

Piam

Great City	
Leader	Aleto of the Whitemane
Government	Martial Sage Rule (Meritocratic)
Primary Demographic	Beastkin (Katari, Faun), Humans, Elves, Coralfolk, Others
Area	Blankwi Basin
Aliases	The White City, Oasis of Winds, Calli’s Refuge
Touchstones	Santorini, Silk Road Oases, Arcane Desert Cities

Piam is a radiant oasis-city built from pure white stone in the heart of the [Blankwi Basin](#). Founded by [Calli](#), Sage of Sun, Wind, Loyalty, Knowledge, Darkness, and Protection, Piam represents freedom, artistic expression, wild beauty, and above all communal respect. Every soul is welcome here.

The city gleams like a beacon against the desert sands — a blank canvas the people paint with spiraling banners, colored glass ornaments, and the music carried on endless winds.

Background

Founding and Legends

Calli, the most loyal and calm of the Seven Sages, was said to wander the desert as a sandstorm with eyes — eyes that always turned away, shielding mortals from her true form. She arrived in the Blankwi Basin guided by her close companion [Guaar](#), Sage of Water, who revealed the underground lakes beneath the sands.

Calli vowed to create life here, just as her “elder sister” [Arbia](#) had grown forests in Iaras. She shaped the basin, drew windpaths through the stone, and with Guaar’s help opened the aquifers that would sustain her new city.

Piam grew around the oasis she revealed — a testament to endurance, beauty, and the belief that all people, no matter their origin, deserve a place to belong.

Architecture

Piam’s architecture resembles a desert Santorini:

- structures carved from bright white stone
- wind-channels carved into rooftops
- domes tinted pale green
- openings everywhere to let cooling breezes flow
- minimal glass (to allow airflow), but where used, it shines with brilliant color

The city rises in tiers toward the **Upper Oasis**, an elevated garden fed by hidden water channels. The eight outer walls of Piam each hold a gate, forming the city’s circular protective structure.

The underground level is just as important. Below the city lie vast aquifers: cavern-lakes filled with

coral, crystal, singing stone, and ancient ruins. Each aquifer has its own culture and inhabitants.

Culture and Faith

Piam's people are known for their expressive creativity and fierce mutual respect. Racism, arrogance, and cruelty are strongly condemned. While competition is common — especially in arts, performance, and martial skill — it is always paired with communal support.

Music is a spiritual act. It is communication, memory, ritual, and magic.

Though instruments are more common than pure voice magic, the winds themselves carry song, making Piam feel alive with shifting melodies.

Worship of Calli is central:

- The sun creates the shadows — darkness is simply light's echo
- Endurance is a virtue
- Loyalty is a sacred promise
- Knowledge is a guardian of freedom

The city welcomes all other deities, with shrines to Arbia, Ignor, Loumos, Guaar, and more.

Festivals and Traditions

Festival of Singing Winds (Mid Winter): A massive multi-stage concert held just outside the city walls. Artists and travelers fill the desert with music, while Piam's galleries unveil their finest artwork.

Blessing of the Sunstone (Mid Summer): In the central plaza stands the **Great Sunstone**, a massive crystal absorbing sunlight year-round. Its outer layers are chipped away in ritual, distributing powerful enchanted fragments to the city, honored citizens, factions, and chosen travelers. This ritual renews the protective **Sunstone Barrier**, which shields Piam from elementals, Wild Colossi, and lethal sandstorms.

Local Customs and Etiquette

A unique formal greeting is intentionally left undefined for player choice.

Other customs include:

- respecting stillness during strong winds — a sacred moment to Calli
- offering water freely to those in need
- avoiding loud conflicts in public squares
- reverence for singers, defenders, and scholars

Government and Power

Sage Rule

Piam has been under martial rule since a long-ago incident with the [Shadows of Spefur](#). The Sage holds primary authority, supported by:

- **The Order of the Sages** — guardians of law, desert rangers, and water protectors
- **The Beholders** — scholars who guard ancient ruins and maintain magical security
- **The Windriders** — scouts and rumor-gatherers riding trained desert beasts

Sage **Aleto of the Whitemane**, a Katari Leonin, rules with strict discipline and great humility.

Sage Selection

Candidates must survive the **Trial of the Desert**, a brutal endurance test submitted by the Beholders, the Windriders, and the Order. They traverse the desert with minimal supplies while assaulted by magic from afar. Many perish; the survivors earn the right to be Sage.

Economy and Trade

Exports

- Legendary colored glass (world-famous)
- White stone
- Desert dyes and powdered pigments
- Sunstone fragments
- Crystal from aquifer walls
- Water-brewed wines
- Desert spices and perfumed oils

Imports

- Metal (from [Rudiana](#))
- Wood (from [Iaras](#))
- Food (mostly from [Kalzendil](#))
- Arcane tools (from [Rurua](#))
- Illicit goods traded with [Borunoa](#)

City Relations

Kalzendil: deeply respected, major food supplier **Rudiana:** close ally, imports white stone & ores
Iaras: good relations; Piam attempts reforestation aid **Rurua:** strong arcane partnership (Beholders

active in both cities) **Toru**: trusted maritime ally **Borunoa**: dangerous trading partner; careful diplomacy **Tractas**: welcomed when near the basin’s entrance

Geography

The [Blankwi Basin](#) is filled with ancient ruins, shattered boats from a lost lake, shifting dunes, and elemental dangers. Long ago, the basin was a massive lake at the heart of an advanced civilization using steampunk-like technology. A catastrophic explosion shattered the mountain rim, draining the lake into the sea.

Piam was built atop these ruins — some still buried and active.

Climate and Environment

- Extremely warm desert climate
- Strong, constant winds
- Cool interiors due to white stone and airflow design
- Underground areas are temperate and humid
- Elementals, Wild Colossi, scorpions, sand-spirits, and ruins litter the region
- Nomads rarely travel here except when Tractas passes the basin entrance

Travel and Access

Travel is hazardous due to elementals, shifting sands, and ruins. Access routes include:

- Eight city gates in the outer walls
- Windrider patrol paths
- Desert runner routes
- Narrow canyon roads carved through ancient stone

The Sunstone Barrier protects Piam from the worst of the desert’s wrath.

Piam endures as a city of light, wind, song, and unity — a place where creativity and loyalty shine as brightly as the desert sun.

Notable People

Page
Aleto of the Whitemane
Mark Rumboldt

Notable Features

The Ivory Tower

A headquarters for [The Beholders](#). The tallest building in Piam.

The Salted Stirge

A local inn.

Page	Blurb	Tags
Choral forests	One of the Aquifers under Piam, coral transfers the beautiful melodies.	aquifer
Floral Crystal Caverns	One of the Aquifers under Piam, crystals all around reflect the light beautifully.	aquifer
Obsidian Tunnels	One of the Aquifers under Piam, pitch dark tunnels form all around this area.	aquifer
Solstice Shores	One of the Aquifers under Piam, an underground beach for leisure.	aquifer

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