

THE CADAVER FIELDS

is a flat and grassy expanse to the north of Mudpit mire and the Watertop hills. Weather here is usually cloudy and rain is very common. Heavy mist hangs close to the ground. Nothing beside grasses and mosses grows here. The lands are barren.

Cadaver fields are an ancient battlefield. Many battles throughout history happened here. The first documented ones happened before the age of men when giants and dragons ruled the earth. This battle happened between the Argum dragon empire and in the mountains and the giant kingdoms of Baldum in the grass lands and lakes. These kingdoms are since gone. Giant weapons still stand as monuments in the fields preserved by enchantment. Some are even mined for metal.

During the Demon excursion at the start of the first age of man. Cadaver fields were again used as a battle field. Demon armies attacked. Opening portals to the abyss using the negative energy already connected to this place they invaded and swarmed the fields battling to get to the city of Matris one of the great floating cities filled with powerful magocracies of the first age. They nearly got to the city but were pushed back. This demonic presence left its mark on the land and from this point on reports of undead and minor demons start to appear. Tiedfling population within the region skyrockets and remains stable ever since.

Today Cadaver fields are mostly avoided although a trade route runs on the edge of the fields with some towns scattered around. Nobody really lives in the fields themselves just animals and ancient forgotten monsters. Only thing resembling civilization are goblin tribes that live in the fields.

Human settlement is sparse at best. There are only three towns that manage to survive in the harsh environment. These are Alcomor, Muvila and Uhruk. All of them are on the edges of the fields. No villages or other settlements ever survive in the fields, if people try to establish them. Many mining villages and camps pop up to mine coal, copper and ancient adamantite weapons left from the wars. Most are wiped out within months of their founding by undead hordes, left over demons, goblin tribes or other beasts.

ALCOMOR: is the biggest town in the region. It has a moat filled with spikes and protective hill with a wooden wall on top, built around it. It is known to be a shady place with a lot of illegal trade. Poisons, Drugs, illegal magical components and items can all be purchased here. Government doesn't really reach this place and even law is corrupted. It is ruled by many different families of traders and mob bosses.

MUVILA: also known as the beast city. Is the second biggest city in the region. Originally founded by goblins it is populated by a variety of beastfolk. Bugbears, Goblins, Hobgoblins, Lizardfolk, Dragonborn, Tiedflings, Orcs and other species are prevalent. Because of the town's closeness to the Dorokum forest most people are hunters or wood cutters. Many mercenary companies can be hired in this town. A group of rangers keeps the town safe from the evils that lurk in the forest. Some barbarian groups come into town during winter to trade animal pelts and seek a warm bed and work.

UHRUK: located in the Watertop hills this town is the most industrial of the three. Mining activity is most prevalent here. Coal, iron, copper and lead are mined here. Many blacksmiths and metalwork factories located in the town. It is mostly covered in dark smoke from the factories and forges. Canons, ballistas and other weapons and war constructs like metal golems are manufactured here mostly for the Cothilian army.