

Golden Kingdoms Campaign Setting: A guide to Vollenchia.

In the south west of the [Golden Kingdoms](#), a great peninsula is home to Vollenchia, a cosmopolitan city to rival the capital of any fantasy kingdom.



Vollenchia is the home base for a series of modules set in the Golden Kingdoms.

A multi-racial town in a coastal region, Vollenchia makes a perfect starting point for any adventuring party.



The Vollenchian Peninsula has five main regions:

Northwest forests mainly populated by wood elves. The town of Salamanka is the main entry to the region.

Southern Pridelands are home to nomadic tribes of gnolls. There are very few permanent settlements in the area, but there are ruins of old cities that once were built in the area.

The **South West** is home to orc, half orc and hobgoblin clans. Their main city of Westgate is the regional centre of industry.

The **Vollenchia** region extends inland but contains many non-aligned towns as well as the Caldrona hills.

The **kingdom of Andoora**, sits in the mountainous region to the north.

Government

The city of Vollenchia has a ruling council with representatives appointed by the guilds and the noble houses. They do have an elected chair-mandate currently Sebastian Cantacchia of the Sea merchant's guild.

The city watch operates under a lord sheriff, appointed by the council, currently wood elven wizard Ariawyn Naera. She was a war-mage native to Salamanka with a natural interest in affairs to the west as well as a bias against orc and half orc people.

There city houses a small military force with both army and navy troops operating under the command of Wimladon Norrona a half elven sea captain.

Populations

The total population of the city is around 12,000 people with a further 5,000 living in the surrounding farms and villages.

The population is made up of:

- 35% human (including half elf and half orc),
- 25% elf (including high, wood and sea elves),
- 15% gnome (an even mix of rock and forest gnomes),
- 10% dwarf (mostly hill dwarves),
- 5% gnoll,
- 5% tiefling,
- 5% other (includes hobgoblin, orc, kenku and dragonborn)

Industry and Agriculture

Surrounding the city is a large amount of farm land while a strong fishing industry operates off the coast. Wood from the local forests is sought after for building materials.

The nearby Caldrona hills are mineral rich and mostly operated by dwarven mining guilds based out of the nearby kingdom of Andoora.

The city is famous as a trading centre and hub of diplomacy and one of the main ports in the region.

Transport around Vollenchia

While airships exist, it is only the very rich who use them. For most of the populace, travel is done on foot, by horse or by wagon.

There are many roads linking the main towns and cities in the region. These are not necessarily well maintained unless well used.

There is not much law enforcement beyond the cities, though most townships do employ sheriffs who patrol the boundaries and there is always work for bounty hunters.

Adventuring

There is a high level of banditry on the roads, so guarding trade caravans is a common starting job, but the region has quite a long history with a number of unexplored mines, tombs or dungeons.

There are a number of modules published for adventuring in Vollenchia:

- The Rats in the Rain trilogy
- The Sound of Drums
- The Right Stuff

All of these can make a solid base for adventuring with a few additional modules to fill the gaps.

The recommended play order would be either:

1. Rats in the Rain 1 2. Old Frog and Toad 3. Rats in the Rain 2 4. What to do with prisoners 5. Sound of Drums 4 6. Rats in the Rain 3 7. Sylvan Blood 8. Sound of Drums 5 9. Right Stuff Note that in this order, The Right Stuff would be played using newly created characters as a one off journey. Sound of Drums parts 1-3 would be incorporated in: Old Frog and Toad, Rats in the Rain 2 and What to do with Prisoners.	Alternatively, the same characters can be used for the whole series by squeezing the Right Stuff into the middle of the arc. This requires removing What to do with Prisoners and placing part 3 of Sound of Drums during the first chapter of the Right Stuff. 1. Rats in the Rain 1 2. Old Frog and Toad 3. Rats in the Rain 2 4. Right Stuff (with Sound of Drums 3) 5. Sound of Drums 4 6. Rats in the Rain 3 7. Sylvan Blood 8. Sound of Drums 5
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Future adventures:

If either of these story arcs are used, there are enough plot ideas left to continue adventures as war between Hobgoblins and Wood elves in the West is set to affect the whole region. Beyond that is the coming threat of the Grand Rajah or a re-emergence of the Black Rainbow.

It is also possible to play the Rats in the Rain trilogy while ignoring the Sound of Drums arc or vice-versa. The choice is up to you. It is just a matter of putting the modules together in the right order.