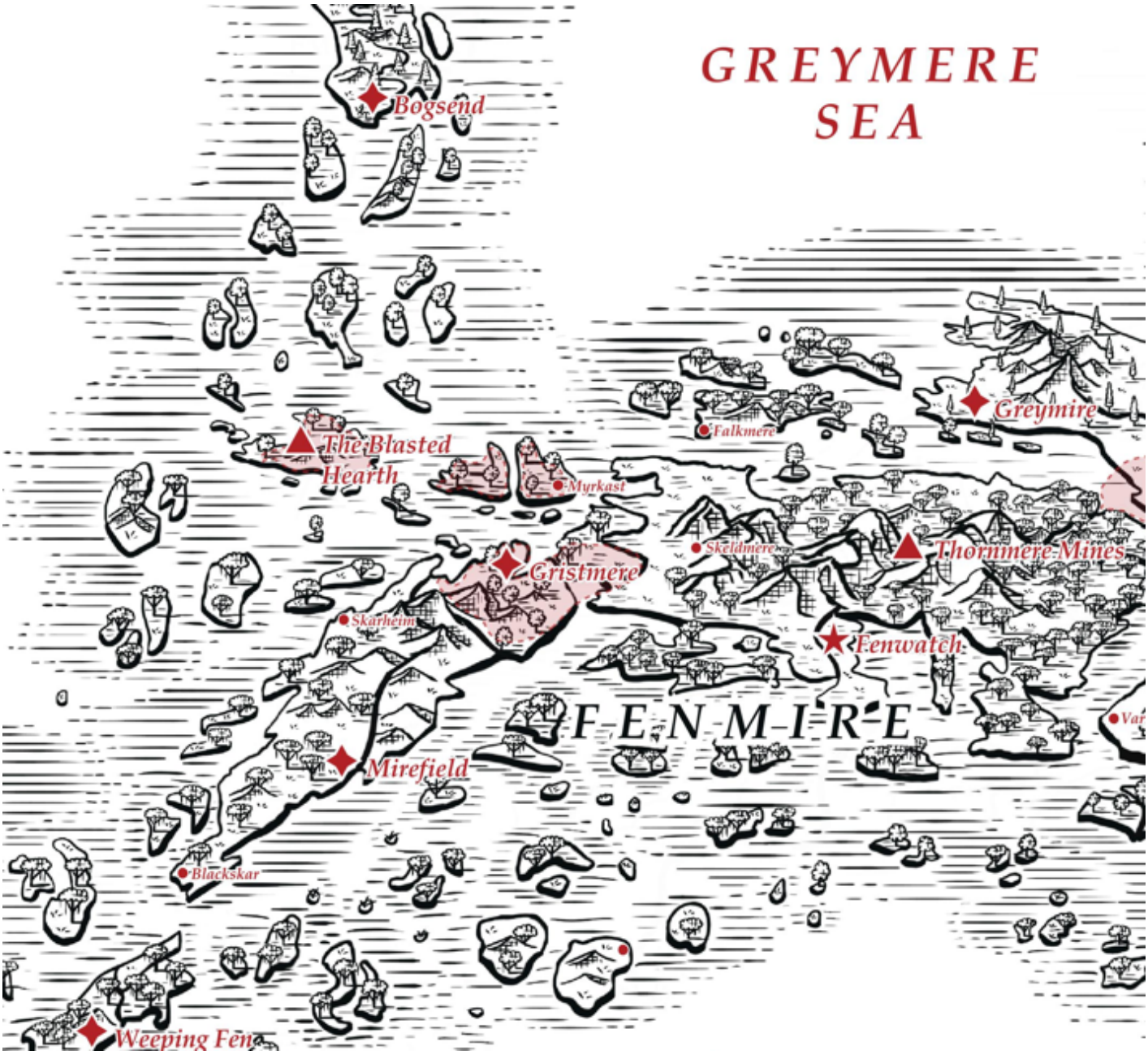
Bogsend

> *“We are not the lost. We are the ones who endure.”*
> — Captain Dain Harthollow

Bogsend is a remote settlement in Fenmire that has developed into an effectively independent refuge beyond the ordinary reach of House Harrowden. Difficult approaches, dependable local resources, and an influx of deserters and refugees have allowed it to survive with unusual autonomy during the Rotmire Blight.



Overview

Bogsend occupies unusually useful ground within the marsh, with access to fresh water, fish, game, forage, and small areas suitable for marsh-grown crops.

There are no reliable roads into the settlement. Footpaths and winding waterways serve as the principal approaches, making Bogsend difficult to reach without local knowledge.

The community relies heavily on barter and local production. Farming, fishing, trapping, hunting, and foraging provide much of what residents need.

History

Bogsend was once a small and isolated agricultural settlement.

During the first year of the Blight, deserting soldiers and displaced survivors began arriving in greater numbers. Their experience changed the character of the settlement.

Palisades, watchtowers, patrols, stockpiles, and regular drills transformed Bogsend from a hidden village into a guarded survivalist enclave.

Present Day

Bogsend recognizes no formal noble ruler. Authority is informal and closely tied to veteran soldiers and other residents trusted with defense and supplies.

Independence here is not ceremonial. It is measured in stockpiles, patrols, fish traps, palisades, and the willingness to do without anything the settlement cannot make, gather, barter for, or smuggle in.

Smuggling provides access to silver, medicine, and other goods that local production cannot replace. Stories also accuse some Bogsend groups of taking supplies from outside caravans and outposts, while residents describe such acts as necessary for survival.

Outsiders are treated cautiously, and the settlement remains fiercely protective of its independence.

Notable Locations

The Freehold

The Freehold is the principal gathering place for communal decisions and defensive planning.

The Stockade

The Stockade serves as a protected reserve for important supplies.

The Sunken Crossroads

The Sunken Crossroads is associated with the informal trade routes that connect Bogsend to the wider marsh.

See Also

- Fenmire
- Fenwatch
- House Harrowden
- Rotmire Blight

Revision #17
Created 2025-02-20 19:44:56 UTC by Sean Green
Updated 2026-11-16 16:06:49 UTC by Wiki Bot