

Volta – Defiance and Revelations

The quiet calm still persists throughout Volta as taverns flow with Voltan ale and talks that once centered on mundane life – mining, farming, raising livestock, and the restoration of the Voltan line of war-horses – move toward that of a more troubling subject. The forces of the evil led by Daniel Redpath have returned to threaten Volta. This time they would claim the lands as their own, but the Voltan forces have risen to meet his challenge. The line has been drawn at Argent’s Wall, and the battle rages on.

Adventurers and local townsfolk in the vicinity of Dannerau continue to report strange sightings in the vicinity of the ancient tower that emerged from the mists rolling off of Lake Ardynn. Attempts to enter the tower have failed, as none who have entered the strange mists have been able to find an entrance to the tower. Local citizens have also reported seeing colored lights shining out of the windows at the top of the tower. Several local merchants seem to be complaining about an outside company infringing on their territory. When questioned further they have no comment, but tensions seem to be building against outside competitor. Captain Grofeld Gerling is seeking adventurers willing to assist in a salvage operation of the original Ironhide, lost in 543 ER, having located the wreck during his voyage across Lake Ardynn. Captain Gerling may be contacted via falcon prior to the May 24, 608 gathering for those interested in arranging employment. The Bel’fen clan of gypsies has a caravan due to arrive this month, but they seem to be running late.

The Ralsharr, Sarr freed from the Dorrathai of Goldstarr, remain under the care of Frostguard, who continue to reintegrate the former slaves into Voltan society. Tensions are high between these newly freed Sarr and all that live around them as they try to make their own place in the Icewash Valley of Dinsdale. The passage of caravans through Dinsdale continues to be sparse, especially along the rivers, although Bolton’s Brigade and the Brothers of the Broken Circle have kept bandit activity to a minimum. Sentries manning the parapets in Hadran, Icemeet, Velno, Luft Castle, and Castle Aberdeen have reported sighting a strange armored creature with a skeletal face and eyes of blazing red flame. While the creature has remained outside of bow range, its appearance was prefaced by an increase in winds and a strange howling. The citizens of Icemeet have begun to recover from the quakes that rocked the city in February. Many building foundations were severely damaged and Lord Argin Mortigo has initiated numerous construction repair projects throughout the city. The oath-breaker Benton Figgs has suffered his final death at the hands of the Court of Dinsdale and their allies, ending the criminal’s 5-year reign of terror. Ducal hunting grounds in Northern Volta have been finding game animals brutally ripped apart. The grounds keepers guess it to be the works of a few enraged or starving bears from the north, but none have been spotted and no tracks can be found. Ducal rangers have begun hunting the grounds for poachers, and seek to put them to death.

Under the direction of Lord Drake Tamarack, his estates in the Anymdin Mountains, destroyed by the Plague, are being restored to their former glory. Reports continue to be heard of a strange stone elf occasionally appearing at the estates at twilight. The harvests have yielded bumper crops and the local wildlife seems to be flourishing as well. The rangers of Anym have reported that the Hadran woods have grown more in the last year than they have in the last ten. Its borders seem to be growing, some exaggerate saying that it is as if the trees are getting up and moving themselves. The trees are lush and green, beyond what is seasonable. A handful of the scouts that have entered the woods have reported nothing out of the ordinary. Several small farms were found abandoned in the Barony of Anym near the river Hadran, just south of Axelburg. There were no signs of a struggle; it was as if the farms were simply abandoned. Some say the farmers had moved on, but others point to the unpacked personal belongings and rumors of a mysterious caravan moving along the river as signs of a more ominous force at work.

The women and children of the Raven tribe have come under a great deal of duress from the other tribes for what their tribe has done in the past. Defenseless, the Raven tribe has looked to Baroness Cynthia Timmons and Baron Regent Baylor gan Phaebos for aid, formally requested the assistance of both the Baronies of Anym and Zarkym. One tribe in particular seems to be pressing its assault upon all those that follow the Raven. The Shark tribe claims their actions to be that of vengeance for the fallen and revenge for those wronged, claiming that the punishment the Raven tribe received is not equal to the blood they took and that they seek to even the scales.

In the lands of Cathym the goblin tribe known as the Kradd Elite has been stirring. The tribe is in a state of unrest and several chiefs of the tribe have been reported as arming their people for war. This tribe has existed since the days of the goblin wars, and in the past has come to peaceful agreements with the residents of Cathym, resulting in very few conflicts. The Kradd have not issued a statement of intent or cause for war banners flying. One sizable war party has been seen heading for Luft Castle. It is yet to be determined if they march for aid of the Duchy or for some other purpose. Their blades would be a welcome addition to the standing forces. Adding more confusion to the situation is the apparent murder of a Shaman of the Kradd who was found dead in his lodge. It is said that he retired to meditate, seeking his totem, only to be found dead in the morning, covered with hundreds of tiny spider bites. Rumor has it that his tribe has joined with other Kradd to seek out whatever force struck out at their Shaman.

The lost valley of Goldstarr has had no contact with Volta in several months. It is rumored that a King of the Dwarven people made an appearance at Luft Castle during the attacks from Redpath. In the months that followed, Dwarfs of exceptional skill have been seen on the front lines fighting alongside Voltan forces. They lend aid when it is needed, ask for nothing in return, and then leave as suddenly as they arrived. The Lord General of The Voltan armies, Alexander Grenditch, has ordered that the Dwarves are to be assisted if they seek aid along Argent's Wall.

A number of hunters from the woods north of Cascadia in the Barony of Cathym have come back with stories of massive packs of roaming wolves moving north. Others tell stories of wanderers clad in rough-spun cloth who seek out those well versed in the hunt, eager to hear tell of their most thrilling hunting stories. They stay for a time at trading outposts, speaking with hunters only to disappear as the moon becomes full.

The Baronies of Cathym and Dinsdale have been forced to rebuff renewed assaults on Argent's Wall by undead under the control of Daniel Redpath. Voltan citizens fear that the lands to the north may be lost for good. Contact has been lost with Castle Aberdeen and Castle Inverness, and the estates are assumed to be claimed by Daniel Redpath. Redpath's attacks in the beginning of 608 ER swept through all of northern Volta, but his progress has been halted at Luft Castle due to the courageous actions of those who heard the call in February of this year. The actions of the heroes that rose to face Daniel Redpath have ended the threat known as "The Wendigo". A large portion of the forces that stood against Volta, known as "the undying", have dissipated. Members of The Watch and scouts previously sent north have started to resurrect in circles across Dinsdale and Cathym. Earl Artos Voltan has put out a call to arms to all those who would stand for Volta against this villain and would rid our lands of his sinister presence. We gather on the Twenty-fourth of May, 608 ER, at Luft Castle.

Sir Anton Valence, Royal Knight of to King Mykal Endarr II of Evendarr, has announced the convening of a Council of Lords to decide a matter of great importance to the Duchy of Volta and the Kingdom of Evendarr. Those holding titles of Lord, Lady, Baron, Baroness, and Earl are expected to attend or send representative to stand in their place. The Council will convene at the beginning of the gathering.

The lines have been drawn. The battle declared. Will you stand and fight?

Out of Game Announcements

It is our pleasure to announce the 1-day Volta event at Camp Harrington for Saturday May 24, 2008!

1. The cost for the event will be \$45 for the day to PC (free to NPC).
2. The price of a New Player Pack is currently \$40 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 9 AM and end around 9 PM with event clean-up occurring between 9 PM and 10 PM.
6. 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.
7. 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.
8. 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>.
9. 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 2008 and the future!

Best,

Adam Elbirt and the Volta Staff
NERO Boston/Epic Adventures LLC
aelbirt@nac.net

Volta Staff

Adam Elbirt and Tom Marston – Campaign Directors

Doal Bartlett, Brent Desmarais, Bob Hess, James Marston – Campaign Writers

Lucas Adams, Gabrielle Kilponen, Sam Marston – Part-Time Campaign Writers

May 24, 2008 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 May 21, 2008, 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. The event takes place at Luft Castle in Cathym and all in attendance are enjoying the hospitality of Lord Theon Dayne, Baron of Cathym.
5. 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](#)
 - [Harmonics v14](#)
 - [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.