



Three Bells for Bitter Springs

Written by **Luke Swadling**, page 6 art by **Michael Hill**.

This adventure is designed as a reasonably quick introductory adventure for four to six 3rd-level characters, playing D&D using modifications of the 5th edition rules. As the experience level of the intended audience is not known, some Dark Sun-specific creatures are described where they are referenced.

BACKGROUND

In recent times, a large band of *gith* have made attacks on the remote village of Bitter Springs. Two days ago, the *gith* attacked Bitter Springs, slaying a dozen or so of the town's inhabitants and absconding with most of the town's teenagers and children. They have captured these children and taken them back to their canyon home for later consumption.

ADVENTURE SUMMARY

The Player Characters (PCs) happen to be passing through the town shortly after the raid, and are asked to pursue the *gith* warband to rescue the children, pursuing them through the wilderness.

On the route, they must overcome several challenges, including coming across scavengers devouring the remains of wounded *gith*, becoming lost in a desert region with dangerous flora, and passing a pair of multi-armed giants to enter the *gith*'s canyon lair.

There, they have the opportunity to slay both the *gith* chieftain and the *belgoi* who were responsible for the abduction of the children, and to bring them safely home.

Important Themes

This adventure features children who have been stolen by a group of enemies to be eaten. While the aim of the adventure is to rescue these, if certain players have issues with this concept, you could substitute these with adult prisoners.

If the concept of human prisoners is also distressing, you could substitute a valuable crop of Cabra melons or Bulis berry wine that needs to be returned to town instead, which might help remove some of this tension.

Bitter Springs

The small desert town of Bitter Springs is somewhere on the outskirts of 'civilized' lands, nominally ruled by a noble a few days' travel away and given only basic protections—adobe walls and some very basic training for the town's under-equipped militia. Most of its inhabitants are subsistence farmers of Cabra melons and Bulis berries, around a small central well.

The water of the town's well tastes of bitter salt, although the water's quality is unaffected.

The Gith

The gith warband is led by a hardened chieftain by the name of **Kugraght**, their finest warrior locally. However, the local tribe has been dominated by a trio of belgoi, wicked monsters that use psionic powers and bizarre bells to sway the minds of those who can hear them.

Belgoi are hated creatures, actively hunted from any civilized areas, and even in such a remote area, the noble responsible for this region offers a valuable bounty on the creatures' heads.

ADVENTURE HOOKS

As an introductory adventure, there are several hooks provided in order to give players an opportunity for their characters to be present.

Caravan Guards

A dune trader caravan, owned by a dwarven woman named Fyra, has arrived in town. One or more of the PCs might have hired on as guards for Fyra's caravan, and she is willing to have them head off to rescue the town's children.

Traveling through the Wilderness

Bitter Springs is in an unnamed region, but could be placed on the outskirts of civilized territory anywhere. A player character who has been hiding or traveling through the wilderness or from the outskirt regions might wander in, drawn by the signs of battle.

Local inhabitants

One or more of the PCs might be from Bitter Springs themselves, heading out after relatives who have been taken. This could give them the opportunity to leave town on a career of their own.

Enemies of the Gith

One or more of the PCs might be hunting the tribe of gith or the belgoi, and travel in the direction of Bitter Springs.

Placing the adventure

The village of Bitter Springs is not based on any specific existing region in the Dark Sun world, but could easily be placed anywhere needed. Here are some suggestions for places where you could locate the town:

Tyr region: South of Tyr city itself, in the shadow of the Ringing Mountains, but off the main roads.

Urik: North of the Lake Pit, before reaching Yaramuke.

Raam: Southwest of Fort Firstwatch, not far from the Sea of Silt.

Nibenay: North of the Black Spine mountains, not far from the Sea of Silt.

Gulg: North of the Mekillot Mountains, near the Great Ivory Plain.

Balic: South of the Estuary of the Forked Tongue.

PART 1: AFTERMATH OF THE ATTACK

When the PCs arrive at Bitter Springs, the town bears the scars of a recent attack. Part of its adobe walls are crumbled and bloodstained, cheap wooden spears still stick from the sands in some places, and a pyre is

burning the bodies of those from the village who were slain in the battle, as well as the gith who were killed. Parents are openly weeping, and a gathering is taking place where people are demanding that the headman of the village send people after the gith to rescue their eleven stolen children. The missing children range from about five to fifteen years old.

NPCs

The village's headman **Kilay** is an angry and distraught elderly human man with a long beard, still recovering from wounds received in the battle two nights ago. Leaning on a knobbly quarterstaff, he seems relieved to welcome new travelers to the village, and calls for volunteers who would be willing to see if they can steal back the children from the gith. If pressed, Kilay is willing to offer his own personal savings, a small coffer amounting to nearly 100 ceramic pieces. Kilay points them in the direction of Harah, a local woman who is the village's chief vintner, and who claims to know something about where the gith went.

Harah, a half-elven woman with frizzy dark hair and stained a dark purple from the knees down, has a psionic wild talent that allows her to sense the life signs of her family. She tells that she **heard odd bells tinkling in the darkness** during the attack, but did not have time to follow up on what it was. She does mention that she **saw some of the children walking out of the town past the gith, with a strange expression on their faces.**

Harah also tells the PCs that she can sense that **her daughter Tarkla is still alive** and in a westward direction, and that they stopped travelling some hours ago. Harah says she can feel that the other children are with Tarkla, and that **they are currently sheltering somewhere bright, near a large rock in the shape of a Cloud Ray** (you can describe this as

being a gigantic creature like a psychically-flying manta ray).

Harah cannot accompany the PCs as her leg was wounded in the attack, but presses a rough cloth doll into the PCs' hands. She says if they show Tarkla this doll, she will know to trust them.

Fyra the dune trader is a bald-headed dwarven woman, her skin toughened and tanned nearly to mahogany colour by the sun's rays. Although she has come here to trade, she recognizes that it is bad business trading with grieving parents. She is willing to sweeten Kilay's offer by an additional 50 ceramic pieces, and offers a 10% discount on her goods for anyone taking them on the expedition. She recommends the PCs take 4-5 waterskins and travel rations each, just in case, and at least one explorer's or dungeoneer's kit.

Fyra is a well-travelled trader, and offers some hints- the gith are numerous, but not overwhelming individually. If you can take out their leader, you're probably good. The bells sound like *belgoi*, and there's a bounty offered on their heads- **an actual gold coin** (worth 100 ceramic pieces) for each one. This can be

PART 2: SETTING OUT

An immediate start is encouraged, and a dusty road out through the bulis berry fields can be followed. Although several of the berry vines have been damaged in the gith attack, the harvest can probably be salvaged. The gith tracks are quite clear at this stage on the relatively fertile soil near to the town, and definitely head in a westward direction, out into the wilderness.

The PCs' travel should take them around a day and a half, less if they push on through the night or have ways of travelling more quickly. There will be three different encounters over different regions. This should consume a little of the PCs' water and food, but not enough to threaten them yet.

Encounter 1: Carrion Plains (300 XP)

The Carrion Plains are rough plains of cracked earth, with hovering Kes'trekels (vulture-like scavenger birds) looking for insects to hunt or food to scavenge. A large flock of them can be seen some distance away, circling some darkened spot. On closing, several bodies can be seen, but it is unclear if they are gith or another species. The Kes'trekel flutter away if the PCs come closer to inspect the site. Half a dozen bodies can be seen near the remains of a campfire, badly decomposed and eaten away by the scavengers.

GM information. Giddy from their victory and the capture of several months' worth of food, the gith were unlucky enough to camp on a Centipede nest in the darkness. The wounded members of their war party were overcome and slain before the gith could escape, leaving their dead.

These giant centipedes and their young are now hidden within the corpses, making them very difficult to spot- a Wisdom (Perception) check at DC 17 is sufficient to tell that the bodies are moving in ways that wounded bodies definitely should not, and DC 20 can tell that the bodies are all gith.

Encounter. The area is relatively flat and offers little cover to anyone approaching. The bodies are scattered about randomly in a 30-foot radius area, with a large burned-out campfire in the middle. There are a few weapons scattered among the bodies.

Four **giant centipedes** and a **swarm of insects** make their lair here, and burst forth

horrifyingly to attack anyone who physically moves any of the bodies. As a hive, the centipedes weave back and forth dramatically, causing a psionic *Sleep* effect (5d8 hit points affected) to target the nearest person before converging on that target.

Treasure. Among the bodies are a pair of obsidian knives, three stone-tipped spears, and a small statuette about 6 inches high, carved from a bone. This resembles a hulking, hard-shelled humanoid figure called a *Braxat*, and is worth about 25 ceramic pieces.

The gith tracks can be seen heading further westward from here into the sandy wastes, where after several hours, the tracks are lost.

Encounter 2: Sandy Wastes (500 XP)

Tracking the gith through the sandy wastes will be much more difficult, as little trace has been left of their passage. This encounter is designed to use some of the PCs' resources, although intelligent skill use and use of magical or psionic abilities might assist in progressing more quickly.

The sandy wastes are just that- a vast area with little in the way of landmarks. In the distance can be seen some low hills, but the gith tracks peter out in the sand.

While there is some vegetation, this far out from a village, it is no mere vegetable. There are deadly *Sand Cactus* that grow in this area, vile carnivorous plants that drain and devour their prey.

GM information. As this encounter is less scripted than the previous one, you may need to prompt the players for what actions they would like to take. Encourage them to look over their character sheets, examine the skills and class abilities their characters have, and suggest what their characters might do to continue.

Ideally, a number of 'ticks' or successes should be achieved equal to double the number of players. Each attempt consumes about an hour whether it leads to a success or failure, and failing to rest or consume food and water in between attempts means that the characters may start gaining levels of exhaustion, which may make future checks more difficult. Some suggested options are below.

While someone could keep making the same skill check again and again, the first success at a specific skill grants two 'ticks', while successive checks only grant only one 'tick'. This encourages multiple players to be engaged and try different options, rather than repeating the same thing over and over.

Skill Checks. If a player comes up with a reasonable use of a skill, consider allowing a check at DC 13. Here are some suggested outcomes of skill checks, including the information gained on a success.

Acrobatics: Having familiarity with the long jumps that gith employ allows the character to see a pattern in the sand dunes, leading the group closer to the gith lair.

Animal Handling: Following the pattern of disturbed animal tracks leads to a crudely-made stone dagger of gith make, dropped during the passage.

Arcana: Recalling information about the bells that Harah recalled that she heard during the attack, you follow a high sound in the wind that leads towards the hills.

Athletics: Running across the sandy wastes at speed, you notice tracks in the distance, and can return to guide the rest of the group in that direction.

Deception: To hide your tracks, you probably would have woven your path off in this direction. If you follow that, it might lead you the right way.

History: You recall information that the gith prefer underground lairs in canyons or valleys. You think that heading in the direction of the hills will lead you in the right direction.

Insight: You know that the gith would have difficulty navigating across the wastes, just as you do. They are likely to look for landmarks, so you navigate in the direction of the most prominent hill.

Intimidation: A big war-party like this needs clear landmarks to follow, and they'd travel in a pretty straight line. You're probably right in going this way.

Investigation: You find some shreds of tattered clothing caught on the edges of a cactus, and follow the direction they seem to lead.

Medicine: There are particular herbs you can use to avoid the spines of a Sand Cactus draining your blood as quickly, and creatures that travel across this region would likely need to use them. They can probably be found in the valleys between the hills in that direction.

Nature: You notice the telltale signs of a well-fed Sand Cactus, with a dropped gith spear nearby. You can follow the obvious tracks nearby.

Perception: You think you can smell a little smoke on the air as the wind shifts. You think you're headed in the right direction.

Persuasion: If you were a reasonable person, you'd do this- but a gith

thinks crookedly, so they might go this way, instead.

Stealth: You know which way you'd head to hide through here. Maybe the gith would go the same way.

Survival: Your keen eyes spot the telltale signs of tracks from the way that the sand has fallen. You are sure you know which way the war party went.

Consequences for failure. Fatigue, hunger, and the danger of Sand Cacti may harm the PCs. Although these will not be deadly encounters on their own, for each two failed attempts, the PCs should each lose one Hit Die, reducing their ability to rest and replenish their vitality, to a minimum of no Hit Dice left.

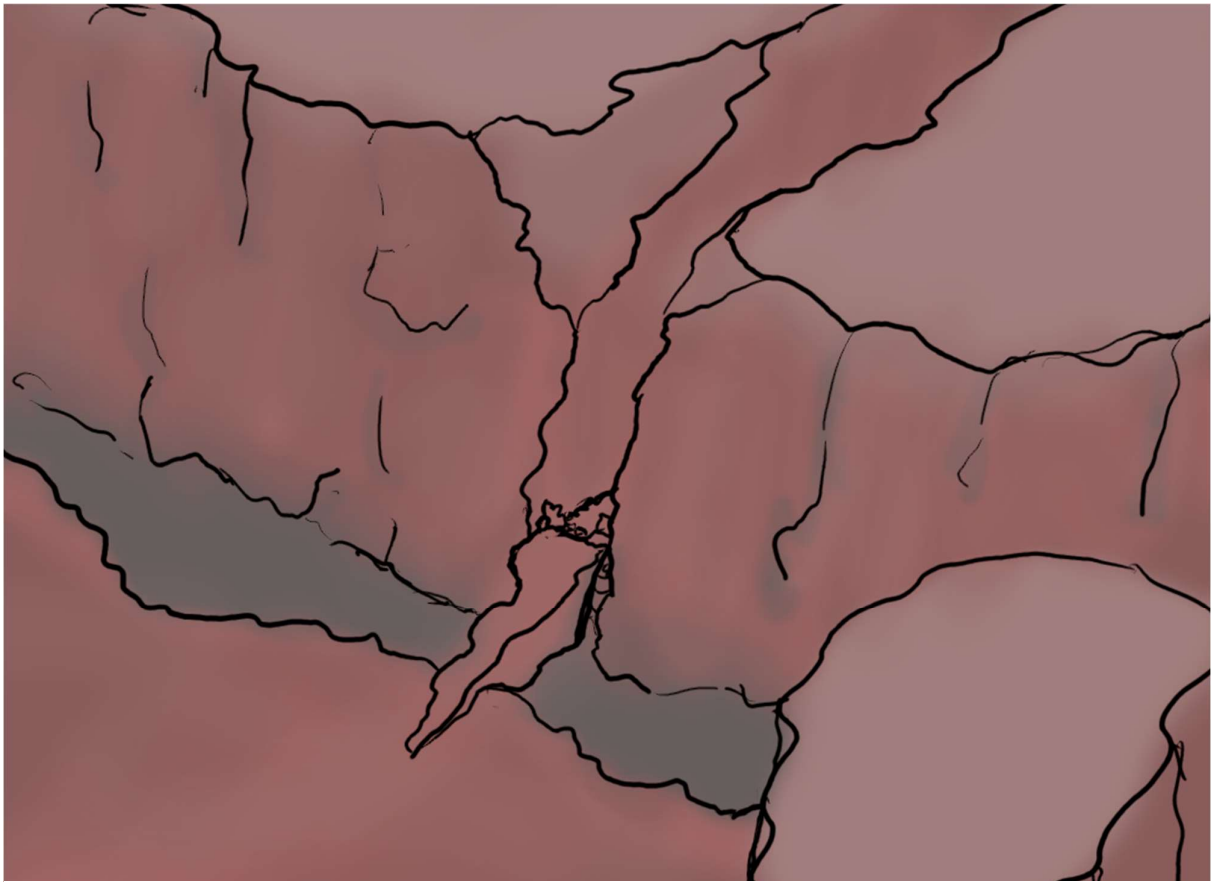
These Hit Dice are restored when the PCs take a long rest, which they don't really have a lot

of time for right now. If they choose to, this will consume more resources, and you should emphasize the danger to the kidnapped children.

Each eight hours should generally consume one waterskin and one travel ration per PC. This area will likely lose the PCs a good amount of their resources.

Encounter 3: B'rohg Bridge (2,200 XP)

Finally reaching the ragged badlands of the hills, a long spur of stone leads up into the canyons, crossing a low ravine. There are many dusty footprints and telltale signs of the gith war party having come this way, and that they crossed the bridge up into the canyon as well.



Art by Michael Hill

As the PCs reach about the halfway point of the span, perhaps 30 feet from the ground, a pair of what seemed like boulders awaken slowly, revealing themselves to be four-armed giants about fifteen feet tall, which are called *B'rohg*. These dwell in the nearby region and have awakened from slumber after getting drunk off their asses on fermented *Kank* honey (Kanks are cow-sized honey ants, farmed and ridden as steeds). Their gigantic spears and clubs are clearly nearby, but they do not pick them up immediately, possibly hurling empty gourds or other inconvenient items at the PCs.

The two yell belligerent drunken warnings, but do not initiate combat unless provoked by being harmed first. These creatures are a deadly challenge, especially for a group coming in from the sandy wastes and likely short on reserves. However, they can be bargained with, and have some information on the gith, if the PCs are willing to approach and offer food or other valuables.

GM information. The two *b'rohg*, *Takak* and *Crod*, know that there are “lots and lots” of gith, and that a trio of belgoi swept ahead of them. They’ve seen this war party go in and out a few times, but they haven’t headed up into the canyons themselves. They saw a group of prisoners with the gith, but didn’t want to tangle with all of them. They’re big and not very smart, but they’re not evil.

Encounter. If the PCs attack, the two *b'rohg* wait until one of them has taken 10 hit points of damage before attacking, themselves. They will hurl spears and rocks, not wanting to have to trek the distance to go and get people up close, but will happily do battle if someone descends to where they are, picking up their wooden and stone clubs and spears.

Treasure. The *b'rohg* have two one-gallon globes of badly-fermented *Kank* nectar, which is foul-tasting, dark brown, and warm from sitting in the sun. This will be almost sickening

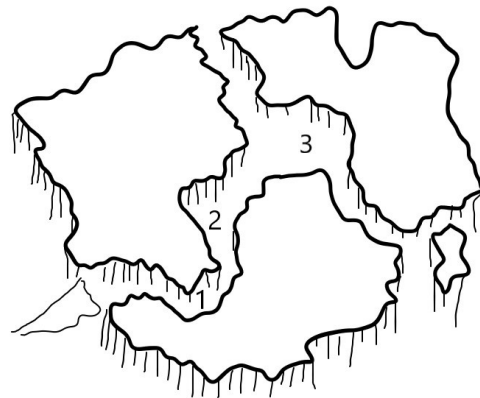
to consume. If the PCs deal with or flee from the *b'rohg* without having to fight them, award 300 XP.

PART 3: GITH CANYON

The confines of the gith canyon are tall and narrow, perhaps 20-30 feet across at its wide points and easily 70-100 feet walls on either side. The light is relatively dim except at high noon, having to bounce off the dark stone walls on either side to reach the uneven floor.

If the PCs need to rest here, they should be safe enough to get an hour or two, and recover some vitality before heading further in. From here, they will not have any further chances, as scraps of gith flags can be seen fluttering further down.

Within the canyon are several distinct encounters. The PCs will be severely outnumbered here, and just fighting their way through all of the gith will not be possible. The gith will not begin an all-out attack either, unless provoked by the PCs, and will instead watch them progress through towards the central arena. Proceeding through the canyons will lead through a small guard post, then a more fortified region, and finally to the central zone where the gith chief *Kugraght* and the three Belgoi guard the prisoners.



Encounter 1: Guard post (100 XP)

There are several of these areas on the map marking physically-similar small regions, where two gith keep watch for intruders. They attack intruders directly rather than calling for backup, as they are eager to win glory and food for themselves.

Encounter. A **gith warrior** is resting on a ledge about fifteen feet above the ground, eating or otherwise distracted. Another **gith warrior** is standing guard on the canyon floor with spears in hand.

Treasure. Some scraps of gnawed, dry meat are present, as well as a handful of ceramic bits (1d6 cb per warrior).

Encounter 2: Fortified guard post (250 XP)

There are several locations on the map marking this encounter as well, representing similar locations where a number of guards are present. While there are also other gith who can view such a post, they do not interfere with the battle other than hooting and jeering when either a fellow gith or a PC is wounded. If the PCs have been particularly loud or incautious, the gith here will be on guard and waiting with weapons in hand.

Encounter. Two **gith warriors** lounge on a ledge about fifteen feet up on the canyon wall, and a **gith warrior** and **gith deputy** keep watch from the canyon floor.

Other ledges and precarious rope bridges can be seen higher up, with easily another dozen other gith passing along these or lounging with their legs hanging down. These bridges are about 30 or more feet up, and these gith do not take part in the combat, running if threatened.

As the battle progresses, the gith watching on the upper ledges and bridges begin to run into

the warrens in the walls or higher up along the canyon. They are watching and aware of the PCs, but not taking place in combat themselves.

Treasure. The gith deputy keeps a full waterskin sitting in the shade, and carries 1d6 ceramic pieces as well as a random trinket. Each of the gith warriors carries 1d6 ceramic bits.

Encounter 3: Central arena (900 XP)

This region is the central gathering-area for the entire gith tribe of over 100 members. Where the canyon's crevasses meet is a large, open area with a central wide, flat rock spire that vaguely resembles a cloud ray (as seen in Harah's psionic vision). Huddled underneath the 'wings' of the cloud ray, **Tarkla** and the prisoners are tied roughly with leather thongs, which have been staked to the ground by a large Mekillot rib-bone.

Encounter. This area is much better lit than the rest of the canyons, and the walls feature many rock galleries where the rest of the tribe gathers to watch the intruders' progress. Atop the central rock squat three **belgoi** in ragged cloaks, ringing their bone bells with an odd clacking to summon the tribe. **Kugraght**, the tribe's war chief, and three **gith warriors** stand between the entrance to the area and the prisoners.

Kugraght opens with a verbose challenge in the Gith tongue, that very likely will not be understood by any of the PCs. He speaks of their bravery in challenging him, and honours their might, and will relish chewing their marrow to absorb their strength. He then uses his *telekinesis* psionic power to launch a boulder at the largest of the PCs, before attacking with his bone trikal.

During the battle, the **belgoi** focus on trying to control one opponent at a time, and walking them towards the centre. If a controlled PC

gets close enough, one will descend to begin tying them up with more leather thongs.

Each round, a single attack is made by one of the dozens of gith hooting and jeering from the galleries, hurling a spear or rock down at the PCs. As this is made from quite a distance, it is made with disadvantage, but can help flavour the battle.

If Kugraght and all three belgoi are vanquished, the remaining gith in the galleries and on the canyon floor flee out of sight, allowing the PCs to untie the prisoners and leave without further violence (barring the occasional thrown rock or spear hurled at great distance). Having witnessed the battle at close range, and especially if Harah's doll is shown to them, the prisoners are very relieved to meet the PCs, and are desperate to leave. This should be a dramatic rescue, and if the PCs choose to instead pick a fight with the vast numbers of gith, they can do so, but is outside the scope of the adventure.

PART 4: THE JOURNEY HOME

Bringing the captured children home will be an easier journey- without trying to find the gith tribe across the sandy wastes, only three successful checks are needed to cross without further suffering.

The entirety of Bitter Springs turns out to welcome their children home, and to shower grudging thanks on the PCs. Many press handfuls of ceramic pieces or small trinkets into their hands, and a total of about 60cp

worth of favours are given to them, as well as any reward promised by *Kilay* and *Fyra*. A party is held that night, and the town's meagre food supplies are shared generously. Each of the PCs is given a bottle of bulis wine as a reward by *Harah*, too.

In addition, the noble responsible for the region arrives the next morning with his guards on a shaded *Inix* howdah (*an Inix is a bus-sized reptile, in this case carrying a small structure on its back for the noble to ride within*). He is a haughty human male named *Jun'arissa the Fair*, who is perhaps objectively attractive, but far more vain. His four guards, clad in uniform armour and weapons, eye the PCs menacingly, but he will indeed count out an actual **gold coin** reward for each belgoi head the PCs have brought back. Once satisfied that the drama is complete, he dusts off his gauzy robes and makes to return home immediately taking to the *Inix* howdah as his guards walk alongside.

Developments and Denouement

The PCs could continue on towards a larger town or city with *Fyra*, or if they have interest, *Jun'arissa* may have some other work for them.

The local gith threat is ended, and the tribe will take years to regain their strength and numbers again, giving Bitter Springs enough time for many of its children to grow, and to reinforce their walls.

The harvest for Bitter Springs may be tinged with despair at the deaths of several town members this year, but it will forever remember the PCs as local heroes.

STATISTIC BLOCKS

BELGOI

Medium humanoid, lawful evil

Armor Class 13 (natural armor)

Hit Points 18 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	11 (+0)	7 (-2)	13 (+1)	14 (+2)

Skills Stealth +3, Survival +3

Condition Immunities charmed

Senses passive Perception 11

Languages Belgoi

Challenge 1/2 (100 XP)

ACTIONS

Claws. Melee weapon attack: +3 to hit, reach 5ft., one target. Hit: 5 (1d6 + 1) slashing damage and the target must succeed on a Constitution saving throw (DC 11) or become poisoned until the end of their next round.

Psionic Bell. The belgoi rings its bone bell and chooses a target which can hear it within 60 feet. The target must make a Wisdom saving throw (DC 12) or become charmed for 1 minute.

Mind Blast (recharge 6). The belgoi casts its thoughts out in a 20-foot cone. Creatures in the cone must succeed on a Charisma saving throw (DC 12) or take 14 (3d8) psychic damage and be unable to take reactions until the end of their next turn. Creatures that save take 7 psychic damage instead.

B'ROHG

Large giant, unaligned

Armor Class 10 (leather armor)

Hit Points 60 (8d10 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	15 (+2)	7 (-2)	11 (+0)	9 (-1)

Senses passive Perception 10

Languages Common

Challenge 4 (1,100 XP)

ACTIONS

Multiattack. The b'rohng can make one spear attack and one club attack against different targets, or one thrown spear and one thrown boulder attack.

Club. Melee weapon attack: +7 to hit, reach 10ft., one target. Hit: 10 (1d8 + 5) bludgeoning damage.

Spear. Melee weapon attack: +7 to hit, reach 15ft., one target; or Ranged weapon attack: +7 to hit, range 20/60ft., one target. Hit: 14 (2d8 + 5) piercing damage.

Thrown boulder. Ranged improvised weapon attack: +7 to hit, range 20/60ft., one or two targets, who must be adjacent. Hit: 10 (1d6 + 5) bludgeoning damage and the target must make a Strength saving throw (DC 15) or become prone.

KUGRAGHT, GITH CHIEFTAIN

Medium humanoid, lawful evil

Armor Class 15 (scale mail)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

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

Skills Athletics +4, Survival +2

Senses passive Perception 10

Languages Common

Challenge 2 (450 XP)

Psionic Leap. As a bonus action, Kugraght can leap up to 20 feet.

ACTIONS

Multiattack. Kugraght can make two Bone trikal attacks and one claws attack.

Bone trikal. Melee weapon attack: +4 to hit, reach 5ft., one target. Hit: 7 (1d8 + 2) slashing damage.

Claws. Melee weapon attack: +4 to hit, reach 5ft., one target. Hit: 4 (1d4 + 2) slashing damage.

Telekinesis. Kugraght can hurl an object of up to 1,000 pounds weight.

Ranged improvised psychic attack: +4 to hit, range 20/60ft., one or two targets, which must be adjacent. Hit: 13 (3d6 + 2) bludgeoning damage, and the target must make a Strength saving throw (DC 12) or become prone.

Statistic blocks generated with [Tetra-Cube 5e Statblock Generator](#).

GITH WARRIOR
Medium humanoid, lawful evil

Armor Class 11 (leather armor)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	12 (+1)	9 (-1)	11 (+0)	9 (-1)

Skills Athletics +3, Survival +2
Senses passive Perception 10
Languages Common
Challenge 1/4 (50 XP)

Psionic Leap. As a bonus action, a gith warrior can leap up to 20 feet. One it has used this ability, it must wait until it has completed its next turn before it can sue this ability again.

ACTIONS

Obsidian spear. Melee weapon attack: +3 to hit, reach 5ft., one target; or Ranged weapon attack: +3 to hit, range 20/60ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Claws. Melee weapon attack: +3 to hit, reach 5ft., one target. Hit: 3 (1d4 + 1) slashing damage.

GITH DEPUTY
Medium humanoid, lawful evil

Armor Class 12 (studded leather)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	12 (+1)	9 (-1)	11 (+0)	12 (+1)

Skills Athletics +3, Survival +2
Senses passive Perception 10
Languages Common
Challenge 1/2 (100 XP)

Psionic Leap. As a bonus action, a gith warrior can leap up to 20 feet. One it has used this ability, it must wait until it has completed its next turn before it can sue this ability again.

ACTIONS

Obsidian spear. Melee weapon attack: +3 to hit, reach 5ft., one target; or Ranged weapon attack: +3 to hit, range 20/60ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Claws. Melee weapon attack: +3 to hit, reach 5ft., one target. Hit: 3 (1d4 + 1) slashing damage.

Mind Thrust. The gith deputy selects a target it can see within 60 feet. The target must make a Charisma saving throw (DC 11) or take 9 psychic damage and gain vulnerability to psychic damage until the end of their next turn. Targets that make the saving throw take 4 psychic damage.