

## **Volta – Pain, Loss, and the Search for Meaning**

The forces of the evil led by Daniel Redpath continue 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 as Redpath attempts to push into Northern Dinsdale and Cathym. The forces of Volta, rallying around the leadership of Earls Artos Voltan and Darren Fendahl, have held their ground. Meanwhile, Sir Anton Valence, Royal Knight of to King Mykal Endarr II of Evendarr, has ascended to the position of Duke Regent of Volta, having been charged by King Mykal Endarr with facilitating the selection of the next Duke of Volta in a manner consistent with the ways of the Duchy. Sir Valence arrived in Volta with news of the assassination of Ivarr Voltan, the previous Duke of Volta, announced at the gathering in May.

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 the outside competitor, identified as House Monet. Recently, all House Monet caravans – wagons and those driving them – have been clad entirely in black with a single seashell emblazoned upon them. The caravan from the Bel'fen clan of gypsies never arrived at its destination. All members are assumed dead. Gypsy members of the Lunarii and the Baljar have mysteriously gone missing throughout Volta. There is an outcry from the Gypsy community demanding that the nobility find out what is going on. In a shocking development, the harbor at Unity froze over in June and the city was attacked by a large number of ghouls that traveled over the ice. Various sections of Lake Ardynn have frozen over throughout the summer and raids have occurred along Eastern and Northern Volta, and citizens living along the river banks have begun disappearing at an alarming rate. Rivers throughout Volta have swelled nearly to overflowing and are now impossible to ford due to their increased swiftness, preventing passage into the Duchies of Ravenholt, Ashbury, and Niman.

The Ralsharr, Sarr freed from the Dorrathai of Goldstarr, remain under the care of Frostguard and the newly ennobled Lady Sorari Shadowspot of Dinsdale, 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. On several occasions the bodies of freshly killed game animals have been found in the Icewash Valley at the doorsteps of many of the inhabitants early in the morning. Sentries manning the parapets in estates throughout Northern Volta have reported sighting an inordinate number of ravens over the last few months. Meanwhile, order seems to have been restored in the Ducal hunting grounds in Northern Volta as a result of Ducal rangers hunting the grounds for poachers.

The harvests in Anym have yielded record crops and the local wildlife seems to be growing out of control, choking off hunting paths and encroaching on roads. The rangers of Anym have reported that the Hadran woods continue to grow unchecked and that passage through the woods is extremely difficult. Its borders seem to be growing as if the trees are getting up and moving

themselves. The Barony has received an influx of coin as a result of numerous auctions held throughout the year, expediting the ongoing rebuilding process. 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 and rumors of a mysterious caravan moving along the river points to an 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. The homes of Raven tribesmen have been found abandoned in three of the Voltan Baronies. The remaining members of the tribe seem to be consolidating within the boundaries of Zarkym. Housing is becoming stressed with the sudden influx of people. 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. The Shark tribe has pursued the Raven tribe into the lands of Zarkym.

People all over the Duchy have been experiencing strange prophetic dreams. They see a bear and a wolf side by side in a field of ice stalking a griffon, a bear and a weasel sleeping in the same cave, or a griffon ripped to shreds which lies dieing while a wolf with a bloodied maw stands over its body. The visions have caused the many tribes in Volta to stir and seek to find a meaning to these stark images.

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. One of the groups of The Kradd have stated that they are in Cathym on a personal vendetta. The others have not issued a statement of intent or cause for war banners flying, but those on the warpath have set up camp near Luft castle. 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. On the Eastern side of the barony of Cathym near the Ravenholt border, Evendarian forces are performing several military exercises.

The lost valley of Goldstarr has had no contact with Volta in several months. The Lord General of The Voltan armies, Alexander Grenditch, has ordered that the Dwarves of Goldstarr 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. During the daylight hours, a new enemy takes the front line while the undead flee from the sun. The Wolf Nation that once peacefully

lived to the north of Argent's Wall has joined forces with Daniel Redpath. Voltan citizens fear that the lands to the north may be lost for good. With two forces putting constant pressure on all fronts, the defenses are straining. 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 Argent's Wall due to the courageous actions of those who heard the call in February and May of this year. 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 Thirteenth of September, 608 ER, at Luft Castle.

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 September 13, 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](mailto:aelbirt@nac.net) with any questions and please contact all of Volta staff at [Volta\\_Staff@yahoo.com](mailto: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](mailto:aelbirt@nac.net)

## **Volta Staff**

Adam Elbirt and Tom Marston – Campaign Directors

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

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

## September 13, 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](mailto:aelbirt@nac.net) no later than September 10, 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.