

National – Breaking Point

The day was coming.

From the city of Tarsalon came forth the knights of courage and strength to do battle. Into the mountain pass they strode, heads held high and weapons gripped in dark scaled claws. The enemy was terrifying, monstrous, unstoppable, but they would hold him. They had to hold him. The world needed them to hold while their forces assembled.

The day was coming.

The fish was curious. It was new to these waters, having coming in on an errant current, and had not seen such a reef before. It darted this way and that, trying to understand. The shape was like the fish itself, but stood on end, and that was as far as its intellect could go. Then it darted away, swimming in panic as a pair of glowing lights suddenly came from the top of the reef. And the fish jerked to the side as another pair of glows emerged in the gloom and murk. More and more pairs of glowing lights appeared, bringing illumination to a world that had never had more than the faintest glimmer shining down. A vast army of shapes took form and began to move. Slowly, inexorably, they moved towards the distant shore, the long march, and the battle that awaited.

The day was coming.

In halls of stone the hammers were still. In rooms of rock the forges were cold. In caverns of mead and meat the benches were empty. In the vast dark tunnels of the underground realms was silence of a kind few could remember. The dwarves were gone. The war-call was sounded and they marched as one united people. To the surface where destruction loomed. The dwarves marched to war once more.

The day was here.

The time was upon them all. The Great Enemy had struck in fire and darkness. His forces were strong, relentless, inexorable. As armies marched and preparations were made it fell to the few to turn the tide and decide the outcome. They would meet, gathered together in common cause and singular purpose. Their knowledge and will had been dearly bought with blood and sacrifice. They were scarred and hurting. But they would come. It was time to end this. The day was here.

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Greetings to the People of Avalon,

Let it be known that the Great Enemy and his forces have marched upon the Kingdom of Tarsa. The battle has begun. It is believed by The Enemy himself and Miles Endarr that the Kingdom of Tarsa is the strongest kingdom in Avalon, and therefore must be the first of them to be smote from the land.

I have spoken to the Council of Tarsa, and they have informed me that their Army is holding for now, but will not for long. They have called for aid.

I ask all that have the strength of character and arms to join me and march North to the lands of Tarsa. The battle against Oraban shall be great and terrible. His armies are vast and powerful. But so too are we! Join me in the North. Join me and honor me with your bravery and sacrifice.

On the night before the battle, on the outskirts of the city of Tarsa, I shall hold a feast, where we shall drink, be merry, tell tales, and prepare ourselves for the following day.

Anyone who shall answer the call shall not be turned away. This is a battle that shall decide the fate of our world. It shall echo throughout the Ages.

May the Eyes of the Dark Lady watch over you all!

By my blood and blade,

Trivanus Lithanos
Baron-Regent of Havencrest
12th Seat of the Kingdom of Tarsalon
General of the Armies of Tarsalon

Out of Game Announcements

It is our pleasure to announce the 1-day National event at Camp Harrington for Saturday January 9, 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 \$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. Note that quiet hours start at 10 PM, please be respectful of those living (and sleeping) in the camp office building next to the main lodge.
6. Please park your cars 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.

Best,

Adam Elbirt

NERO Boston/Epic Adventures LLC

aelbirt@nac.net

January 9, 2009 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 January 6, 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.

Getting to Camp Harrington

320 South Sewall Street, Boylston MA

[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.