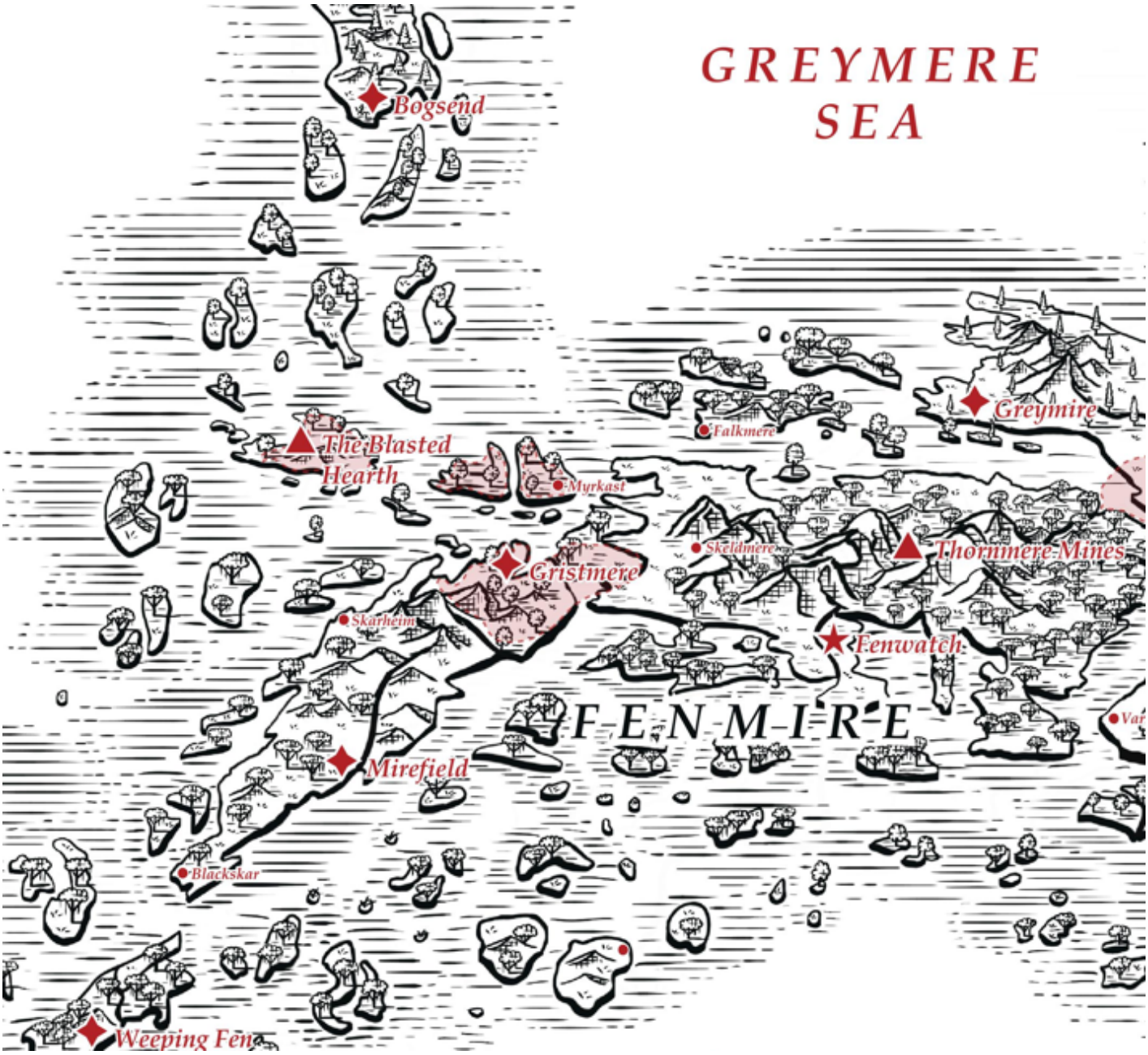
Fenwatch

> *“The swamp rises to claim it, the Blight knocks at its gates, but we remain.”*
> — Lord Garric Harrowden

Fenwatch is the capital of Fenmire and the principal seat of House Harrowden. Built where several navigable waterways meet, the settlement grew from a rough marsh trading post into the region's political and commercial center.



Overview

Fenwatch is built to survive unstable ground rather than conquer it. Much of the town stands on heavy pilings, raised platforms, boardwalks, and rope bridges above waterlogged earth. Treated timber, salvaged stone, drainage works, and improvised flood barriers are common features of construction.

Water routes matter more than streets. Boats, ferries, traders, fishers, smugglers, and laborers move through the same channels, making the town both a point of control and a place where official authority is constantly negotiated.

House Harrowden's strongest structures stand on the firmer ground available around the settlement. Watchtowers, palisades, hired guards, and fortified buildings protect the principal approaches.

History

Fenwatch began as a trading post used by merchants, trappers, laborers, and fortune-seekers moving deeper into the fens.

House Harrowden gradually established control through force, agreements, and command of important supply routes. The discovery of silver at Thornmere Mines transformed both the town and the house, bringing greater wealth, permanent fortifications, and political attention from the rest of Faulmoor.

Present Day

The Rotmire Blight has made Fenwatch more guarded without making it orderly. Suspected exposure can bring exile, detention, or removal from the settlement, while bodies believed to be Blighted are burned outside the inhabited districts.

Daily life is organized around water and scarcity: boardwalks have to hold, boats have to arrive, bodies have to be burned, and every consignment of silver or medicine invites inspection, bargaining, or theft.

Merchants and travelers face inspections, and corruption has grown alongside enforcement. Smuggling remains common because silver, medicine, food, weapons, and passage through the marsh are all increasingly valuable.

Rumors that House Harrowden hoards silver or manipulates scarcity circulate widely, though the true condition of the Thornmere veins is not publicly settled.

Notable Locations

Harrow's Rest

Harrow's Rest is House Harrowden's fortified seat in Fenwatch. Built from imported stone and iron on firmer ground, it stands apart from much of the town's raised timber construction.

The Sunken Stoat

The Sunken Stoat is a dockside tavern known for smugglers, mercenaries, travelers, and those seeking work away from official attention.

The Drowned Market

The Drowned Market is a floating bazaar where traders deal in marsh goods, salvaged materials, herbs, and other difficult-to-source wares.

See Also

- Fenmire
- House Harrowden
- Thornmere Mines
- Silver and its Importance
- Rotmire Blight

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