

## **Volta – Rebirth and Dark Awakenings**

The year 607 ER has brought much relief to the Duchy of Volta. Many of the cities and towns, decimated throughout the course of 606 ER, have been rebuilt and their stalwart citizens have made the best of a difficult time. A quiet calm has settled over most of the lands and the monotony of day-to-day life has returned. Taverns flow with the Voltan ale and talk centers around mundane life, with mining, farming, raising livestock, and the restoration of the Voltan line of war-horses being the primary topics of discussion.

The lands of Zarkym have fared quite well over the past year. The price of Voltan ale has returned to its normal level prior to the Guild Wars of 606 ER. The McClaren family, in concert with the Caravaneers, has taken a direct hand in resolving many guild-related disputes, all under the watchful eye of Baron Regent Baylor gan Phaebos. There are whispers amongst the guilds that there are those that harbor a deep-seated resentment of the Baron Regent for the martial law imposed during the Guild Wars. It is generally held by many more that the swift action by the Baronial Court was necessary to quell the riots in Silton, Oberamigau, and Ardynn. Naysayers are quickly hushed. New trade alliances have been forged and merchants have spent many hours haggling with caravans arriving bearing the colors of merchant houses from the Duchy of Niman and the free town of Tjollengard. Adventurers and local townsfolk in the vicinity of Dannerau have reported strange sightings throughout the year ever since an ancient tower emerged from the mists rolling off of Lake Ardynn. Numerous adventurers have tried to penetrate the tower in search of treasure but none have managed to find the entrance once entering the strange mists that have remained in place since December of 606 ER. The prevailing opinion is that the tower is a device created by The Dark Path to slowly corrupt the land and turn all of the citizens of Zarkym into undead though no proof to validate this theory has been discovered. In an astonishing development, Captain Grofeld Gerling (grandson of Ian Gerling, the former Baron of Cathym) successfully navigated Lake Ardynn in November of 607 ER, traveling from Ardynn to Tallon's Hold aboard the Ironhide II. The voyage was the first successful traversal of Lake Ardynn in almost 70 years. Captain Gerling has indicated that he intends to attempt a salvage operation of the original Ironhide, lost in 543 ER, having located the wreck during his voyage across the lake.

The Barony of Dinsdale has prospered since Lord Scout Dinsdale ascended to the title of Baron in 604 ER and the expansion of Volta into the Northlands in 606 ER. The northern borders of the Barony, known as Argent's Wall, are no longer assaulted by undead descending from the Frostpeak Mountains. The Mountains themselves remain strangely quiet, and any scouts sent to investigate do not return. The Voltan army continues to lay siege to the city of Goldstarr in the north. Thankfully, the Sarr prisoners held by the strange lizard creatures known as the Dorrathai were freed due to the efforts of many Voltan adventures. These Sarr, calling themselves the Ralsharr, remain under the care of Frostguard and efforts by the free company 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 land. Barbarian and

Highlander alike seem to have achieved a level of comfort with the Court of Dinsdale now that the Baron and his retainers have restored the honor of the Douglas family, the former caretakers of Dinsdale. Over the past year, the city of Crystalia has been rebuilt after having been leveled by an explosion. While not the vacation spot of old, Crystalia continues to grow into a valuable stop along the northern trade route. Curiously, Bolton's Brigade and the Brothers of the Broken Circle have reported that the passage of caravans through Dinsdale has been sparse over the past few months although there has been no increase in bandit activity. Traders have followed the Silver River when traveling north to the Kingdom of Avendale and the Myanthean resistance, skirting the Frostpeak Mountains. While this adjustment in the trade routes through the Barony is unusual, there has been no impact as yet on the economy of Dinsdale, with record yields of livestock and crops being reported by the populace. Sentries manning the parapets in Hadran, Icemeet, Velno, Luft Castle, and Castle Aberdeen have reported sighting a strange creature with 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. Many citizens of Icemeet have reported a distinct aroma of sulphur permeating the castle and the outlying city. While the local militia has investigated, the source remains a mystery and Lord Argin Mortigo has sent out a call for all available alchemists to assist in eradicating the foul smell. Dinsdale has established a supply line to the remnants of the Kingdom of Myanthea. A small resistance has set up camp on the border of Myanthea and is taking in refugees from the fallen kingdom. Striving to remain independent, the resistance refuses to simply take supplies, but instead barter for goods with the meager funds left to them, or exchange their services as mercenaries and guards. Many of them still fly Myanthean colors proudly and look to retake their fallen kingdom. Finally, while the oath-breaker Benton Figgs remains at large, the Court of Dinsdale and their allies struck a decisive blow against the wanted criminal and his undead minions, destroying his spirit bottle and forcing him into hiding. Figgs has not been seen since the confrontation, which also coincided with a noticeable decrease in undead activity in the Barony.

The year 606 ER was kind to the Barony of Cathym. With the expansion of Volta into the Northlands in 606 ER, Cathym, like Dinsdale, no longer rebuffs the relentless assaults on Argent's Wall by undead descending from the Frostpeak Mountains. The citizens of Cathym are extremely fond of Lord Theon Dayne, Baron of Cathym and the senior Baron of Volta. Bumper crops were reported in 606 ER and record lodes of silver were mined and exported through the Kingdom of Evendarr, resulting in Cathym being the wealthiest Barony in Volta, passing Zarkym for that honor for the first time in over 50 years. The most notable occurrence in Cathym over the past year has been the disbanding of Murphy's Rangers, one of the free companies sworn into the service of the Barony of Anym. It is rumored that the majority of Murphy's Rangers were either slain by werewolves while passing through the Ulfwood, though this report is unconfirmed, or they have fallen in defense of their home barony while combating the plague. Investigations by the Court of Cathym are ongoing to discover the truth about the Ulfwood incident.

The Barony of Anym has suffered greatly from the war that took place within its borders, though it is now recovering well. Over the last year there have been many changes. The Lady Cynthia Timmons, Baroness of Anym, has officially declared that her Capital City shall be the City of Ostburg. This is to commemorate the location where the forces of Volta rallied together and stood united against the threat of the Plague and where she was chosen by the land to stand in its defense. Lord Drake Tamarack has ordered that his estates in the Anymdin Mountains be restored. There have been reports of a strange stone elf appearing at the estates at twilight on rare occasion. When approached, he evades contact. The Roseguard, the Baroness' personal honor guard, has been decimated – only three hundred remain, but they are more loyal to her than ever. Over the last year, the citizenry have recovered better than expected. The harvest in the year following the plague has yielded more than any on record. The local wildlife seems to be flourishing as well. This phenomenon has caused many scholars a great deal of concern and the Baronial Court is currently investigating. This investigation and the recovery of Volta's coveted chargers are the major concerns of the Barony.

The Raven tribe of Barbarians has sent all of its soldiers to Ravenholt to battle Theodoric. None have returned. 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, and as of this winter the tribe has formally requested the assistance of both the Baronies of Anym and Zarkym.

This past year has been good to the Lands of Volta. It was a time to recover that the land sorely needed, but it appears that time has sadly come to an end. The armies of Volta to the north that have defended the lands gained in the expansion have gone silent. The reports from the armies laying siege to Goldstarr are now weeks late. Scouts have been sent north, but none have returned or resurrected. Reports from Argent's Wall are that the ancient enemies that lie high in the Frostpeak Mountains stir again. Contact has been lost with Castle Aberdeen and Castle Inverness. Earl Artos Voltan has put out a call to arms to all those who would stand for Volta against this coming threat. We gather on the Second of February, 608 ER, at Luft Castle.

The Drums of War sound in Volta once more.

Will you hear their call?

## **Out of Game Announcements**

It is my pleasure to announce the 1-day Volta event at Camp Clara Barton for Saturday February 2, 2008. The cost for the event will be \$45 for the day to PC (free to NPC). Players are welcome to arrive at Camp Clara Barton any time after 9 AM. We will start the event at about 10 AM and end around 9 PM with event clean-up occurring between 9 PM and 10 PM. Also note that 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. Finally, while there is no additional fee for payments received at door, such payments must be made in cash. Please feel free to contact me at [aelbirt@nac.net](mailto:aelbirt@nac.net) with any questions or 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  
Epic Adventures/NERO Boston  
[aelbirt@nac.net](mailto:aelbirt@nac.net)

## **Volta Staff**

Adam Elbirt and Tom Marston – Campaign Directors  
Doal Bartlett, Bob Hess, Brent Desmarais – Campaign Writers  
James Marston, Sam Marston, Lucas Adams – Part-Time Campaign Writers

## February 2, 2008 Event Information

1. All players will receive a free set of new player equipment.
2. All players who pre-register and pre-pay by December 31, 2007, will receive 200 production points.
3. All players who pre-register and pre-pay by January 14, 2008, will receive 100 production points.
4. All players may turn in up to 50 goblin stamps for 200 production points. These production points are in addition to any bonus production points awarded to early pre-registered pre-paid players.
5. Please email Adam Elbirt at [aelbirt@nac.net](mailto:aelbirt@nac.net) no later than January 30, 2008, with requests for new player equipment and production.
6. Please see Adam Elbirt when arriving at Camp Clara Barton 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.
7. Character cards will be provided when checking in for characters in either the NERO Boston or NERO International databases. If your character is in another database, please bring a copy of your character card.
8. The event takes place at Luft Castle in Cathym and all in attendance are enjoying the hospitality of Lord Theon Dayne, Baron of Cathym.
9. NERO Play-Tests in Use:
  - NERO Formal Cantrips v4.1
  - Base 5 Damage/Healing v1.2
  - One Handed Block v1
  - Critical Parry Modification v1
  - Stop Thrust v1
  - Meditate v1.1
  - Additional Spells (Volume 1) v1
  - 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
  - Modified Detect Magic Spell v1
  - New Character Rebuild v1.1
  - Return <type> v1.2
  - New Player Deaths v1
  - Physical Attacks v1
  - Spell Crossover v1
  - Mind Effects Restrictions

## Getting to Camp Clara Barton

[From Boston](#): Take the Mass Pike West to the AUBURN exit (#10).

\*\*After the tollbooths, take the ramp on the right marked Route 12 South. Follow Route 12 South through three sets of traffic lights. Bear left at the fourth set of lights (by Wal-Mart and Cumberland Farms).

++ Proceed 1.2 miles. You will pass St. Ann's Church on your left. Shortly after St. Ann's, CLARA BARTON ROAD will be on your right. Turn right onto Clara Barton Road and proceed .7 miles. The George and Marie Chabot Health and Education Center parking lot will be on your right (approximately 1 hour from Boston with no traffic).

[From Springfield and West](#): Take Mass Pike East to the AUBURN exit (#10), and follow directions above, from the asterisk (\*\*) (approximately 50 minutes from Springfield with no traffic).

[From Hartford](#): Take Route 84 East into Massachusetts. Take exit for Route 20 East (Worcester). Proceed on Route 20 through eight traffic lights (you will be on Route 20 for about 10.5 miles). At the ninth light, (next to a Shell gas station) turn right onto Route 56 South. Bear right onto ENNIS RD. At the first stop sign, turn left. The George and Marie Chabot Health and Education Center is on your left (approximately 1 hour from Hartford with no traffic).

[From New York City](#): Take Route 95 North to Route 91 North to Route 84 East. Follow directions from Hartford.

[From Westchester/Putnam County Area](#): Take Route 684 North to Route 84 East. Follow directions from Hartford (approximately 2.5 to 3 hours from NYC area with no traffic).

[From Worcester](#): Take Route 290 West to Route 20 West (the first exit after the Mass Pike). Take Route 20 through four traffic lights. At the fifth light, take a left onto Route 12 South (by Wal-Mart and Cumberland Farms). Follow directions from Boston, beginning with the plus signs (++) (approximately 20 minutes from Worcester with no traffic).

[From Providence](#): Take Route 146 North. Take exit marked Central Turnpike. At the end of the ramp, turn left. Proceed for approximately 10 minutes crossing over Route 395 to Oxford Center. At the first traffic light, take a right. This is Route 12 North; proceed for approximately 3 miles. Take a left onto CLARA BARTON ROAD (watch for the sign for Clara Barton Birthplace and North Oxford Carpet Mills). Proceed 0.7 miles to the top of the hill. The Health and Education Center will be on your right (approximately 50 minutes from Providence with no traffic).