

The Lost Tales of Phandalin

Glasstaff's Revenge

Introduction: This is a side adventure for a party that is currently playing or has completed the starter box. If the party does not kill Iarno "Glasstaff" Albrek, he either escapes or surrenders. The starter box does not mention what becomes of Glasstaff. In this adventure, he is out there plotting his revenge against those that disrupted his control of Phandalin. This module gives the characters a few defense building mechanics to prepare for a larger scale invasion of Phandalin.

A 2-4 hour adventure for 3rd-5th level characters

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Glasstaff on the Run

Depending on how your adventure went, Glasstaff could have either fled before the party would have encountered him, or they fought him to 8 or fewer hit points and he surrendered.

Glasstaff's Escaped

If in your starter box adventure, Glasstaff was taken into custody, Sildar Hallwinter had him prisoned in the townmaster's hall, awaiting transport back to Neverwinter.

At some point during your adventure when the party is back in the town of Phandalin, read:

In the distance you see Sildar Hallwinter approach you briskly but limping. "Glasstaff escaped! They ambushed our caravan headed towards Waterdeep. There was at least a dozen Redbrands. I managed to escape but they shot me in the leg as I fled. They were yelling, "Glasstaff is coming for you!"

Questioning Sildar reveals a few details about the attack.

- Sildar knew they were the Redbrands because they had the same scarlet cloaks but instead of wearing them, they were wrapped around the hilt of their sword.
- Once he realized that they were outnumbered 3 to 1, he told his entire crew to flee. Only he and one other guard escaped alive. There were 4 guards and at least a dozen Redbrands.
- They were only about 4 hours from Phandalin when the ambush occurred.
- If the party obtained Glasstaff's glass staff, Sildar recalls the Redbrands yelling, "He wants his staff back!" If one of party members kept or killed the mouse, Sildar also heard a Redbrand yell, "and his little mouse too!"

Glasstaff Fled

In the starter box, Glasstaff could have also fled before the party arrived in his room. If this happened, Sildar Hallwinter approaches the party while they are in town.

As you travel through town, you see Sildar Hallwinter wave at you to stop. You can tell by his expression that he is very distraught.

"The Redbrands are still out there. One of our supply caravans headed towards Waterdeep was ambushed. Only one of the guards survived. He said they kept shouting, "Glasstaff is coming for you!"

Questioning Sildar reveals a few details about the attack.

- The guard knew they were the Redbrands because they had the same scarlet cloaks but instead of wearing them, they were wrapped around the hilt of their sword.
- There were 4 guards and at least a dozen Redbrands.
- They were about 4 hours from Phandalin when the ambush occurred.
- If the party obtained Glasstaff's glass staff, Sildar said the guard also said the Redbrands were yelling, "He wants his staff back!" If one of party members kept or killed the mouse, he also heard a Redbrand yell, "and his little mouse too!"

In either Scenario, the party may ask Sildar what he thinks they should do.

- Sildar says that you could always go to the ambush site to look for clues but he would not suggest it. There were so many Redbrands and they could be waiting out there for others to come.
- He really thinks that you should prepare for an invasion. He suggests spending the next few days preparing traps. Based on what the Redbrands were shouting, "Glasstaff is coming for you!" he thinks they probably do not have a lot of time before they return.

Sildar will stay in Phandalin with whatever option the party chooses. If asked to join them to the ambush site, he says that he does not want to leave town in the event the Redbrands return while the party is gone.

The players now have the options to travel to the ambush site, prepare for the invasion or ignore it completely.

Glasstaff is preparing to invade Phandalin tonight along with 14 of his Redbrands. If the party decides to visit the ambush site, they will encounter 6 Redbrands and if killed, only 8 remain. Those 8 will

already be attacking the town when the party returns. If the party decides to stay and prepare for the invasion, all 14 Redbrands will be travelling with Glasstaff but the characters will have the rest of the day to set traps in anticipation of the attack. You may adjust the number of Redbrands depending on how many people are in the party and what level they are. The numbers included here should work well for a party of 5 with an average level of 5. The idea is to present a larger scale battle that would be too hard for the party to take on by themselves, but with the help of built defenses and allies, they should have a medium-hard encounter difficulty.

The Ambush Site

Sildar marks on your map where the ambush occurred on the Triboar Trail to Waterdeep. It takes about 4 hours to arrive at the location.

After a few hours of travel, you see two wagons ahead. One looks to be in good condition. The other's wheels appear busted and the sides are broken apart. Various crates and barrels are scattered and spilled around the busted wagon.

Two **Redbrands ruffians** are hiding inside the complete wagon including a *Redbrand spy*. Four more are hidden in the woods, two on each side of the road. If any of the characters approach the wagons, they bust out of the wagon to try to get a surprise attack on the party. They cannot be surprised.



When there is only one Redbrand left, he throws down his weapon and starts yelling.

"Wait! Wait! I give up. Take everything in the wagons! Just let me go!"

When the party attempts to question him, he says.

"The wizard promised me a lot of gold. Just give me 50 gp and I'll tell you what you want to know."

If the party attempts to use an Intimidation check, he is able to reveal a bit more.

- (DC10) Glasstaff promised them 50 gp with extra 25 gp for proof of death of each character of the party.

"Look, I got no loyalties to that guy. Give me 50 gp and I'll tell you what he's got planned. Throw in another 50 gp and I'll even fight with you."

If the group passed the difficulty check by more than 5 or pays him, the Redbrand reveals the following but he will not travel or fight with the players without getting at least 100 gp.

"He wanted us to meet up with him at the edge of town around nightfall. He didn't tell us everything he had planned but he didn't sound happy."

The Redbrand knows nothing more about what Glasstaff has planned. At this point, the party should realize that even if they leave now, it would be nightfall before they can get back to town. If the party hired the Redbrand, use the normal stat block for *Redbrand ruffian* or *Redbrand spy* for his stats, depending on who surrendered. He does have one *potion of healing* on him.

If the party decides to bring back the complete wagon back to town, Elmar Barthen will offer them a 50 gp reward for returning the wagon and supplies.

Preparation for Invasion

If the party decides to stay and prepare for the attack, Sildar has some suggestions on the best way to defend the town.

"I think you're making the right decision. Based on what we know, I expect Glasstaff to invade at any moment. We need to prepare a defense. Check Barthen's Provisions. I'm sure they have a few things that we can make into traps. Alderleaf farm may be able to give us some help as well. I also have a few new recruits that we will have to train hard and fast. They are not ready to fight yet but if we spend the entire day with them, they may just help us get through this. Ultimately, I'll follow your lead on this as you've dealt with their kind many times now."

Nightfall will arrive in 8 hours so time is very limited. Everything the characters decide to do will be recorded in time blocks. If you have 4 characters in your party, each character would have 8 time blocks for a total of 32 before the invasion occurs.

Sildar looks up at the sun and says, "Hurry now. Get us ready. You've got about 8 hours until nightfall. I will be out back of the townmaster's hall working with our new recruits if you want to join me."

At this point, the characters can split up to work on various things in the town. The things that Sildar suggested will be presented here but allow your group to come up with a plan of defense on their own and determine an appropriate length of time these actions would take. This is a good time to allow them make use of their tool proficiencies. After each hour, Phandalin's town bell will ring. You should then summarize the previous hour's events and results and say how many hours are left until nightfall.

Soldier Training

You find Sildar in the field behind the townmaster's hall. He is demonstrating an attack in front of a small group of young onlookers. He waves to you and motions to the recruits.

There is one **recruit** for each member of the party. They currently start out with the basic recruit stat box but for each hour that is spent training with them, they will get a bit stronger. If a recruit does not get any training, they cannot be used in battle.

For each hour of training, the character performs a Wisdom check with a DC10. On a failed check, the recruit gains 1 permanent hit point. On a successful check, the recruit gains 2 permanent hit points. Characters proficient with the Survival skill performs checks with advantage. For each critical success, the trainee gains double the amount of hit points that they would have gotten for that hour of training. For each critical failure, the recruit gains no hit points.

CALCULATING RECRUIT TRAINING

One of the party members, Duball Jassan decides to spend the entire 8 hours training a recruit. He rolls the following survival checks and adds his proficiency bonus, (12,6,**20**,14,18,**1**,8). The new recruit gains a total of 12 extra hit points, (2,1,4,2,2,0,1).

Have the players describe the training they are providing for each recruit and then based on the die result, provide an explanation of the recruit's progress.

Building a Defense

Barthen's Provisions

If any of the characters visit Barthen's Provisions, Elmar Barthen greets them and says that he's heard the news of the impending attack. He is willing to help in any way possible and hands the party a *scroll of glyph of warding*.

As Elmar Barthen hands you the scroll, he says, "I found this a few weeks ago and really didn't know what to do with it. Hopefully, you can use it and help you in your preparations. Also, take up to 25 gp worth of items at no charge. We cannot repay you enough for what you are about to do. I'm sure that I've got a few items that may be of help to you."

The shop has everything in the adventuring gear section of the rulebook and player's handbook that costs 25 gp or less along with 2 *alchemist's fire* that the party can purchase.

Spending time at Barthen's Provisions takes 1 time block.

Alderleaf Farm

If the character's visit Alderleaf, Qelline Alderleaf tells them she has a plan of defense. She says that she has a large supply of timber cut from the forest beside her farm and thinks that can be used to build a few archery posts to take out attackers as soon as they are spotted trying to come into town.

Archery posts can be built up to 4 levels. For every 2 hours of work, the character performs a Strength check with a DC10. On a successful check, the post is built to the next level, starting at level 1. A character proficient with Carpenter's Tools performs the check with advantage. The following table displays the features of each level.

Archery Posts

Level 1 - Room for one character or recruit to attack with a ranged weapon with advantage.

Level 2 - Room for one character or recruit to attack with a ranged weapon with advantage at $\frac{1}{2}$ cover.

Level 3 - Room for one character or recruit to attack with a ranged weapon with advantage at double distance and $\frac{1}{2}$ cover.

Level 4 - Room for two characters or recruits to attack with a ranged weapon with advantage at double distance and $\frac{1}{2}$ cover.

There is enough timber to make as many posts as there are party members. Multiple party members can work together on building one level of the

archery post to allow for a better chance of success. Archery posts can hold player characters or recruits.

Random Traps

The group may have many other ideas for creating traps. Assign an appropriate amount of time for each of these. Smaller tasks should just take an hour but larger tasks could take 2-4 hours.

The Final Hour

The town bell rings signaling the end of the day. After the echoing sounds of the bell, there is only complete silence. It is too dark to continue any preparation of any kind and now it is just a waiting game. The taverns are empty as they townsfolk knew what was coming.

Once the bell for the 8th hour has rung, provide a summary of all of the accomplishments the group has created during the day, how many new recruits will they be able to use, how many new archery posts are available and what kind of traps have been laid.

Have them establish a plan of action, such as having a lookout at an archery post with a signal whistle to alert the rest of group. They may decide to assign recruits to various parts of town. Glasstaff is ready to attack with his gang of Redbrands. There is really only two ways to launch a full-scale attack into town, from the north road or south road. Depending on how Glasstaff escaped in your campaign could determine where he attacks. If he fled before being encountered, then he may be more inclined to attack from the south, but he escape as a prisoner on the way to Waterdeep, he is probably outside of town to the north. It's your choice to determine which area he attacks to best fit your story.

Glasstaff's Return

Glasstaff comes flying into town by using his *fly* spell. His Redbrand thugs are running behind him. Two of the thugs are carrying torches and they set fire to the first building they came to. Glasstaff also sets fire to anything he can with his *fire bolt* cantrip. Glasstaff

attacks the first person to oppose him with his *fireball* spell.

This gives you some options as to how to introduce him into town. If he gets to set fire to a building before anyone sees him, the smell and sight of smoke would begin to fill the air. There could also be players or guards stationed in areas that would see Glasstaff fly into town. If the player's had set traps, some of these could kill some Redbrands in one hit, quickly reducing the odds. Archery posts should also allow characters or recruits to see and attack from a longer range that they would be able to before. Hopefully, the players will feel gratification of seeing results of all the work they had done prior to the battle.

If the party visited the ambush site, then he has just arrived in town a few minutes before they do. The first building will have just caught on fire when they arrive.

The players should have some allies to help them, including Sildar, recruits or the Redbrand from the ambush sight.

When Glasstaff first sees the characters, he screams.

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"There you are! I am taking back what is mine. There will be no mercy. You die tonight. Phandalin is mine!"
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Glasstaff has two *Potions of Invisibility* on him and immediately quaffs one before rolling initiative after the characters find him. He allows his Redbrands to fight for a few rounds before reappearing by attacking with his *Fireball* spell.

Glasstaff does not quit fighting until he dies or is unable to continue. If the players had not found it before, he has his *Staff of Defense* on him when defeated. He also has a *Scroll of Fly*, 40 gp, and 20 sp. Each Redbrand has 25 gp.

REDBRAND SPY

Medium humanoid (human), neutral evil

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages Common, Goblin

Challenge 1 (200 XP)

Cunning Action. One each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The spy makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

REDBRAND RUFFIAN

Medium humanoid (human), neutral evil

Armor Class 15 (studded leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	9 (-1)	9 (-1)	11 (+0)

Skills Intimidation +2

Senses passive Perception 9

Languages Common

Challenge 1/2 (100 XP)

ACTIONS

Multiattack. The ruffian makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one. *Hit:* 5 (1d6+2) piercing damage.

IARNO "GLASSTAFF" ALBREK

Medium humanoid (human), lawful evil

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +5, Wis +3

Skills Arcana +6, History +6

Senses passive Perception 11

Languages Common, Draconic, Dwarvish, Elvish

Challenge 2 (450 XP)

Spellcasting. The iarno "glasstaff" albrek is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The iarno "glasstaff" albrek has the following wizard spells prepared:

Cantrips (at will):

Mage Hand, Light, Shocking Grasp, Fire Bolt

1st level (4 slots):

Charm Person, Magic Missile

2nd level (3 slots):

Hold Person, Misty Step

3rd level (2 slots):

Fireball, Fly

ACTIONS

Staff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 3 (1d8-1) bludgeoning damage.

RECRUIT

Medium humanoid (human), lawful good

Armor Class 14

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

ACTIONS

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8+1) piercing damage.