

ITTY BITTY SHITTY COMMITTEE

Medium swarm of tiny fiends (demons), chaotic evil

Armor Class 15 (Natural Armor)
Hit Points 84 (13d10 + 13)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	11 (+0)	15 (+2)	15 (+2)

Saving Throws WIS +5, CHA +5

Skills Persuasion +5, Stealth +5

Damage Resistances Cold, Fire, Lightning

Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Condition Immunities Frightened, Poisoned

Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception 15

Languages Abyssal, Telepathy 120 ft.

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Swarm. The IBSC can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The IBSC can't regain hit points or gain temporary hit points.

Magic Resistance. The IBSC has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The IBSC's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no components:

At will: *vicious mockery*, *dissonant whispers*

1/day each: *detect thoughts*, *hold person*

Actions

Bite. *Melee Weapon Attack:* +5 to hit, one target in the swarm's space. *Hit:* 16 (4d6+2) piercing damage plus 24 (7d6) psychic damage, and the target's hit point maximum is reduced by an amount equal to the psychic damage taken. If this effect reduces a creature's hit point maximum to 0, the creature dies. This reduction to a creature's hit point maximum lasts until the creature finishes a long rest or until it is affected by a spell like *greater restoration*.

Occasionally, the border between the Material Plane and the Abyss grows permeable enough that demons easily escape and wreak havoc across the land. Perhaps more than any other demon, the Itty Bitty Shitty Committee (IBSC) is well-known for this behavior. This demon is unique in that it has no ambition to improve its status. Its single, primal motivation is to shatter the psyche of its victims. Appearing as a swarm of tiny demons, the IBSC contains at least 5-8

individuals, each of whom adopts a particular persona to attack with. The demon will cast detect thoughts to learn about the victim's deepest fears or inner conflicts and use that knowledge to its advantage with its vicious mockery or dissonant whispers attacks (the swarm prefers attacking from outside the victim's melee reach, if possible).

The more common unique personas within the swarm are Depression, Anxiety, Inferiority, Remorse, Apathy, and Dysthymia, but they could be anything and the swarm itself is always specific to its one intended victim. No swarm will ever look exactly like another.

Since the IBSC is a demon and most often encountered outside of the Abyss from which it hails, it has no fear of death and will rarely negotiate with its foes, preferring to use its cunning and communication skills to intimidate and undermine its victim's resolve.

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