

# Theaceae

*Jeremy L Thompson*

# CONTENTS

<b>Introduction.....</b>	<b>3</b>	2.3. Guilds of the Illithid Empire .....	5
<b>Chapter 1: Astral Sea .....</b>	<b>4</b>	<b>Chapter 3: Githyanki and Githzerai...</b>	<b>6</b>
<b>Chapter 2: Illithid Empire .....</b>	<b>5</b>	3.1. Githyanki .....	6
2.1. Cities of the Illithid Empire .....	5	3.2. Githzerai .....	6
2.2. Noble Families of the Illithid Empire	5	<b>Chapter 4: Dragons .....</b>	<b>7</b>

# INTRODUCTION

Welcome to the Astral Sea, the realm between realms, full of intrigue and mystery. The Astral Sea is dominated by the Illithid Empire, but aside from internal infighting between noble houses, the region has been largely peaceful for millennia. The powerful dragons and the proud Githyanki are two the most notable holdouts from joining the Empire, but mutual distrust keeps them from allying against the Empire.

# CHAPTER 1: ASTRAL SEA

A description of the differences between the Astral Sea and material realms will go here.

## CHAPTER 2: ILLITHID EMPIRE

The Illithid Empire is the dominant faction in the Astral Sea. The Empire strives to maintain stability in the Astral Sea and carefully reconnoiters other realms while trying to remain unseen.

At the top of the social strata in the Empire is Elder Brains and Mindflayers. Other races can raise their status in imperial society and bureaucracy by joining with an intellect devourer, becoming host to these lesser Illithids and melding their mind and memories with those of previous hosts.

### CITIES OF THE ILLITHID EMPIRE

The majority of the population in the Empire lives in the large city-ships or in massive metropolises inside of terraformed bodies of rock.

City-ships of varying size travel the Astral Sea, seeking resources and keeping peace throughout the Astral Sea. These city-ships have widely varying culture and capabilities based on the inclinations and interests of the noble family of Mindflayers that runs the city.

The large metropolises are carved out of massive, freely drifting chunks of rock in the Astral Sea and made habitable by arcane secrets closely guarded by the Terraformer's Guild. These metropolises are commanded by Elder Brains but permission for a noble house to operate in a city is great honor. Various metropolises have been moved to key locations of magical importance and are fiercely guarded by the Imperial Navy.

This section will include a list of cities of note.

### NOBLE FAMILIES OF THE ILLITHID EMPIRE

This section will include a list of noble families and their goals.

### GUILDS OF THE ILLITHID EMPIRE

There are several guilds in the Illithid Empire. While these guilds do not have the level of power in authority granted to noble houses, they do have authority over guild members and rules and regulations governing the activities that the guild has been given dominion over.

A full list of the guilds in the empire will go here.

## CHAPTER 3: GITHYANKI AND GITHZERAI

The Gith were once elves from Theaceae. They were pulled into the Astral Sea when the elvish druid's efforts to pull energy from the Astral Sea and the Fey realm ended in disaster, almost completely sealing Theacea off from the Astral Sea and the rest of the realms. Two major factions developed as a result of this incident, the Githyanki and the Githzerai.

### GITHYANKI

The Githyanki are dedicated to restoring the glory of the old elven civilization. They have few allies, but they remain one of the strongest factions that has resisted joining the Empire and see the Illithid Empire as their greatest enemies. The Empire, on the other hand, sees the Githyanki as a minor nuance and largely ignores their activities unless they impede imperial goals.

### GITHZERAI

The Githzerai recognize the danger in their old druid experiments and work to repair the damaged that was caused. They are dedicated members of the Illithid Empire and work to ensure peace in the Astral Sea and prevent danger coming to other realms experimenting with astral energies.

## CHAPTER 4: DRAGONS

While ancient dragons commonly traversed the Astral Sea, they largely preferred to remain in material realms with easier access to treasures created by other races. Some dragons were swept into the Astral Sea by the Theacean incident and have since made their home there.

The Illithid Empire sees these dragons as a powerful threat, but since they can typically be appeased with offerings of treasure, the Empire largely leaves these dragons alone unless they make a habit of preying upon the ships and citizens of the Empire.

These dragons have long memories and still distrust the Githyanki due to the old elven druids stealing and experimenting upon their young; however, they will occasionally work together with the Githyanki when they receive sufficient offering of treasure, especially if that treasure contains old artifacts from Theaceae.