

Only one copper for five copies! Profits go to a better, brighter Albion!	NORSCA SAVED
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Fae Forge Fornicators Foxed Five-ways by Formidable Friends Fighting Fiercely

The fae of House K'harn, which Albion was recently defending against, didn't take their Fae War loss well and tried to seize power over our Norscan allies. More ancient fae trying to force themselves on free peoples, instead of becoming allies against evil! A lot of blood was spilt to stop the fae and the Norscans whose minds they'd taken control of with their magic forge. Sad!

No Fatalities in Norsca for Albion

Our brave heroes return from the field unscathed in brilliant display of unity, skill and preparation.

NEXT, TO TEUTONIA (the sequel)

Sable, that old Albion problem, is trying to ruin everything, again. He's still in Teutonia working on mysterious and dark plans in the ominous “Black Forest”.

SIR MORTLOCK DAYNE SAYS “DOWN BOY!” TO WEREWOLF HORDE

Werewolves are terrifying creatures and, as enemies, they're even scarier! Unless you're Sir Mortlock of Norholt and the Cast of Vengeance. Countless beasts assaulting the Albion line in Norsca were slain by the forces of Norholt, putting extra punch into the new Kingdom's reputation! Here's to Queen Elizabeth's new heroes and Norholt's successes!

ORDER OF AVALON - Sir Victor of the famous Lance of Deira is the new leader of the chivalrous Order of Avalon. Brave and strong for the common people! Humble and heroic!

## HERESY: NEW LAW TO KEEP ALBION GREAT

New heresy law promotes the Gods of Law and Ranalf and Mithras (non-nobles only). Only a few years ago the people of Cornwall were attacked by evil druids so the new law on heresy means rehabilitation or severe punishment for those who don't worship Albion's gods. Foreigners get a pass!

Here's to a bright and just Albion and putting wickedness down where it belongs: in the privy!

### Grief in the Algaia

The Algaia suffered tragic casualties numbering fifteen in total during the Norsca effort.

Algaia and Albion have been close and agree on many subjects. Their people are wounded by recent losses in Norsca.

Be kind to the next person you see from

Franconia, or any other part of the Algaia people's lands. Albion could need the same in the future, as it has before in times of tragedy.

### HOUSE K'HARN - EVIL PLOT!

These evil fae made a magic forge in Norsca a very long time ago and it was used to transform the people there into the Reavers that frightened Albion in the past. The people of Norsca have since become our allies and that's what we want to keep, so that's why Albion went abroad to help by opposing their enemies.

Problems at home still need solving, of course, and we at the Patriot have seen that these jobs are being worked on even when the Warhost are away fighting for freedom.

Of course, house K'Harn's cousins are House Heron so be on the watch for them trying to take control of Albion with the ways of Domination! Again! How many times must we beat them?

**LIGHT IN THE DARKNESS:** Dark whispers in Albion are about to take a huge kicking from Major Sir Montgomery Phillips and the new plan to reinforce the inspiration of the Gods of Law in Albion. The peace and healing of Damacest, the bravery and valour of Creed, the truth and justice of Draco, the bounty and beauty of Sastrines, the safe afterlife with Melaphine's guardianship, the honour and duty of Trask, the righteous vengeance of Solkar.