the followers of Thassa God of the Sea**

Level	Title	
1	Unsui	13-14 Tai Situpa
2-4	Samaneri	15-17 Geshi
5-6	Sunim	18-19 Lama
7-9	Arhat	20 Panchen Lama
10-12	Roshi	

**Keranos: God of the Air and Storms**



Alignment: Any Chaotic  
Bonus Free Class Skills: Survival, Weather Sense  
Favoured Weapons/Armour: Battle Axe, Bow, Club  
All Metallic Armours and Shields.  
Other Limitations: None  
Spell Spheres: Combat, Elemental, Healing, Protection, Summoning, Weather  
Powers: Inspire Fear, Like Wizard Spell Fear, Can be used once per day.  
(Cast as if 5th Level)  
Duties: Guidance , Marriage  
Holy Symbol: A cloud with two lightning bolts emanating from it.

Cleric Titles for the followers of Keranos god of Air and Storms

Level	Title		
1	Apostle	13-14	Presiding Bishop
2-4	Priest	15-17	District President
5-6	Elder	18-19	Temple President
7-9	Stake President	20	President of the Quorum
10-12	High Priest		



**Kefnet: God of the Earth and Magic**



Alignment: Any Good  
Bonus Free Class Skills: Languages (Ancient), Languages (Modern)  
Favoured Weapons/Armour: Dagger, Staff, Sling  
No Metallic Armours.  
Other Limitations: None  
Spell Spheres: Astral, Creation, Divination, Elemental, Healing, Summoning,  
Powers: Turn Undead  
Duties: Education, Guidance, Marriage  
Holy Symbol: An Open Book, carved from a single piece of stone.

Cleric Titles for the followers of Kefnet god of Earth and Magic

Level	Title	13-14	Bishop
1	Preacher	15-17	Archbishop
2-4	Pastor	18-19	Resident Bishop
5-6	Reverend	20	Convenor of the Church of Kefnet
7-9	Elder		
10-12	Deacon		

## D&D 2nd Ed Campaign Setting

### Mogis: God of Beauty and War



Alignment:	Any Neutral or Good
Bonus Free Class Skills:	Animal Handling, Riding (Land Based)
Favoured Weapons/Armour:	Pick only one from: Battle Axe, Dagger, Knife, Maul, Mace, Pole arm, Spear, Sword, Warhammer All Armours and Shields.
Other Limitations:	None
Spell Spheres:	Animal, Combat, Guardian, Healing, Necromantic, Protection, Summoning
Powers:	Incite Berserker Rage, the Priest can inspire another character to get +2 to attack and damage until the end of the combat. They can do this once per day up to level 4 and then one more time a day for every four levels thereafter.
Duties:	Guidance, Marriage, Accompany Armies at war,
Holy Symbol:	A beautiful woman holding aloft a sword, often displayed on flags of military standards

#### Cleric Titles for the followers of Mogis god of Beauty and War

Level	Title		
1	Brother	13-14	Archbishop
2-4	Priest	15-17	Primate
5-6	Chorbishop	18-19	Patriarch
7-9	Abbot	20	Supreme Pontiff
10-12	Bishop		



**Xenagos: God of the Moon**



Alignment: Any Good  
Bonus Free Class Skills: Astrology, Direction Sense  
Favoured Weapons/Armour: Lasso, Net, Staff  
Metal Armours and round Shields only.  
Other Limitations: Must wear their holy symbol in public, and can never refuse to give aid to those in need.  
Spell Spheres: Animal, Astral, Charm, Divination, Guardian, Healing, Protection  
Powers: Turn Undead, Lay on Hands (As if Paladin of the same Level)  
Duties: Guidance, Marriage, Providing aid to those in need  
Holy Symbol: A Silver Disc, often worn as a large pendant.

Cleric Titles for the followers of Xenagos God of the moon

Level	Title		
1	Yogi	13-14	Pandit
2-4	Swami	15-17	Guru
5-6	Shishya	18-19	Chakravartin
7-9	Mahant	20	Jagad Guru
10-12	Maharishi		

**Heliod: God of the Sun and Justice**



Alignment: Any Good  
Bonus Free Class Skills: Riding (Land Based), Etiquette  
Favoured Weapons/Armour: Dagger, Lasso, Javelin, Spear  
All Armours and Shields.  
Other Limitations: Must investigate all claims on injustice  
Spell Spheres: Astral, Charm, Divination, Guardian, Healing, Sun  
Powers: Turn Undead, at 3rd Level can Inspire Fear.  
Duties: Guidance, Marriage, Achieve justice where justice has been thwarted  
Holy Symbol: The Ever Vigilant Eye, which radiates the rays of the Sun.

Cleric Titles for the followers of Heliod God of The Sun and Justice

Level	Title
1-17	Officer
18	Chief Officer
19	Chairman
20	President



## D&D 2nd Ed Campaign Setting

### Erebos: God of the Underworld, Disease and Destruction



Alignment:	Any
Bonus Free Class Skills:	Riding (Land Based), Etiquette
Favoured Weapons/Armour:	Sickle, Battle Axe (In the form of an executioners axe), Dagger, Knife All Armours and Shields.
Other Limitations:	None
Spell Spheres:	Astral, Combat, Elemental, Necromantic, Summoning
Powers:	Inspire Fear, Rebuke Undead
Duties:	Burial, Guidance.
Holy Symbol:	A grotesque skull mask - The mask is usually worn only during rituals and ceremonies, although some priests prefer to wear the mask all the time.

Cleric Titles for the followers of Erebos god of the Underworld Disease and Destruction

Level	Title
1-19	Saltigue
20	Lamane

**Karametra: God of Fertility**



Alignment: Any Good  
Bonus Free Class Skills: Animal Handling, Agriculture  
Favoured Weapons/Armour: Lasso, Net, Pole-arm, Javelin  
Hide and Leather Armours and Shields.  
Other Limitations: Not allowed to remain chaste  
Spell Spheres: Animal, Charm, Creation, Elemental, Healing, Necromantic, Plant, Sun, Weather  
Powers: Turn Undead, The ability to speak to one of these animals (as per the Spell), once per day; Cattle, Goat, Horse, Sheep  
Duties: Guidance, Marriage, Midwifery, Observation of Annual celebrations.  
Holy Symbol: A Fern Leaf pattern, usually carved into a piece of wood.

Cleric Titles for the followers of Karametra God of Fertility

Level	Title
1-10	Mobad
11-19	Herbad
20	Dastur

## D&D 2nd Ed Campaign Setting

### **Temple of the Divine**

If you do not wish to follow a specific god, and are of any Neutral or Good alignment you can be a Cleric of the Divine, who do not receive any Bonus Free Class Skills, and are just basic Clerics. They do get to choose from any of the Spell Spheres. They get Turn Undead as a power, and can only use non-edged weapons.

They have their own Temples, and are usually welcomed in any the Temples of the other Gods.

There is a Major Temple of the Divine in Thessalane, which is overseen by the Royal Household. This makes Worship of the Divine technically, the state religion. This was done many centuries ago in order to prevent the other religions from trying to exert control over the Royal Family.

The Holy Symbol of the Followers of the Divine is an 8 pointed star.

### **Druids**

Druids are recognised as worshiping nature in all its forms, and are widely respected. This is especially true in the more wild areas of the country.

### **Paladins**

Paladins usually worship Bontu or Helioid, but they will give aid and help anyone in need.

Paladins are overseen by the Council of Paladins, who have their base in the Sanctum of Radiant Virtue in Gallowgate.

The Council is made up of eight High Paladins, who sit at the Octagon of Order in the Grand Hall of the Sanctum of Radiant Virtue.

The Sanctum of Radiant Virtue also contains the Holy Sanctuary of Helioid. An important pilgrimage site for the followers of Helioid.

Paladins have Chaperhouses in most major cities and towns. This is where they can donate their excess funds.

When someone becomes a Paladin they must change their name. The use of full names is seen as an ostentatious affectation. So Paladins have to reduce their name to a single letter. As there may be multiple Paladins with the same letter as their name, it is acceptable to add the Paladins place of both as a differentiator. So J of Thassalane and J of High Town would be acceptable.

## D&D 2nd Ed Campaign Setting

### Character Creation

#### Generating Ability Scores

Character abilities are generated using a point buy method. Players begin with 25 points and ability score costs are as per the table below:

Ability Score	Point Cost	Ability Score	Point Cost
7	-4	13	3
8	-2	14	5
9	-1	15	7
10	0	16	10
11	1	17	13
12	2	18	17

Ability scores must be finalised before racial modifiers are applied.

Racial adjustments are as written in the Players Handbook, but Humans may to add +1 to any one ability score, but must also apply a -1 penalty to another ability score.

So you get to build the character you want.

The other character could also use this system, or roll 4D6 for each Ability Score, drop the lowest number, six times and then roll again to try and beat the previous number, and apply these to the stats you want.

There are no Level caps on race/class combo's.