

Oak Landing

Oak Landing is the largest settlement in the southern reaches of the continent and sits on the Donner river at the edge of the deep southern forests of [Donnerwald](#). It serves as the principal gateway between the forests of the south and the river trade of the north.

Built along the banks of the Donner, its busy docks see many timber barges, merchant vessels, and ferries carrying pilgrims, day in and day out. It's a place of plentiful opportunity, from the laborers who keep the docks operating, to the merchants selling and trading wares on the markets, and the workers keeping its many warehouses stocked. Lumber cut in the Donnerwald, furs gathered in the southern wilds beyond the forest, and goods arriving from distant corners of Eusia all pass through Oak Landing's crowded warehouses and markets, as do many migrants and day laborers seeking work.

Oak Landing is formally governed by by a Baron, but much of the town's actual influence rests in the hands of merchant families and guildmasters whose fortunes are tied to trade along the Donner.

The presence of pilgrims bound for Skyfather's Hall and the deeper parts of Donnerwald, as well as trappers and hunters staging expeditions into the southern tundras add to the town's prosperity. Inns, outfitters, ferrymen, and traders compete for their business, combining with Oak Landing's river trade to make it one of the busiest settlements in the county.

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