

Piam

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| 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 passagesways 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.

| 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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