

EMOTION EATER

Tiny • Undead • Good

Armor Class 13

Initiative +3 (13)

Hit Points 22 (9d4)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	11 (+0)	8 (-1)	14 (+2)	8 (-1)

Saving Throws Dex +5, Wis +4

Skills Stealth +5

Damage Vulnerabilities psychic

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages understands Common but can't speak

CR 1 (200 XP; PB +2)



Emotion Leech. While a Humanoid is affected by the emotion eater's Sycophantic Possession, it is immune to being charmed and frightened and has advantage on saving throws against mind-altering or emotion-affecting spells and effects like the *command*, *hideous laughter*, *phantasmal force* spells, and similar. Further, once per hour, the emotion eater can target the possessed creature by the one following effects:

- The possessed creature starts raving like a madman and has disadvantage on Charisma checks.
- The possessed creature starts raging like a lunatic and attacks targets at random. It can still distinguish between friend and foe.
- The possessed creature is overcome with an irresistible urge to laugh or cry. While doing so, the target has a speed of 0 and disadvantage on attack rolls. Further, other creatures have advantage on attack rolls against it. As an action, the target can make a DC 14 Wisdom saving throw to end the effect.
- The possessed creature falls into a confused state, having a hard time remembering things, and it gains disadvantage on Wisdom (Perception), Intelligence (Investigation), and Initiative checks.

Ephemeral. The emotion eater can't wear or carry anything.

Incorporeal Movement. The emotion eater can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Familiar. The emotion eater can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the emotion eater senses as long as they are within 100 feet of each other. At any time and for any reason, the emotion eater can end its service as a familiar, ending the telepathic bond.

ACTIONS

Heighten Emotion. *Wisdom Saving Throw:* DC 12, one creature within 30 feet that the emotion eater can see. *Failure:* 10 (3d6) psychic damage and the target becomes charmed or frightened (the emotion eater's choice).

Sycophantic Possession. *Charisma Saving Throw:* DC 12, one Humanoid within 5 feet that the emotion eater can see. *Failure:* The target is possessed and the emotion eater disappears into its body. The emotion eater can't be targeted by any attack, spell, or other effect, except ones that specifically target Undead. Whenever the possessed creature takes psychic damage, the emotion eater takes an equal amount. The possession lasts until the body or the emotion eater drops to 0 hit points or the emotion eater leaves as a bonus action. When the possession ends, the emotion eater appears in an unoccupied space within 5 feet of the target, and the target is immune to this emotion eater's Sycophantic Possession for 24 hours. *Success:* The target is immune to this emotion eater's Sycophantic Possession for 24 hours.

EMOTION EATER — WEAKER

Tiny • Undead • Good

Armor Class 13

Initiative +1 (11)

Hit Points 10 (4d4)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	13 (+1)	10 (+0)	8 (-1)	14 (+2)	8 (-1)

Saving Throws Dex +3

Skills Stealth +3

Damage Vulnerabilities psychic

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages understands Common but can't speak

CR 1/4 (XP 50; PB +2)



Emotion Leech. While a Humanoid is affected by the emotion eater's Sycophantic Possession, it is immune to being charmed and frightened and has advantage on saving throws against mind-altering or emotion-affecting spells and effects like the *command*, *hideous laughter*, *phantasmal force* spells, and similar. Further, once per hour, the emotion eater can target the possessed creature by the one following effects:

- The possessed creature starts raving like a madman and has disadvantage on Charisma checks.
- The possessed creature starts raging like a lunatic and attacks targets at random. It can still distinguish between friend and foe.
- The possessed creature is overcome with an irresistible urge to laugh or cry. While doing so, the target has a speed of 0 and disadvantage on attack rolls. Further, other creatures have advantage on attack rolls against it. As an action, the target can make a DC 12 Wisdom saving throw to end the effect.
- The possessed creature falls into a confused state, having a hard time remembering things, and it gains disadvantage on Wisdom (Perception), Intelligence (Investigation), and Initiative checks.

Ephemeral. The emotion eater can't wear or carry anything.

Incorporeal Movement. The emotion eater can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Familiar. The emotion eater can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the emotion eater senses as long as they are within 100 feet of each other. At any time and for any reason, the emotion eater can end its service as a familiar, ending the telepathic bond.

ACTIONS

Heighten Emotion. *Wisdom Saving Throw:* DC 12, one creature within 30 feet that the emotion eater can see. *Failure:* 5 (2d4) psychic damage and the target becomes charmed or frightened (the emotion eater's choice).

Sycophantic Possession. *Charisma Saving Throw:* DC 12, one Humanoid within 5 feet that the emotion eater can see. *Failure:* The target is possessed and the emotion eater disappears into its body. The emotion eater can't be targeted by any attack, spell, or other effect, except ones that specifically target Undead. Whenever the possessed creature takes psychic damage, the emotion eater takes an equal amount. The possession lasts until the body or the emotion eater drops to 0 hit points or the emotion eater leaves as a bonus action. When the possession ends, the emotion eater appears in an unoccupied space within 5 feet of the target, and the target is immune to this emotion eater's Sycophantic Possession for 24 hours. *Success:* The target is immune to this emotion eater's Sycophantic Possession for 24 hours.

EMOTION EATER — STRONGER

Tiny • Undead • Good

Armor Class 14

Initiative +4 (14)

Hit Points 45 (10d4 + 20)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	14 (+2)	8 (-1)	16 (+3)	8 (-1)

Saving Throws Dex +6, Wis +5

Skills Stealth +6

Damage Vulnerabilities psychic

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 13

Languages understands Common but can't speak

CR 3 (XP 700; PB +2)



Emotion Leech. While a Humanoid is affected by the emotion eater's Sycophantic Possession, it is immune to being charmed and frightened and has advantage on saving throws against mind-altering or emotion-affecting spells and effects like the *command*, *hideous laughter*, *phantasmal force* spells, and similar. Further, once per hour, the emotion eater can target the possessed creature by the one following effects:

- The possessed creature starts raving like a madman and has disadvantage on Charisma checks.
- The possessed creature starts raging like a lunatic and attacks targets at random. It can still distinguish between friend and foe.
- The possessed creature is overcome with an irresistible urge to laugh or cry. While doing so, the target has a speed of 0 and disadvantage on attack rolls. Further, other creatures have advantage on attack rolls against it. As an action, the target can make a DC 16 Wisdom saving throw to end the effect.
- The possessed creature falls into a confused state, having a hard time remembering things, and it gains disadvantage on Wisdom (Perception), Intelligence (Investigation), and Initiative checks.

Ephemeral. The emotion eater can't wear or carry anything.

Incorporeal Movement. The emotion eater can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Familiar. The emotion eater can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the emotion eater senses as long as they are within 100 feet of each other. At any time and for any reason, the emotion eater can end its service as a familiar, ending the telepathic bond.

ACTIONS

Heighten Emotion. *Wisdom Saving Throw:* DC 13, one creature within 30 feet that the emotion eater can see. *Failure:* 22 (4d10) psychic damage and the target becomes charmed or frightened (the emotion eater's choice).

Sycophantic Possession. *Charisma Saving Throw:* DC 13, one Humanoid within 5 feet that the emotion eater can see. *Failure:* The target is possessed and the emotion eater disappears into its body. The emotion eater can't be targeted by any attack, spell, or other effect, except ones that specifically target Undead. Whenever the possessed creature takes psychic damage, the emotion eater takes an equal amount. The possession lasts until the body or the emotion eater drops to 0 hit points or the emotion eater leaves as a bonus action. When the possession ends, the emotion eater appears in an unoccupied space within 5 feet of the target, and the target is immune to this emotion eater's Sycophantic Possession for 24 hours. *Success:* The target is immune to this emotion eater's Sycophantic Possession for 24 hours.