

DEAD LANDS

TERRITORY GUIDE

NEWFOUNDLAND
ROCK OF AGES



LEG1301

NEWFOUNDLAND: ROCK OF AGES

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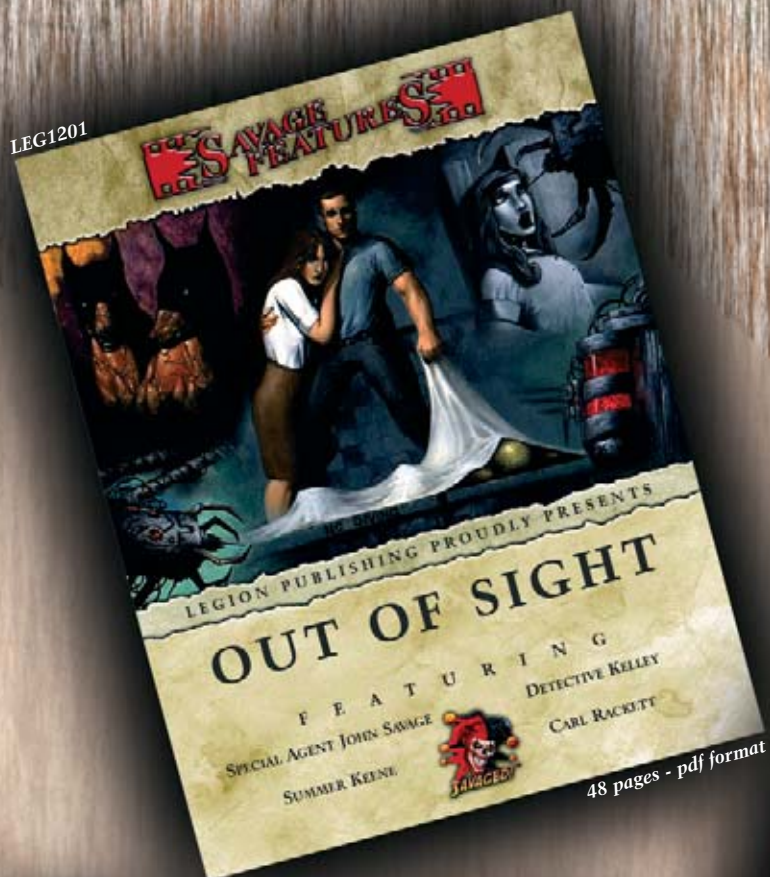
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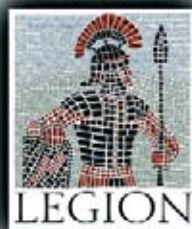
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We've added greater flexibility to this ebook by triple-statted the entire thing to allow you to use it, whichever flavour of Deadlands you play. Stats and rules are included for Pinnacle Entertainment Group's Classic Deadlands and Deadlands d20, as well as a conversion for Great White Games' superb Savage Worlds rules. What's more, using the wonders of Adobe Acrobat, you can select the system you play at a click of your mouse and only see the stats you need to use.

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Howdy stranger, and welcome to the first in Legion Publishing's series of Territory Guides for Deadlands™. Each title in this series will introduce an area of the Weird West... or beyond, for inclusion in your Deadlands games. Most of the material in this book is information suitable for the Marshal only, so if you're a player, you better scam before we have to bust out a noose!

This first book takes a close look at an area of the Great Weird North with great potential for trouble: Newfoundland. This little island has a long and distinguished history and is hotly contested by the great European nations as well as being an important part of the Dominion of Canada.

Like the other Guides to come in this series, this book provides you with details of the places and people your posse is likely to encounter on their wanders through Newfoundland and some of the difficulties they're certain to experience. In addition, there's a complete adventure included that'll chill their bones worse than the icebergs off the Newfoundland coast!

So grab your tin star Marshal, its time to take your posse to new territory. Just wrap up warm, 'cos it's cold outside!

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Requires the use of the Dungeons & Dragons (R) Third Edition Core Books, published by Wizards of the Coast, Inc.

Requires the use of the Savage Worlds rulebook, published by Great White Games.

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