

This document contains the details for Xchachito, a magical puppet of sinister power.



Xchachito

Description: The result of a demented puppetmasters art, Xchachito is a sinister artefact of power, infused with a malicious intellect and a promise of unseemly secrets. It is also a simple, ragged puppet in the form of a grinning little boy. The powers of the puppet become apparent when wielded by an arcane caster of even mediocre ability, and the item has a special allure for such characters. This effect may sometimes extend to other chaotic characters as well.

Xchachito is a three-tiered artefact and grows in power with extended contact with its wielder. At its core is a demonic essence, bound into the form of a ragged poppet and mostly dormant until it is able to connect with a suitable victim. Xchachito is very intelligent, intelligent enough to obfuscate its true nature from scrying and other investigation. The first two iterations of the artefact are relatively benign, but should the demon be able to leech enough magical energy to reach its third form, whoever it has connected with is surely doomed. The item actively hides its true power, and only divine intervention or extremely powerful magical ritual can reveal its true nature.

Note to Judges: Xchachito is intended as a funny artefact despite its creepy qualities. Players should be allotted additional bonuses from Xchachito for suitably zany and ridiculous roleplaying efforts and voice work. After all, what's a creepy ventriloquist doll without a few inappropriate remarks and poorly timed jokes.

Xchachito Junior: A simple rag doll, with coal-dark buttons for eyes, a coarse comb-over of black woollen thread and a lopsided, stitched grin. The item appears more or less mundane, and is quite easy to overlook by anyone not gifted in the magical arts. Junior is only capable of minor, uncanny movement: slight changes in posture when not directly looked at, appearing among the belongings of an intended target, and so on. The puppet attempts to tag along with anyone discovering it, and does its best to reach a suitable carrier with these limited means; it will attempt to reach a carrier with arcane casting ability with any means, should it end up in the possession of a non-magical owner.

Powers and abilities: Xchachito Junior grants its owner a +1 to all spell checks. It additionally grants the wielder the ability to cast *Ventriloquism*; when cast through Xchachito the spell cannot be lost. This ability is available to non-casters as well, who roll the spell check as $d20 + INT \text{ mod} + 1$.

Intelligence and advancement: Xchachito Junior appears to have an Intelligence of 5 (although this is merely obfuscation hiding the cunning demonic logic at its core). It communicates with minor telepathic emanations and emotions with its owner, and may use its limited mobility for gestures if it seems to advance its own eldritch agenda. When its wielder spends points on spellburn, it leeches some of this power for itself, fueling its transformation. When Xchachito Junior's owner has spent 13 points on spellburn while taking advantage of the bonuses granted by the item, the doll will transform to its next form, Xchachito the Elder.

Xchachito the Elder: Xchachito transforms to its elder form when it has leeched enough power from its owner. The transformation always happens when the item is unobserved, during the night or a similar rest period. The rag doll form seems to have simply been replaced with a lacquered, wooden ventriloquist doll, complete with animated facial features and other functionalities expected from such an item. Despite its transformation, it is apparent to anyone viewing the item that it is the same doll as previously, and the general details of its appearance remain the same.

Xchachito the Elder has a distinct personality (which seems to largely depend on its wielder's darker desires) and its owner is plagued by a desire to use the doll and perform with it as part of their "normal" activities. The doll also has increased mobility in this form: while still not capable of actual ambulatory movement, it seems to gesture and gesticulate on its own accord (this is generally unnoticed by the wielder, essentially due to denial), and its unseen transportations increase in frequency and distance. The owner becomes quite jealous of the doll at this point, and may even be prone to fly into fits of rage should Xchachito be removed from them for any prolonged period of time.

Powers and abilities: Gaining access to the below bonuses granted by Xchachito the Elder requires wielding the doll in one hand. Xchachito the Elder grants its wielder a spell check bonus equal to their character level (i.e. a 3rd level wielder would gain a +3 bonus to their spell checks). It additionally grants them access to the spells *Ventriloquism*, *Magic mouth* and *Detect invisible*; these spells cannot be lost

as a result of spell check failure. These spells are available to non-casters as well, who roll the spell checks as $d20 + INT \text{ mod} + Xchachito's \text{ bonus}$. The true power of Xchachito the Elder is in spellburning however: the doll doubles the effect of every point of spellburn spent while wielding it.

Intelligence and advancement: Xchachito the Elder manifests an Intelligence of 10, which seems to be mostly focused on crude jokes. It is hard to tell the difference between its communication and its wielder's own voice, since the owner takes up a habit of using the doll to communicate with anyone willing to listen. It communicates with its wielder with direct telepathic contact, mostly in situations where it sees opportunity to push its owner further towards chaos and rash use of arcane power. Xchachito is not above forcing Ego checks in such situations, especially if it sees opportunity to advance its own transformation by forcing its wielder to spellburn more than they were planning to. When the wielder has spent 23 points on spellburn while wielding the doll (not counting the puppets doubling effect described above), the doll immediately transforms to its final form, and its wielder is doomed.

Xchachito, Son of Chaos: After leeching enough power from its wielder, the demon is able to assert physical form in this dimension. The transformation is eldritch and immediate, and results in two effects: the doll transforms into a pre-teen boy, seemingly human apart for its extremely pale skin, entirely black eyes and unseemly aura, and the previous owner and all of their possessions are transformed into a rag doll with a horrified expression on their face.

What transpires next is left up to the Judge, but three obvious suggestions spring to mind. The demon can gloat for a moment, and take its leave via a dimensional portal, only to return later to bring ruin to the aghast adventurers. Alternately, it can attack, using the below statistics. As a final, audacious option the player of the caster who fell prey to Xchachito's diabolic power may take start playing Xchachito instead! Details for this last option are left up to the Judge, but the author suggests limiting alignment to chaotic, and using the elven advancement scheme, with additional small increases to attack bonus and saves, and the replacement of the iron allergy rule with a vulnerability to holy implements, salt, sage and so on; any patron options should also be limited to demonic patron entities.

Xchachito, the Son of Chaos: *Init:* +6; *Atk:* telepathic slam +12 (2d6 + DC 10 trip) or leech life +6 (1d12 + heal self); *AC:* 18; *HD:* 6d12; *MV:* 20' or 40' fly; *Act:* 2d20; *Special:* can cast *Invisibility*, *Scare*, *Scorching ray*, *Gust of wind*, and *Word of command* (+12 spell check); *SV:* Fort +6, Ref +12, Will +12; *AL:* C.