Mythic Mastery: Mythic Aliens The Xilit



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Xilit

Xilits are an industrious race of hyper-evolved insects which roam the galaxy aboard massive artificial planets called hives in an endless search for the resources needed by their queens to continue producing more xilits. Xilits have a highly organized society divided into two distinct classes: the worker and the warrior, which are physically and culturally distinct from one another. Xilits are able to work in perfect harmony due to their hive mind, which for the xilit makes meaningful contact with other races an unpleasant chore.

Physical Description: A xilit is always within an inch or two of 5 feet tall and weighs about 100 pounds. While xilits have 6 limbs, their middle pair of limbs are so small and undeveloped as to be useless to them. A xilit's other 4 limbs function in much the same way as a humans, though xilits have a quartet of small pincers instead of fingers, and lack feet entirely, with their legs instead ending in a sharp point. Xilit bodies are covered with a thick exoskeleton that protects their delicate insides. Xilits' carapaces are usually black with red or blue stripes, though the exact pattern is unique to the queen who created it. All xilits have complex compound eyes and small mouths flanked by a pair of large, but not particularly powerful, incisors. Xilits have two antennae which are used primarily to supplement their otherwise limited visual and olfactory senses. Xilits belonging to the warrior caste have large wings and a stinger extending from their thorax, which can be curled around at extreme speed. Except for xilit queens, all xilits are genderless, both in the fact that they are incapable of reproduction of any kind, and that their society has no concept of gender, or indeed many concepts relating to the individual.

Distinctive from their progeny, xilit queens are massive, most being over 30 feet long and weighing up to 20,000 pounds. Xilit queens lack the humanoid features of their progeny, instead resembling nothing so much as an oversized ant or flightless wasp, covered in gleaming black chitin. Xilit queens are generally immobile and spend nearly all of their time consuming resources and laying eggs. While xilit queens do not lead xilit societies in a traditional sense, they have a strong psychic link to their children which makes it all but impossible for them to do harm to the queen or go directly against her wishes while within several hundred miles of the beast.

Society: Xilit society is relatively new, as is indeed the race itself. They have their origins a little under a thousand years ago, when a common insect living under the surface of the planet Mythis brought food rich in mythic power to their queen. The queen gorged herself on the nutrients, rich in life-giving mythic power, and grew to immense size and greater intellect. The queen eventually birthed thousands of the humanoid insects we call the xilits today. Most of her creations were worker xilits, who began to aggressively mine the resources which would feed their queen. Others were warriors, not just made from mythic power, but infused with its very essence and able to use it to defend their queen. Within a few years, the xilits had reached the surface of Mythis, where the native Mythisisans attacked them, believing them to be demons. However, the Mythisisans were unable to stand against the army of mythic warrior xilits, and they were completely wiped out within a few years.

Intelligence came to the xilits within 2 generations. As they had nearly destroyed Mythis with their mining efforts, the queen instinctively knew that in order to survive and thrive, her people needed intelligence. The xilits born this way were very smart and capable of working together in the perfect harmony of insectkind. United in a single goal, the new generation of xilits quickly discovered and developed magical and scientific skills unrivaled in the history of Mythis. Working in concert, the intelligent xilits created a massive orbital station which could house them while they ferried their numbers to other planets within the system in order to support their growing population and feed their queen. Soon, the entire system was being stripped of all its resources, and the xilits knew that they would have to travel to new stars to survive.

Using the ruins of hollowed out planets, they constructed a vessel of truly impressive size-an artificial planet on which the xilits could rest while traveling between stars. This artificial planet was supported almost entirely by artificial and magical means, and could be guided through space by a handful of xilits while their kin and their queen could remain dormant until they acquired new resources. When one shift of xilits would grow to old age, they would awaken the next shift, and so the xilit population could reach other stars with the minerals they needed to continue to evolve and thrive as a species. As they journeyed the stars in this fashion, stripping worlds of their resources, the xilit soon realized that there were simply too many of them in one place, and their species could not continue in such close confines and with only a single queen. As such, the xilits used a magic ritual known only to them to clone their queen. They then sent the clone, along with about 1/3 of their total population, out into the stars. In this fashion, the xilits have spread throughout their quadrant, growing to large sizes and creating new queens, each an imperfect copy of the original.

The xilits' search for resources initially led them into conflict with other civilizations, and while the early battles went well for the xilits, as time went on they found that they were being defeated on an increasing basis. Entire hives were wiped out, sometimes by the heroic peoples of primitive cultures, and more often by technologically superior alien empires. Xilits have since begun a policy of diplomacy and have begun to conduct their operations on planets considered less desirable by other races. This has in turn led them to conflict with the mysterious empire of Xaa, a race of crystalline beings which inhabit radioactive and high pressure worlds. The two species have been in an open state of warfare for hundreds of years now, with neither side gaining a critical advantage and much loss of life.

It was through early conflicts and later diplomacy that xilits began to mingle with the larger universe and break from their hive structures. Diplomats, as well as numerous captured slaves and stranded warriors, have integrated into other societies, losing touch with their own society and adopting foreign notions of individualism and identity. These xilits are largely ignored by other xilits, as they no longer serve the hive.

Alignment and Religion: While xilits won't admit to a formal religion, they worship their queens as gods, seeking to interpret their will and carry out their bidding. They believe in the hive and working for the common good and the good of their queen, for the success of the species. Xilits that have broken from xilit society sometimes adopt the religious practices of other cultures. Nearly all xilits are lawful neutral, existing only for the good of society and for the queen. They work without complaint and follow the laws and rules of their society without fail. Xilits which have broken from xilit society often retain lawful alignments, though some find that free from hive influences, they enjoy their freedoms. Such xilits are as often good as evil.

Relations: Generally, xilits prefer to avoid other races and cultures, though a need for diplomacy sees xilits leaving the hive to negotiate on their behalf or else being sent out in conquering armies. In either case, xilits that do interact with other races often do so poorly, as they tend to be rigid in their thinking and slow or unwilling to accept new ideas. The inability to form a hive mind with other races further frustrates xilits and makes true understanding difficult.

Adventurers: As part of the hive, xilits might serve as scouts, soldiers, or spellcasters in service to the hive. While these xilits don't seek out lives as adventurers or stray from their assigned course, they engage in a variety of adventurelike activities. Xilits that have broken from the hive for one reason or another often turn to lives of adventure, simply due to their difficulties fitting in to other societies. These xilits tend to be wizards or fighters and have goals unique to the individual.

Names: While most xilits in the hive don't have names or distinguish themselves as individual entities at all, preferring to remain in a constant hive mind, xilits that have broken from xilit society or that have particularly eccentric queens may have names, either adopting the names of other cultures or choosing ones which sound xilit in origin, such as Choith, Cliax, Itich, Mixil, and Xithichil.

Standard Racial Traits

Ability Score Racial Traits: Xilits are highly agile and intelligent, but their hive society makes it very difficult to relate to others. They gain +2 Dexterity, +2 Intelligence, and -2 Charisma.

Type: Xilits are humanoid creatures with the xilit subtype.

Size: Xilits are Medium creatures and have no bonuses or penalties due to their size.

Base Speed: Xilits have a base speed of 30 feet.

Languages: Xilits begin play speaking Common and Xilit. Xilits with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Defensive Racial Traits

Hardened Carapace (Ex): Xilits have sturdy exoskeletons which grant them a +1 bonus to their natural armor.

Partially Mindless (Ex): Xilits have unusual minds that are in constant contact with the rest of their kind. As a result, xilits have a 25 % chance of being unaffected by a mind-affecting effect.

Senses Racial Traits

Limited Vision (Ex): Xilits' unusual compact eyes have only a limited range of vision, though greatly enhance the xilits' ability to see within the confines of that vision. Xilits can only see to a distance of 30 feet, but treat dim and normal light as bright light and gain a further +4 bonus on sight-based Perception checks within that area.

Mythic Racial Traits

Mythic Flight (Ex): Mythic xilits have wings which can be used to fly. As a standard action, a xilit can expend 1 use of mythic power in order to grant its wings the strength to carry it at a fly speed of 10 feet per mythic tier for 10 minutes. When a xilit reaches its 3rd mythic tier, it no longer needs to expend mythic power to use this ability.

Mythic Stinger Attack (Ex): A xilit with mythic power can add venom to its stingers, allowing them to deliver a potent attack with their stinger. As a standard action, the xilit can expend one use of mythic power in order to make a stinger attack at its highest base attack bonus, which, on a successful hit, deals 1d4 points of damage per mythic tier + ¹/₂ the xilit's Strength modifier.

Other Racial Traits

Hive Mind (Ex): Xilits have the ability to form a hive mind with other xilits within 100 feet. Xilits can establish this connection as a free action, and it remains in effect until a xilit chooses to leave the hive mind, also a free action. Xilits connected in a hive mind can communicate telepathically with one another and use the best skill modifier among xilits connected in this way for all Intelligence-, Wisdom-, and Charisma-based skills. Additionally, all xilits linked in a hive mind treat their initiative as the highest initiative rolled among all the xilits linked in a hive mind.

New Feats

Greater Mythic Hive Mind [mythic]

You are able to help your hive mind avoid disasters **Prerequisites:** Mythic Hive Mind, Xilit.

Benefits: Whenever a character who is joined with you in a hive mind uses the surge action, you can choose to expend 1 use of mythic power; if you do, the target gains the benefit of your surge as well as its own.

Mythic Aerial Maneuvers [mythic]

You have an exceptional amount of grace while using your wings to fly.

Prerequisites: Xilit.

Benefits: When you use mythic flight, your maneuverability improves from average to good. Additionally, by expending an additional use of mythic power, you can extend the duration of your flight to 1 hour and gain a +10 bonus on Fly checks.

Mythic Hive Mind [mythic]

You are exceptional at functioning in a hive mind and contribute more to it than other characters. **Prerequisite:** Xilit.

Benefits: When you enter a hive mind, you are treated as having 2 additional uses of mythic power.



Xilit Soldier

The 5-foot tall winged insectile humanoid in front of you is but one of a half dozen, linked in hive mind and acting as one.

XILIT SOLDIER

CR 1/MR 1

XP 400 Xilit warrior 1 LN Medium humanoid (xilit) **Init +3; Senses** limited vision; Perception +4

DEFENSE

AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural) hp 16 (1d10+6) Fort +3, Ref +3, Will +0 Defensive Abilities hard to kill, partial mindlessness

OFFENSE

Speed 30 ft.
Melee longspear +3 (1d8+3)
Special Attacks fleet charge, mythic power (5/day, surge +1d6), mythic stinger attack, punishing blow

STATISTICS

Str 14, **Dex** 16, **Con** 12, **Int** 10, **Wis** 10, **Cha** 6 **Base Atk** +1; **CMB** +3; **CMD** 16 Feats Mythic Hive Mind, Power Attack Skills Fly +4, Perception +4 Languages Common, Xilit SQ mythic flight, hive mind

ECOLOGY Environment any

Organization solitary, pair, or pack (3 – 12) **Treasure** standard (longspear, other treasure)

Those in the warrior caste of xilits are all born to mythic power, courtesy of their queen. They are larger than their kin the worker caste, and have wings which further distinguish them. Xilit soldiers serve as shock troops who work in perfect harmony with other soldiers, performing complex and deadly maneuvers with ease, allowing them to gain an exceptional advantage when fighting in a group. In addition to perfect coordination, xilit soldiers operating in a group often form a hive mind to share their mythic power between each other and allow it to be used in the most useful way. Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

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Close Encounters of the Mythic Kind!

Whether you're encountering them on a distant planet in a far-off nebula, or they've come to you, and are abducting innocent villagers for nefarious purposes, there's nothing quite like a strange, alien race to help breathe some life into your galaxyMand your game. Some Pathfinder products have even explored the idea of alien life in the past, and it's certainly true that many aberrations could serve as alien creatures in a pinch. But there's one thing that Pathfinder aliens have never been until now, and that is...mythic.

This book presents the Xilits, an industrious race of hyper-evolved insects which roam the galaxy aboard massive artificial planets called hives in an endless search for the resources needed by their queens to continue producing more xilits. Xilits have a highly organized society divided into two distinct classes: the worker and the warrior, which are physically and culturally distinct from one another. Xilits are able to work in perfect harmony due to their hive mind, which for the xilit makes meaningful contact with other races an unpleasant chore.

The Mythic Mastery series of products builds and expands on the rules for mythic characters introduced in Mythic Adventures. Each Mythic Mastery provides new content and rules for mythic games, with a focus on a single theme or area of play. While some of the content provided in Mythic Mastery products requires the use of mythic characters and a mythic adventure, others, such as those focused on mythic monsters, can be used in games of every sort.

