

# 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](#). Said to be founded by [Calli](#).

## 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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