

Volta – Summer Heat

Summer is here, and the heat is oppressive. It beats down on Voltans and their enemies equally, the battlefields drenched in sweat as much as blood.

The Summer Court, reveling in the height of its power, has extended an open invitation to the people of Volta. The mid-summer celebration, the *Áenach Tailteann*, has arrived. Countess Annaday Blissborne of the Court of Summer has offered hospitality to citizens of Volta who wish to accept it, providing an opportunity to make an ally of the Courts for Volta and its people.

There are those who would reject the presence of the fey in all their forms. There are numerous creatures whose roots lie in the Shining Realms who yet threaten Volta. There are tyrants who would feast on Voltan children. Knowledge may be the best weapon to use against them.

And knowledge, they say, is the providence of Summer.

But Volta's enemies do not rest. They move even now against southern targets, towards objectives whose importance is barely understood. Corruption creeps like poison through Volta's veins. Armies stomp their feet and rage against the forces of good. Elemental forces align themselves in strange configurations. Standing fast against them is as important as understanding their aims, and it is Voltans who must ultimately fill the breach.

Summer is here, and the heat is oppressive. It beats down on Voltans and their enemies equally, the battlefields are drenched in sweat as much as blood. But in snow or sun, in frost or flame, with weapons or wisdom, Volta stands ready.

Out of Game Announcements

It is our pleasure to announce the 1-day Volta event at Camp Harrington for Saturday August 14, 2010!

1. The cost for the event will be \$50 for the day to PC (free to NPC).
2. The price of a New Player Pack is currently \$50 and this includes a 1-year NERO membership, a NERO rulebook, and one free event.
3. While there is no additional fee for payments received at door, such payments must be made in cash and we would greatly appreciate it if you would pre-register at <http://nerovolta.com/preregister.htm> so that we know you are coming.
4. There is no food service at Camp Harrington so please plan accordingly – there are sandwich shops, pizza places, and convenience stores a few miles down Route 140 South in Shrewsbury Center. Alternatively, if people want to bring grills and food they are welcome to do so (no open unattended flames allowed for fire safety/insurance reasons). Two outdoor propane grills and grill cleaners are available for use at the lodge (provided by the camp) but must be appropriately cleaned if used. All fires must be properly extinguished.
5. Players are welcome to arrive at Camp Harrington any time after 8 AM. We will start the event at about 10 AM and end around 10 PM with event clean-up occurring 10-11 PM.
6. Respect camp quiet hours – after 10 PM there must be no shouting around the main lodge and the camp building next door (where the camp director and his family live, including young children).
7. Please park your cars in the area next to the Camp Harrington Office or in the lot at the entrance to the Center. You may load and unload vehicles at the lodge, but they should be returned to the parking lot so that a smooth flow of traffic can be maintained and to ensure access to all areas for emergency vehicles.
8. Smoking is not permitted in any of the Camp Harrington facilities. If you must smoke, please do so outside, away from the buildings and other guests and dispose of butts. Do not leave cigarette butts on the ground.
9. All players will be using the main lodge as the in-game staging area for the event. The main lodge has multiple bathrooms, kitchens, and meeting areas. Please keep all areas as clean as possible to minimize event clean-up. A map of Camp Harrington is available at <http://nerovolta.com/images/outdoorcentermap.pdf>.
10. The ropes courses, waterfront, and climbing tower are off-limits to all attendees.

Please feel free to contact me at aelbirt@nac.net with any questions and please contact all of Volta staff at Volta_Staff@yahoo.com to indicate specific storylines that your character would like to pursue. The staff and I are looking forward to entertaining you and running more Volta events in 2010 and the future!

Best,

Adam Elbirt and the Volta Staff

NERO Boston/Epic Adventures LLC

aelbirt@nac.net

Volta Staff

Campaign Directors

Adam Elbirt and Tom Marston

Campaign Writers

Kristin Athanasiou, Tim Barry, Doal Bartlett, Brent Desmarais,

Gabrielle Kilponen, Jade Marston, James Marston

Campaign EMT

Alex Vath

August 14, 2010 Event Information

1. All players may turn in up to 50 goblin stamps for 200 production points.
2. Please email Adam Elbirt at aelbirt@nac.net no later than August 11, 2010, with requests for new player equipment and production.
3. Please see Adam Elbirt when arriving at Camp Harrington so that you can check in, pay for the event (if necessary), receive your tags and character card, and drop off any donations for goblin stamps. Character cards will be provided when checking in for characters in either the NERO Boston or International databases. If your character is in another database, please bring your character card.
4. NERO Playtests in Use:
 - [NERO Formal Cantrips v4.1](#)
 - [Base 5 Damage/Healing v1.2](#)
 - [One Handed Block v1](#)
 - [Critical Parry Modification v1](#)
 - [Critical Slay/Assassinate Modification v1](#)
 - [Stop Thrust v1](#)
 - [Meditate v1.1](#)
 - [Additional Spells \(Volume 1\) v1](#)
 - [Magic Item Slots v2.0 \(5 Item Slots\)](#)
 - [Resurrection Modification v1.1](#)
 - [Racial Skills v1](#)
 - [Archery Aura v1](#)
 - [Base 5 Alchemy/Harmonics v1.2](#)
 - [Blade Fury v1](#)
 - [Carrier Attacks v1.1](#)
 - [Damage Types v1.1](#)
 - [Formal Magic Logistics v1.1](#)
 - [Master Craftsmen v1.0](#)
 - [Modified Detect Magic Spell v1](#)
 - [New Character Rebuild v1.1](#)
 - [Return <type> v1.2](#)
 - [New Player Deaths v1](#)
 - [Physical Attacks v1](#)
 - [Spell Crossover v1](#)
 - [Staff Thrust v1.0](#)
 - [Storage Locker v1.0](#)
 - [Limited Reset v1.0](#)
 - [Magic Skills Playtest](#)
 - [Magic Spells Volume 2](#)
 - [Smithing Playtest](#)

Getting to Camp Harrington

[From I90 \(West of Worcester\)](#)

Take Exit 10 off of I90. Follow the sign for I290 East - Worcester. Follow I290 East to Route 140 North exit 23B. Follow Route 140 North for 1 mile. Take a left onto South Sewall Street. The entrance to Camp Harrington is ½ mile on the right.

[From I90 \(East of Worcester\)](#)

Take the I495 North exit off of I90. Follow I495 North to the I290 West exit. Follow I290 West to Route 140 North exit 23B. Follow Route 140 North for 1 mile. Take a left onto South Sewall Street. The entrance to Camp Harrington is ½ mile on the right.

[From I495](#)

Follow I495 to I290 West. Follow I290 West to Route 140 North exit 23B. Follow Route 140 North for 1 mile. Take a left onto South Sewall Street. The entrance to Camp Harrington is ½ mile on the right.

[From I190](#)

Follow I190 to I290 East. Follow I290 East to Route 140 North exit 23B. Follow Route 140 North for 1 mile. Take a left onto South Sewall Street. The entrance to Camp Harrington is ½ mile on the right.