

Volta – False Redemption

It has been a hundred years. In that time you have seen the fall of the country you love. You have seen its most revered families tarnished. You have seen the people you swore to defend bend knee to a tyrant from a black kingdom. All that you loved and fought for turned black and rotten.

It has been a hundred years, and the loss still cuts you like a knife.

It comes back to you, again and again, that first moment of loss, as you make your way west. The moment you heard that the impossible had happened, that the undefeatable had been laid low by treachery. Time stopped. The sun no longer shone as it once did. Your breath caught in your chest. No one thing had affected your life nearly as much, not even your death. There was before that moment, when you heard that news, and there was after. It cut your life into two pieces, as neatly as if it were done with an axe.

It has been a hundred years, and nothing has been the same since.

And now, in service to your oaths, you go to the one place in the country you love you wished never to return to. A land of darkness for you, but no less a part of the land you are sworn to. A place you hate, but a place you need to make things right.

It has been a hundred years, and now you return to Dinsdale.

People of Volta:

The former Baron Ian Gerling and his armies have struck against the sworn defenders of the people and his armies have clashed with ours. Voltan blood has been spilt. Though he claims he is acting in the best interests of the people of Volta, he has still slain men and women who stand for their homes against a corrupt and twisted force. His actions have seen two former Barons of this land rise from their peaceful rests to further his own cause. Make no mistake; he is an enemy of Volta.

The forces arranged against us have now move into Dinsdale. Their aim is Hawley, for it is the burial place of the ancestral lines of Dinsdale. We have already seen two heroes of this land twisted and corrupted. Let us honor and remember our heroes as they were in life, and should we meet their risen forms remember that they are just husks of the men they once were. Vengeful phantoms of great men now gone. Seek to root out this insult done to their names, and return our fallen leaders to their honorable graves. Let us also do what we can to protect the burial grounds of those whom still rest and not allow this shame to continue.

Heroes of Volta and of all the realms of you would stand against this injustice then I would ask of you to rally in Hawley with what forces can be transported quickly and easily. We will organize the defense of that ground when you arrive.

Artos Voltan

Earl of Northgaard

Lord of Uagadougou

Out of Game Announcements

It is our pleasure to announce the 1-day Volta event at Camp Harrington for Saturday July 25, 2009!

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 2009 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

Tim Barry, Doal Bartlett, Brent Desmarais, Bob Hess, Gabrielle Kilponen, James Marston – Campaign Writers

July 25, 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 July 22, 2009, 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 Hawley in Dinsdale and all in attendance are enjoying the hospitality of Lord Artos Voltan, Earl of Northgaard.
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](#)
 - [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.