

Donnerwald

The lush and dense forests that blanket the south of the Eusian continent, home to both various druidic circles as well as the biggest and most famous Open Hall of Thunder - [Skyfather's Hall](#).

A dense and dark forest named centuries ago by settlers who first attempted to travel further south from the central kingdom of Eusia for the frequent storms they encountered trying to cross it. Donnerwald is a temperate rainforest, consisting of leafy deciduous trees in the north to dense and ancient spruce, fir and pine trees further south. While the region is not home to any mountain range as imposing as the [Stormcrown mountains](#), it's decidedly blessed with elevation and features many misty valleys, fast-running mountain streams, and impressive waterfalls.

It's also where the mighty [Donner river](#) stems from which is used as both a means of transportation in the southern parts of the continent, as well as a source of irrigation and drinking water to all who live near it.

Local folklore surrounding these forests is wide and varied, depending on who you ask and what their personal faith and profession are. Some claim that the trees themselves speak to ward off visitors, but this might simply be a charade created by the druids who have multiple circles here. Others claim that every thunderstorm on Eusia somehow makes its way to Donnerwald at least once, and that attempting to cut down a tree in the forest without seeking the blessing of [Thor](#) or the protection of the druid's Oakfather will see you cursed to be killed by the falling tree itself.

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