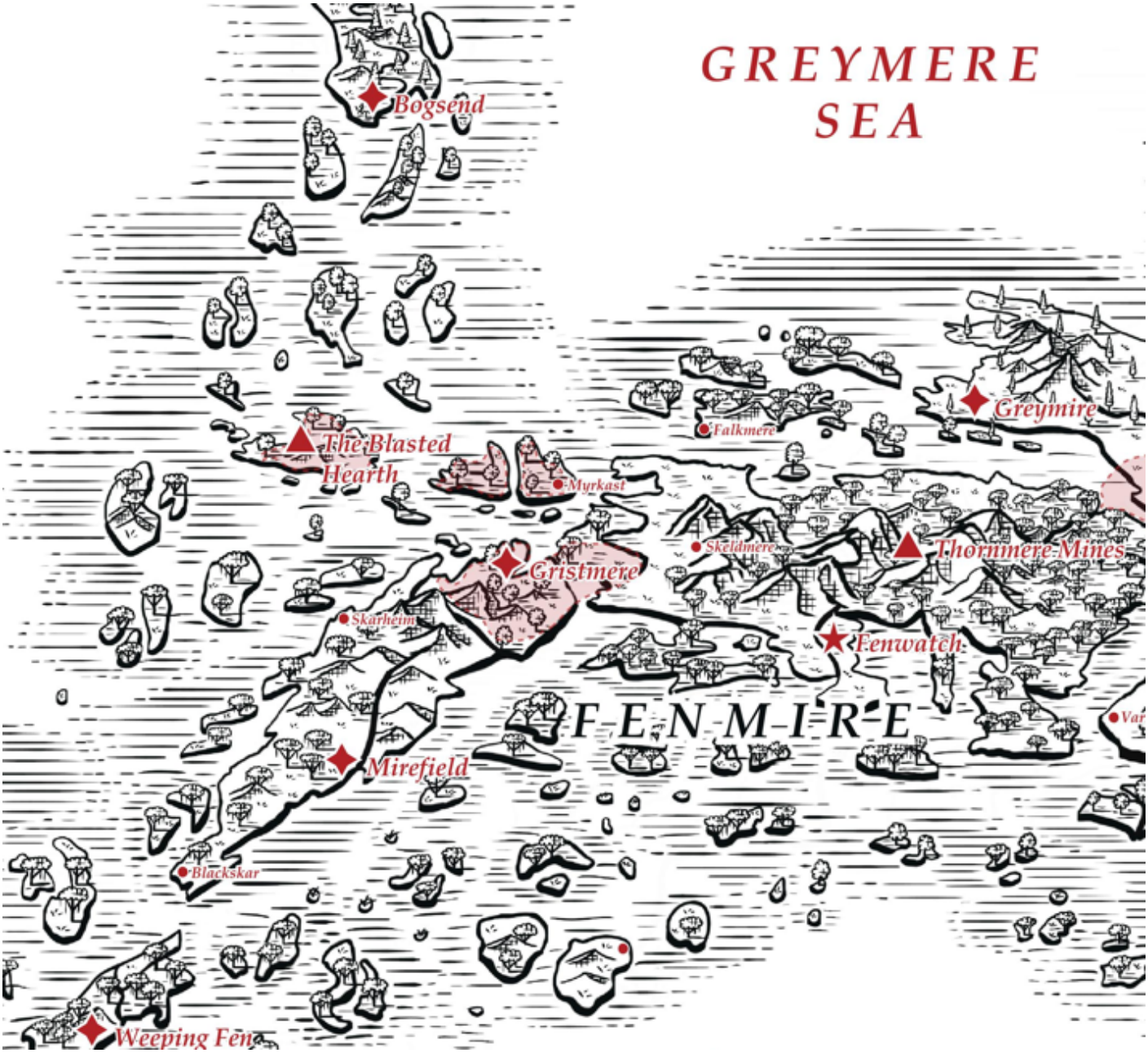
Fenmire Overview

Fenmire is a marsh region of Faulmoor ruled, where it can be ruled at all, by House Harrowden. Deep bogs, brackish channels, sinking peat, raised settlements, ferries, and pole-boats define a landscape where water has always mattered more than roads. The discovery of major silver deposits transformed Fenmire from a neglected backwater into one of the barony's most strategically important regions.



Overview

Permanent construction in Fenmire is difficult. Settlements cluster on firmer ground, raised platforms, stilts, salvaged stone, and older foundations. Travel depends heavily on local knowledge of waterways, islands, changing channels, and safe ground.

Living here means treating movement as skilled work. A short route may depend on a boat, a remembered channel, a raised platform, or someone who knows which patch of ground will still be ground tomorrow.

Fishing, trapping, foraging, ferry traffic, and small-scale trade support much of ordinary life. Conventional farming is difficult, and the region's isolation has encouraged communities that are practical, suspicious of outside authority, and accustomed to solving problems locally.

The Thornmere silver deposits altered Fenmire's place within Faulmoor. Silver was valuable before the Rotmire Blight and became essential afterward, giving House Harrowden political leverage that geography alone had never provided.

History

House Harrowden historically exercised uneven authority across scattered marsh communities through bargains, local arrangements, and control of the few routes that could be reliably taxed or defended.

The discovery of silver at Thornmere strengthened the house dramatically. What had once been peripheral territory became economically indispensable.

During the Blight, House Harrowden pursued isolation. Bridges and land routes were destroyed or abandoned, pushing more movement onto controlled waterways and ferries. This protected some interior settlements while leaving others cut off or exposed.

The fall of Gristmere damaged older transport and trade routes further, increasing the importance of ferries, local boats, and settlements able to maintain dependable landing points.

Present Day

Fenmire remains difficult to enter and difficult to govern. Water routes are essential, overland travel is unreliable, and many settlements depend upon local ferries or small craft.

Silver remains the region's greatest source of influence. Rumors that the Thornmere veins are failing circulate widely, while others insist scarcity is being exaggerated to preserve Harrowden leverage. Whatever the truth, access to silver is tightly controlled and politically charged.

The Blight has made fishing, scavenging, and movement through the marsh more dangerous. Some communities have turned inward, while others survive through smuggling, barter, and arrangements that would have been illegal or unnecessary before the crisis.

Notable Locations

Fenwatch

Fenwatch is the principal seat of House Harrowden and the closest thing Fenmire has to a conventional political center.

Mirefield

Mirefield is a fortified settlement associated with Harrowden authority and defensive efforts against the worsening conditions of the marsh.

Thornmere Mines

The Thornmere Mines are Fenmire's most strategically important economic site and one of Faulmoor's crucial remaining sources of silver.

Bogsend

Bogsend occupies unusually dependable ground within the marsh and has become a refuge for people seeking distance from failing settlements and noble authority.

Gristmere

Gristmere's fall helped sever older transport and trade routes through Fenmire, accelerating the region's isolation.

Weeping Fen

Weeping Fen grew around rich fishing grounds and much older buried stonework. It is now silent, with supply boats and scouts failing to return.

The Blasted Hearth

The Blasted Hearth is a partially submerged ruin on an isolated island, historically called the Pale Ruins in some older accounts. It remains associated with pilgrimage, relic-seeking, and unsettling reports from those who approach it.

See Also

- Faulmoor
- House Harrowden
- Silver and its Importance
- Rotmire Blight

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