

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, the white city. Built from white rocks carved from the stones of the mountain range surrounding the [Blankwi Basin](#). Said to be founded by [Calli](#).

Background

Piam has always been a sight to behold. At first, you barely notice its existence, as the houses are as white as the sands that surround it. But as you come closer, you see that Piam is a green oasis in the otherwise blank Blankwi Basin. Water seems to be pulled from underground aquifers and many passageways into these underground lakes exist.

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
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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