



Overview

Centered around Lake Providence, the Providence territories are located on near the US/Canadian border (it is up to the GM to determine how close they want to set this region to the official 4th edition Great Lakes setting). Though each city in the region is its own state, the economic, historic and cultural ties between the cities are strong enough for the region to be considered a loose federation.

Outside of the cities are thousands of farms.

New Market

New Market is the largest and most powerful town in the region. Its wealth is primarily due to its fully functional automated Ancients' power station. This means that electric power is available to factories and houses in New Market. The Sanderson family controls this power station. Many times in the past the City has tried to take the station away from the Sandersons - twice by force - but to no avail.

New Market is open to sentients of any genotype. Money is the only thing that matters there. All bounties are issued from New Market.

Charity & Prudence

These twin towns are Seeker strongholds. The people of Charity and Prudence are generally peaceful, honest and hard working. Though technologically backwards, Charity and Prudence are wealthy

agricultural communities. Sadly this branch of the Seekers has grown to perceive New Animals as unnatural and blasphemous. Though they will not resort to violence (directly) it is clear that Charity and Prudence have used their economic power to keep Frog Town poor.

Frog Town

Frog Town is little more than a slum populated mostly by New animals and the worse deformed mutants. The originally inhabitants of the region were a colony of Groaks (man sized toads - see Overlord of Bonparr). When Charity and Prudence started using its influence to evict New Animals from the "human" cities, the refugees started to congregate around the old Groak colonies and Frog Town was born. Needless to say there are a lot of of Zoopremicist sympathizers in Frog Town.

Laketown City

Laketown is the second largest city in the region. It benefited from an artifact boom many years ago and controls one of the main trading routes into the region. Laketown nowadays is run by the Mob. The Messina family moved into Lakeside ten years ago after having been run out from New Market by the (late) sheriff Rush. From the safety of Laketown Tony Messina can control his considerable interests in all the cities of the region. These include running protection rackets, gambling and prostitution. Another important source of revenue for the Messina mob comes from smuggling alcohol, drugs and artifacts into Charity and Prudence.

Nowhere is the contrast between rich and poor starker than in Lakeside. On one hand there are the villas and night clubs of the gangsters, on the other the abject poverty of the ordinary people.

The Chateau

The Chateau is a village grown around a fort. The fort is the headquarters of the Watch, a band of rangers devoted to the protection of the region against external threats. The safety offered by the fort has attracted enough people and a village was born.

Corinth

Corinth is a boom town riding on a wave of artifact discoveries in its nearby hills. See the separate section devoted to Corinth for more details.

Keller's Pass

A trading post. Named after Major Keller great victory in the Badder Wars..

[Back](#)