

# Piam

<b>Great City</b>	
<b>Leader</b>	<a href="#">Aleto of the Whitemane</a>
<b>Government</b>	Martial Sage Rule (Meritocratic)
<b>Primary Demographic</b>	Beastkin (Katari, Faun), Humans, Elves, Coralfolk, Others
<b>Area</b>	<a href="#">Blankwi Basin</a>
<b>Aliases</b>	The White City, Oasis of Winds, Calli's Refuge
<b>Touchstones</b>	Santorini, Silk Road Oases, Arcane Desert Cities

Piam, the white city. Built from white rocks carved from the bottom of the mountain range surrounding the [Blankwi Basin](#)

## Background

## Notable Features

### The Ivory Tower

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

### The Salted Stirge

A local inn, the PCs have spent a lot of time here.

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

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Last update: **2025/10/25 21:02**

