



IARNO ALBREK (GLASSTAFF) – EVIL MAGE

Medium humanoid (human), lawful evil

Armor Class 12
Hit Points 22 (5d8)
Speed 30ft.

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

Saving Throws Int +3, Wis +5
Skills Arcana +5, History +5
Senses Passive Perception 11
Languages Common, Draconis, Dwarvish, Elvish
Challenge 1 (200 XP)

Spellcasting. The mage is a 4th-level spellcaster that uses Intelligence as its spellcasting ability (spell save DC 13; +5 to hit with spell attacks). The mage knows the following spells from the wizard's spell list:

Cantrips (at will): *light, mage hand, shocking grasp*
1st Level (4 slots): *charm person, magic missile*
2nd Level (3 slots): *hold person, misty step*

Actions

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

Evil mages hunger for arcane power and dwell in isolated places, where they can perform terrible magical experiments without interference.

ROLEPLAYING IARNO

A former member of the Lords' Alliance, Iarno seized an opportunity in Phandalin to line his own pockets. Originally tasked with setting up a constabulary, the mage instead assembled a group of outlaws and local ruffians to secure his own position in town.

Iarno knew of the Black Spider through his contacts in the Lords' Alliance and brokered a meeting. The drow promised to share the secrets and wealth of the Forge of Spells with the wizard in exchange for his help and loyalty.

Iarno puts on airs of gentility and courteous manners, addressing his ruffians as "my good gentlemen," and referring to sordid acts such as kidnapping or arson as "that unpleasant little business" or "those unfortunate events." He refers to the characters as "guests" and expresses regret that he cannot provide suitable entertainment for their visit. Beneath his genteel demeanor, however, Iarno is just as thuggish and arrogant as any Redbrand outlaws.

If threatened, Iarno uses his *staff of defense* to cast *mage armor* on himself. He then casts offensive spells at enemies he can see. Iarno's stat block contains a list of the spells he has prepared. For descriptions of those spells and their effects, see the rule book. Iarno uses the *shield* power of his staff for added protection.

If he is reduced to 8 or fewer hit points and has no avenues of escape, Iarno surrenders. He values his life more than anything, and he remains a model prisoner in the hopes that the Black Spider will somehow learn of his predicament and "arrange for his freedom."

If he is questioned while in captivity, Iarno relates the following information, all of which is true:

- The Black Spider is a drow (dark elf).
 - The Black Spider sent three bugbears to help Iarno keep the population of Phandalin under control, but the Redbrands have managed without them. The bugbears know the way to Wave Echo Cave, but Iarno does not.
 - The Black Spider is searching Wave Echo Cave for the Forge of Spells. Dwarves and gnomes of the Phandelver's Pact used the magical forge to fashion powerful magic items.
 - No other members of the Lords' Alliance know of Iarno's betrayal