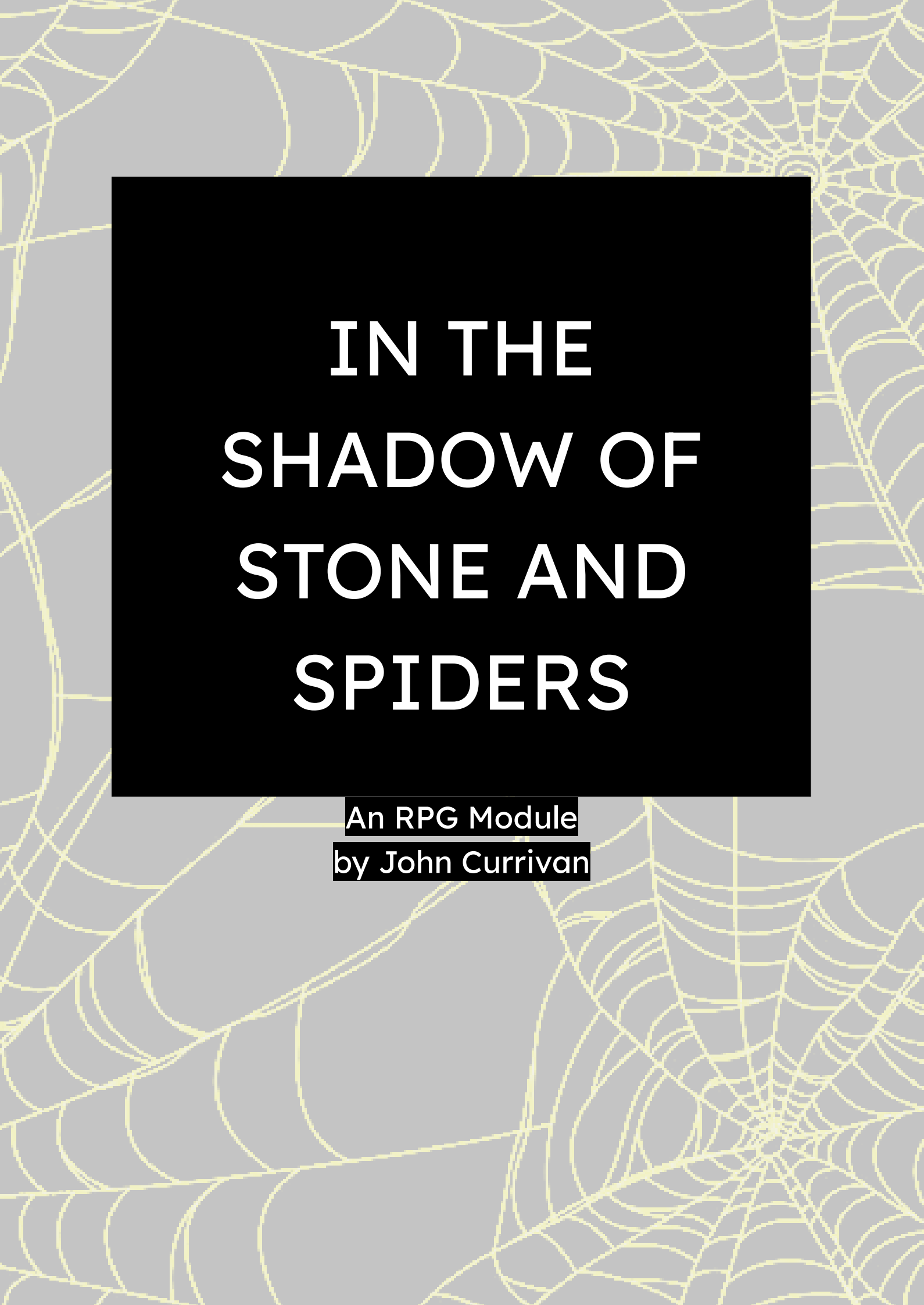




IN THE SHADOW OF STONE AND SPIDERS

An RPG Module
by John Currivan

Opening notes:

This document is intended for GMs only, if you intend to use this module as a player, please pass this to your GM.

This module is designed for use with Dungeons and Dragons 5E. For any further guidance or ideas on how to GM or manage the scenario below, and to investigate specific rules or game mechanics please refer to the D&D core rulebooks.

- *The Dungeon Master's Guide*
- *The Players Handbook*
- *The Monster Manual*

Trigger warnings:

Arachnophobia
Nyctophobia
Claustrophobia
Potential Body Horror

IN THE SHADOW OF STONE AND SPIDERS

What the Players Know

A small local town is reporting people going missing and they mention that the most recent disappearance is the local apothecary, the wizard - Dachrani Pexret (known as Rani), who had been searching for a cause for these disappearances. You've also somehow come across a map, local sheriffs have given it or you found it yourselves in Dachrani's house and belongings. The map has led to the mouth of a cave...

What the Players Don't Know

Rani is actually a self proclaimed aranea, a humanoid-spider hybrid who can control minds and command obedience. Rani has been luring and kidnapping townsfolk down here to feed to the Spiders and their many eggs. Very soon the eggs will hatch and Rani will lead the spiders to the village to feast on the citizens. Unless the players stop them...

Scenario Notes

This dungeon is a one way direct descent into darkness, through a narrow and wet and slippery cave. The tunnel throughout is winding and twisting which makes unassisted descent possible but extremely difficult.

There are 5 levels of descent, each one getting darker, the deeper they go.

In the moist conditions, surface water and pools are reactive to lightning and frost magic or effects, increasing range and effectiveness, (*a melee lightning attack on a wet surface could be conducted across a chamber to another creature in contact with the moisture*) and potentially altering the environments (*freezing pools of water could trap enemies or frozen surfaces could be made slipperier*).

The setting is deliberately tight and claustrophobic. The GM should feel free to impose any difficulties with larger or longer weapons, e.g. swinging a greatsword or great axe might be tricky with a low roof and narrow spaces.

Depending on the order in which players descend, a critical failure while climbing down (score of 1) could result in a domino effect of a fall where players knock into each other causing the other to fall. Players could also fall through multiple chambers unless they succeed on a Dex/Athletics saving throw of 13+.

POTENTIAL ALTERNATE GM HOOKS

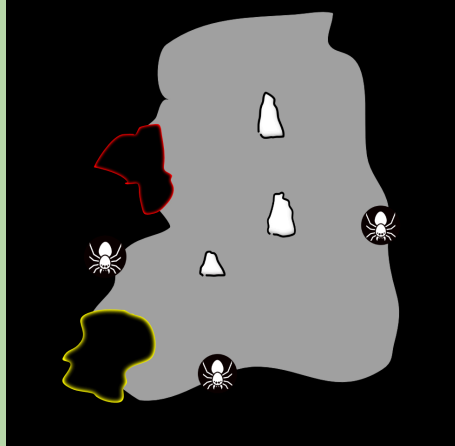
<i>A family member or old friend has disappeared...</i>	<i>The wizard Rani is an old friend of a party member and has gone missing.</i>	<i>A local sheriff or law enforcement team has hired you to investigate something strange.</i>
<i>The local town is a PCs hometown, and their family/friends are concerned about disappearances</i>	<i>The party has heard of a powerful wizard, who owns some unique magical items.</i>	<i>A farmer has reported animals missing from his farm and tracked them to the cave.</i>
<i>The party has been tasked with investigating a species of spider, suspected to live only in one area.</i>	<i>The party is tracking a specific NPC who has been recently kidnapped...</i>	<i>Mino Garthen's family have contacted the party to find him...</i>

— MAPS —

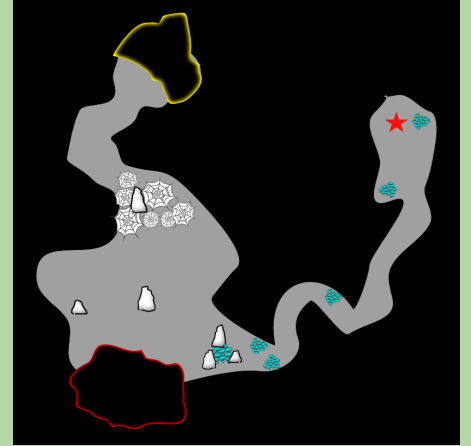
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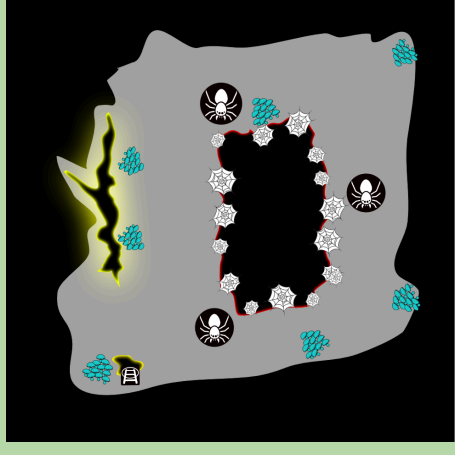
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NOTE ON THE MAPS:

Red holes lead deeper down.

Yellow holes lead up towards the outside.

GMs should use their own judgement re the placement/position of enemies, eggs etc.

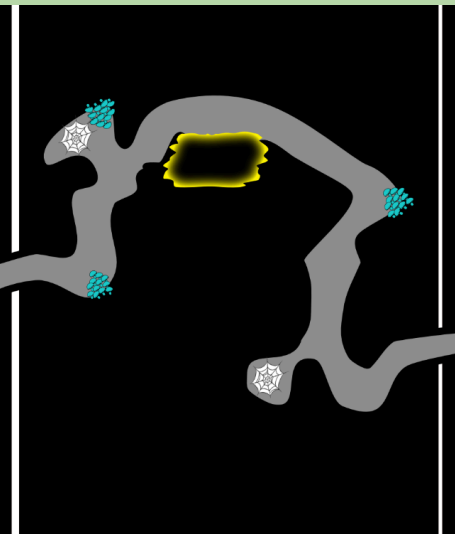
Maps 1-5 show a full 40ft x 40ft square.

For 6-8, each section of the map is 80ft long, 40ft wide.

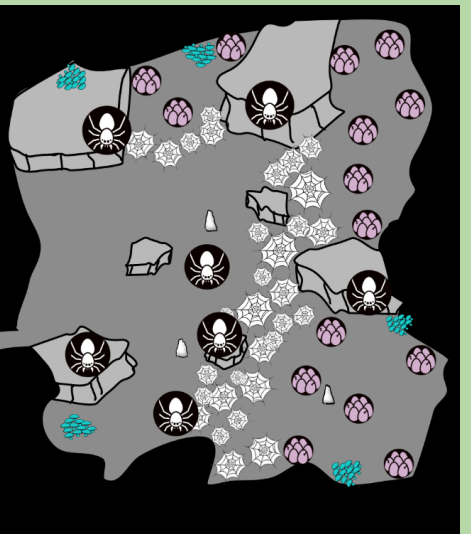
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AREA DESCRIPTION

1 - Cave Entry (Level 0)

READ: The cave entry is narrow and dark, easily missed if you did not know where to look. Inside it is damp and slippery. There is a great hole near the back of the cavern, maybe 8-10 ft wide enough for one or two people to descend side by side. There is a stream of water running from the entryway, weaving along the floor and trickling down the dark hole.

Cave entry with a deep hole that seems to go almost straight down, but is angled, very steeply. It is a 20ft descent to the next level, where it seems to sort of level out.

It is possible to crawl or slide down, (Dex or Athletics +13) but risks damage if a player slips (1 d6 per 10 ft). It is Possible to set up a rope or rope ladder or grappling hook, between stalagmites, for an easy descent.

A Successful survival or investigation check, 14+, will show that there are tracks within the leaves, twigs, debris moss or slime that is on the rocks. Suggesting that something has been coming and going between the hole and the entry. Possibly dragged. But no sign of any use of a rope or support.

There are the remnants of a tent and campsite, here but it seems long long abandoned.

2: Guarded Chamber (Level -1)

Moving down the angled hole. The players arrive into another chamber, walls and floor slick with moisture. Another similar hole lies in the floor here.

2 Giant StoneSkin Spiders are present, high on the walls and ceiling, camouflaged against the rocks. If undetected, they will wait until the players move into the next chamber, start dealing with the tangle of webs, and then the spiders will ambush them.

The Spiders can be detected with a perception or investigation roll of 16+ and can be sneaked past with a stealth roll or 14+, however the spiders will be alerted by action or interference with the webs in the next room.

Similar to the previous route down, the hole and passage is angled very steeply, but accessible and descends 15ft to the next level.

If the PCs find themselves up speaking with the spiders, please see the stat block for how the spiders might respond and what they might say.

3 - Webbed Chamber (Level -2)

Similar to above, but the next hole in the ground is covered in spider webs. These will make for difficult terrain, unless dealt with. They are thick and have a total 30 HP and can be destroyed with slashing or fire damage. Magic Missiles, arrows, or darts are ineffective.

If the Spiders in the previous room have not been dealt with, they will ambush the party in this room while they are blocked by the webs.

Once the webs have been destroyed the next hole is clear the players can descend carefully 15ft to the next level.

A successful investigation/perception check will identify that there is a *Secret Nook* and passageway, off in one corner, where the water drips down noisily into a puddle, without trickling. Signifying a gap in the rocks.

SECRET TUNNEL AND NOOK

There is a very narrow gap in the rocks of the wall. It would be a tight squeeze for any medium creature, but accessible by Small or Tiny creatures. It leads to a narrow passage, and at the back is hidden a **Halfling Commoner**, *Mino Garthen, (the star)* a baker who was kidnapped and kept in the lower cavern in the web traps.

MINO GARTHEN

The last thing Mino remembers is going to the Tavern at night, not drinking too much, but feeling pretty drunk. He thinks he might've made it home, or fallen asleep in the street, but he awoke, wrapped in webs, to a giant spider, even bigger than the big ones, dragging him into the cave above, and bringing him down here. He passed out again and awoke stuck to a wall in webbing. By chance he happened to have a cheese knife still in his pocket and over the course of a day managed to cut his way out, grab a small dagger from the floor and escape. After escaping The Spiders followed him up here, and he hid but has been too afraid to leave for the last 2 days. He has seen the egg chamber, but does not understand what he saw. He knows that there is a human working with the spiders, as he recalls seeing a human coming and going from the prison cave.

Mino just wants to stay safe, but is exhausted and waiting for a gap in the spider's guard, to try climb up to the ground level. He could be convinced to fight for the party but rolls all actions and checks at disadvantage.

If the Spiders attack the party before players find the nook, Mino might come closer to watch the fight, and introduce himself, if the players win. If the Spiders look likely to kill the party or any party member in the fight, Mino can jump out to fight for the party, or try to scramble up the hole and escape.

4 - Too Narrow Gap (Level -3)

Moving down the angled passage. They arrive into another chamber, walls and floor seven more slick with moisture, but there are also dimly glowing yellow green mushrooms and fungi on the walls, ceiling and floors and between the rocks.

Another similar hole lies in the floor here but now the gap is much narrower. Difficult terrain for small creatures. Any Medium creatures going through, risk getting stuck and would require a

Strength/Dexterity check 13+ to get unstuck. They may also be required to leave any heavy or bulky in this chamber, as they may not fit flexibly through the gap.

The descent to the next floor is 10ft.

HIDDEN PASSAGE

A successful investigation or perception check 13+ would reveal that there is a gap behind some rocks, with another entry point, players can find a hidden passage with a much easier access point, where characters could descend comfortably one at a time, Mino is aware of this but forgets to mention it due to exhaustion, he doesn't know how he climbed up to each floor, because during his escape he was frantically running away. This passage removes any risk of damage.

GLOWING FUNGUS

The glowing mushrooms are a naturally occurring fungus from the moist conditions. This would be the normal food for the spiders, and is edible by humanoids, but has a bitter tangy taste. It also has a mild paralysing effect and if players were to eat too much, more than 3, they must make a CON save of 15+ or take 1 D6 poison damage and be paralyzed for six seconds. Mino Garthen knows this, and can warn the party as he had tried to eat some while hiding.

5 - Largest Lowest Chamber (Level -4)

The widest and largest chamber so far with an extremely wide hole in the floor. It is clear that they are now much closer to the source of the spiders as the hole has spider webs on the walls and ceilings, but there seems to be a path through.

There are 4 Giant StoneSpiders just below the hole who will crawl up and attack as soon as the players look down or try to descend. If the spiders start losing the battle, down to half health, or if 2 of the Spiders are dead then any survivors will retreat down into the cavern to warn their fellow and protect the eggs.

If the players defeat the 4 Spiders, they can attempt sneaking through the passage without touching the webs, by rolling Stealth/Acrobatics 14+.

Players do have the option of using the webs to ease their descent through the wide hole, but any interference will alert the rest of the spiders and make sneaking impossible.

6 - Mushroom Corridor

Descending further through this hole lands the players in a small narrow corridor or passage of stone, about 6-7 foot across and 10 feet high. It should be pitch dark, but the corridor is covered in the dimly glowing mushrooms which makes the whole area dimly lit.

The walls are also covered in spider webs, like the previous room, any interference with the webs will alert nearby spiders, and make sneaking trickier. But the passageway is clear enough that medium sized characters do not need to sneak to avoid the webs.

The corridor here offers the option of a left or right turn. If present, Mino cannot remember which way he was imprisoned, and has no sense of where things are.

When choosing a direction, the players can hear moans and groans coming from the prisoner on the left hand side, with skitters and spider mandible clicks coming from the right hand side.

If players choose to move to the East, and turn right they will end up in the Nursery which is full of Spider eggs. If they move left or West they will end up in the Prison area where the kidnapped townsfolk are being kept.

If the GM wishes to push a choice or dilemma onto the players then they could add that the sound of a person screaming has started coming from the Western direction. Where a spider is attempting to feed off a prisoner.

7 - Prison and Pantry

Very wet and damp.

3 Prisoners are trapped in sturdy spider web traps. All are unconscious and unresponsive.

They are 2 humans (1 dead), and a dwarf. All kidnapped from the village. There are other dead bodies and animal carcasses strung into webs, that are half consumed withering husks. GM can conceive of names and roles for these NPCs based on their hook and preference. These NPCs are very unlikely to fight with the party, as they are extremely exhausted and have no real weapons.

PITS

There are two small sunken areas in the centre, almost like a pit, which contains bones, humanoid and animal, pig and deer. It also contains a mix of equipment and gear, nothing particularly useful, beyond some trinkets and wood and stone jewellery. There are 2 daggers, but this is where Mino got his dagger. There are remains of approximately 10 humanoid bodies and many more animal carcasses in the pit. Each pit contains 2d6 gold

THE STUDY

There is a small tent or gazebo also erected in a corner of the cave, This is a location where Rani had been studying the spiders for the past year. Players can find a journal, some copper wire, a *Staff of Electrical Warding*.

The journal outlines Rani's experience with the spiders... how his curiosity turned to obsession, how he started polymorphing and communications, how he became a self appointed caretaker.... How he began kidnapping people to feed to the spiders, as well as how he plans to overtake the village once the eggs are hatched.

See next page for the exact extracts from Rani's Journal

If the GM has opted to include the screaming prisoner, then there are 2 StoneSkin Spiders here, preparing to suck the blood and feed off one of the prisoners.

8 - The Nursery

READ: The cavern is enormous. The dim lights of the glowing mushrooms reflected of the wet walls and pools of water on the ground. you can see this chamber is filled with spiderwebs strung up between rock formations, static mites and stalactites as though partition has been placed between the front and back end of the room the skittering of spider jaws mandibles is loudest here. a human voice speaks up, "I'll offer you a choice. Leave now or die and become food for my queens."

This is the largest chamber in the cave so far with infrequent but consistent drops of water dripping down from the ceiling and the rocks into pools on the floor. Players who ask, investigate or roll perception 10+, will observe that some of the rocks against the walls are a little too regular and seem to be clumped in pattern around the floors and walls. These are eggs, hundreds of eggs in pods and nests around the walls of the cavern. The Eggs are also protected by rock formations, and sheltered by thick Spider Webs thick like ropes, which are also dripping with moisture.

RANI - The Aranea (DACHRANI PEXRET)

The voice speaking to the party is coming from the mage Rani, who has managed to sneak behind the party, as he has just descended the 5 levels of the cave himself. GM can roll for stealth if they wish but Rani knows this cave, and has spider climb only a very observant or vigilant party/member would perceive him (Perception 16+). Either way it would be dramatic for him to reveal himself just as they enter the Nursery chamber. He will attempt to sway the party to leave, and may attempt a command or charm person spell to force them out.

If asked, Rani, justifies his actions as "Every living creature needs food, I was just assisting my Queens".

He will be deeply upset if any other spiders were killed or harmed by the players. He will reveal that he admires the form of the spider, especially this unique species, and that he had found a way to commune with them in a polymorphed state. He refers to the other spiders as his queens, they are all female and will openly admit that the eggs in the room are all his children.

He may mention that he was planning to use the town as a feasting ground, but will lie to the players saying that he has reconsidered. "If you leave us now, and harm us no further, we will not bother the town" (He has actually sealed off each exit with webbing and if the party attempt to leave he and the other spiders will pursue them once they are trapped or dealing with the obstacles).

If attacked, or if negotiation has not been successful, Rani will transform, grotesquely, into his Great StoneSkin Spider form. Which has a twisted still humanoid head and mouth, to allow for verbal spellcasting, allowing him to attempt to command and charm the party.

There are also 8 other Stoneskin Spiders in the room, who are hiding on the walls and ceiling who will make formations to attack the party and also defend the eggs.

If Dachrani is killed and players search the body, they will find a *Ring of SpiderClimb*, A *Spellbook* containing: *Polymorph*, *Command*, *Charm Person*. A minor potion of healing, A *Ring of Paralysis Resistance*

INTERCONNECTED WEBS

There are sections of webs that are interconnected throughout the room. Due to the moisture in the cave these webs are wet and thus follow the rules for increasing effectiveness of frost and lightning spells. For example chain lightning cast at a web or on a spider that is on a web could be conducted through the web in all directions, affecting creatures within a range of an extra 10 feet. Likewise any melee lightning or frost attack, cast on the web or creature on a web, can be extended along the webs and wet surfaces up to a range of 10 feet. Additionally, any frost or lightning attacks should be made with advantage, any frost or lightning saving throws are made with disadvantage.

The pools of water also increase effectiveness of lightning and frost spells cause double damage to any creature currently standing in a pool of water, and frost spells could freeze a pool of water and trap a creature in place who then requires a strength check DC 10 to break free.

EGG CLUMPS

If a battle takes place or if the players choose, they can damage the eggs. Each individual egg has 3HP and an AC of 9. The eggs are spread out in clumps of 3-5 eggs. And overall there are about 20-30 clumps. Players could attack each clump individually, or try to shock or freeze multiples at a time.

PLATFORMS AND ROCK FORMATIONS

In this chamber there are also rock formations which can be used by the PCs or spiders throughout a bottle. Certain pillars or stalagmites can be used as cover. Certain ledges can be accessed to gain high ground against enemies, all ledges are between 10-15 ft tall. Manually climbing up any of these ledges should be considered as moving through difficult terrain and would require a DC 10+ athletics or acrobatics check to access.

Extracts from "Field Notes, Dachrani Pexret"

(The journal is found partially destroyed, with pages ripped out, but with the following pages and sections still legible.)

Day 1 - Observation started. A unique breed of Spider who seems to have the skin of the stone of their underground environment. I will stay in the upper levels of the

Day 16 - I have noticed the fungus in the lower levels, about half way down. This seems to be the food the spiders used to sustain themselves.

Day 47 - Having tested the fungus I have noticed a minor paralyzing effect. Its acrid and bitter taste seems to overwhelm the senses for a very brief time. This intern has had an effect on the spiders giving them a paralyzing effect with their bite. I must be careful, and take some precautions

Day 68 - I have scouted out the lower chambers of the cave, there is an area where I believe I could set up a small camp to study the spiders more closely. But again I will need to take precautions so as to not get hurt. I seem to be forgetting that these are wild animals, and that they would kill me as soon as you see me. Maybe I'm going too far...

Day 104 - It seems that most if not all of the spiders here are female. I am not sure how they reproduce, but it appears there could be one male who spins webs and a host of females who are useless webs to fertilise their eggs. A small brood was hatched the other day but I cannot yet tell which is the male in the group.

Day 154 - they truly are fascinating creatures I am becoming obsessed. I found myself daydreaming... Of living among them... Of being one of them. I wonder if there is a way, perhaps through magic, to achieve this. To take their shape and live among them.

Day 189 - it has been a hard few months. The weather has been exceedingly dry which has seemed to affect the moisture in the cave and the growth of the fungus. It's not as playful as it once was. I intervened today, perhaps where I should not have, offering food. I left some of my food in the passage before and it was eaten straight up.

Day 202 - I fed them a whole deer today. It was intensely satisfying to watch them suck the blood, drain the life from the creature, it was still barely breathing by the time I dragged it down. The paralyzing effect of the fungus can be harnessed... I must find them more food wherever I can...

----- ENEMIES -----

Rani (the Hybrid Aranea)

Large monstrosity, chaotic evil

Armour Class 14 (natural armour)

Hit Points 52 (6d10 + 6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	-2 (-4)	11 (+0)	4 (-2)

Saving Throws Int +5

Skills Stealth +5

Senses blindsight 10 ft., darkvision 60 ft.,

Passive Perception 11

Languages: Common, Deep Speech

Challenge 3 (700 XP)

Resistances: *Bludgeoning, Fire*

Vulnerabilities: Lightning and Frost

Special Traits

Shapechange: Can polymorph between its human and spider form. Retains its Int, Wis, and Cha scores and its current hit points while polymorphed; can continue to cast spells as a Spider.

Spellcasting: 3rd-level wizard.

Intelligence casting ability (DC 13, attack +5) and require no material components for their spells. Basic known spells are listed below, but GM can add some if desired.

Cantrips - (at will): dancing lights, poison cloud,

1st level - (4 slots): charm person, sleep

2nd level - (2 slots): invisibility, mirror image, webs suggestion,

Spider Climb: Rani can climb any surface without making ability checks, in both human and spider form.

Stone Skin In his Spider Form Rani, adopts the plate armour-like stone skin of the spiders. His AC increases to 16 and he becomes resistant to bludgeoning and fire damage. A nature or perception check of 15+ will reveal that the spider's joints and undersides are still soft, which once known and actioned reduced AC by 2 for slashing and piercing.

Actions

Bite: Melee Weapon Attack: +5 to hit (reach 5 ft.; one creature). Hit: 7 (1d8 + 3) piercing damage, Target must DC 12+ Con save to avoid Poison (see Paralytic Poison, below).

Paralytic Poison:

Imposes disadvantage on attack rolls and ability checks. At the end of each of its turns, the affected creature must attempt a con saving throw. 16 or higher = the poisoned condition ends, character becomes immune to the poison 11-15 = the poisoned condition continues. 10 or lower = the creature becomes paralyzed with no more saving throws.

Paralysis lasts for 1 hour or until the poison is neutralised.

Webs (recharge 5, 6): Ranged

Weapon Attack: +5 to hit (range 30 ft./60 ft.; one creature).

Hit: The target is restrained by webs. A webbed creature can use its action to attempt a DC 12 Str (Athletics) check to escape. The web can also be destroyed by 5 points of slashing or fire damage against AC 10.

Rani, grew up in a town far away, but moved to the village and lived as an apothecary. As a naturalist, he was fascinated to discover that a unique breed of spider lived in the woods not far away. He began observing and studying them, but overtime became obsessed and started caring for them. First bringing rats and small rodents as food, then larger animals, cats and dogs, then deer and for the last few weeks, he has been kidnapping and luring villagers to this cave, using them as feed.

Not only that, Rani has been living part-time with the Spiders for the last year. Depending on how your rules for 'Polymorph' he has either sired children with the spiders or has simply helped the fertilisation process and plans to rear them as his own.

He considers the eggs his children and other spiders his queens. He does genuinely care for any spiders who have died and is willing to lie to lure the party into a false sense of security. He says he will spare the village and let the party go if they leave the eggs unharmed. But he will not, he will delay his plans and attack the village later, and even if he does allow the party to leave the cave, or they somehow escape, he will never forget them, and may perhaps even pursue them with his new army of spiders.

Giant StoneSpider

Large Beast, Unaligned

Armour Class 15**Hit Points** 20 (d10 + 4)**Speed** 30 ft., climb 30 ft.

<u>STR</u>	<u>DEX</u>	<u>CON</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
14 (+2)	16 (+3)	12 (+1)	-2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7**Senses** Blindsight 10 ft., Darkvision 60 ft.,**Passive Perception** 10

Languages -

Challenge 1 (200 XP)**Proficiency Bonus** +2**Resistances:** Bludgeoning, Fire**Vulnerabilities:** Lightning and Frost**Special Traits****Spider Climb.** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.**Web Sense.** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.**Web Walker.** The spider ignores movement restrictions caused by webbing.**Stone Skin** The spiders here have adapted to camouflage and protect themselves with the rocks around them. Their skin has the appearance and durability of rock, like plate armour. As such they are resistant to bludgeoning and fire damage, but a nature, or perception check of 15+ will reveal that their joints and undersides are still soft, which once known and actioned reduced AC by 2 for slashing and piercing.**Actions****Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.**Web** (Recharge 5–6). Ranged Weapon Attack: +5 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).**Speaking with Spiders:** if the PCs manage to speak with the spiders, such as by casting speak with animals or another magic spell, the spiders will respond aggressively. They will ask the PCs to leave and state they are threatened by the presence of the party.

If asked, they will talk about eating human flesh, and feeding on people, they may also mention that these people are being brought here by “The Caretaker” or “the Changing one” who is a figure who brings them food and looks after them and their eggs.

They will not know the name of this person as they don’t speak Common, but they will acknowledge the role they play and may warn the players that the caretaker will find them and kill them if they persist in invading their cave. The Spiders will not back down from a fight or allow the PCs to continue down the cave.

----- ITEMS -----

Staff of Electrical Warding

Abjuration

Range: 10ft

Target: Any creatures that enters the front area, in a 10 ft 180°

This is a 5ft wooden staff, with a large yellow crystal at its head. The staff has a very definite front and back side, where at the top of the staff, the back is rounded and reflective, (like a modern satellite dish). This is the aiming mechanism for the device. Close inspection of the stone will reveal that with many glyphs carved into it, 15 in total. The glyphs on the stone represent a glyph of lightning warding, where, if a creature enters the range of 10 ft 180° cone, the staff will activate.

When activated, the staff will release a small burst of Chain Lightning, as per the rules below, but which only causes 1d4 damage, and the affected creature will need to roll a CON 10+ to prevent getting stunned, for 1 round or 6 seconds. It can activate a total of 15 times in 24 hours, and each charge requires 1 full hour, since last activation to recharge. So if it activates, then a users waits 55 minutes, and activates it again. It will have expended 2 uses, and will need to wait another full hour for one of those slots to recharge.

This was built by the wizard Dachrani Pexret as a way to prevent giant spiders from getting into his small camp, while he observed them. He hasn't used the device in at least 2years since he started living with the spiders more closely.

If the crystal on the staff is smashed, or broken it will release one full 6th Level Chain lightning spell (slightly altered). See below.

Casting Time: 1 action (smashing the stone, will instantly cause reaction)

Range: 150 feet

Three bolts of lightning leap from the broken stone hitting one or more targets. The lightning then causes three more streams of lightning affecting up to as many as three other targets, 2nd base Targets must be within 30 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts. A target must make a Dexterity saving throw. The target takes 10d8 lightning damage on a failed save, or half as much damage on a successful one.