

Staff of Hornwood

(from "Greyhawk Adventures")

This wooden staff was enchanted by a wizard who wanted to make his travels in the wilderness less dangerous. When the command word is spoken, the staff creates an area of antipathy in a 20' radius that is avoided by normal animals (including giant variations) unless attacked by the staff holder or the party. Animals with higher than animal Intelligence can enter the warded area if a successful saving throw vs. staff is made.

Enchanted creatures of the forest will be irritated by the operation of the staff; 75% of the time they will leave the area in disgust, and the other 25% of the time they take steps to drive away the staff holder.

The staff can also be used as a melee weapon, in which case the antipathy effect causes any animal struck to flee the encounter, subject to any applicable saving throw. Each hit drains a charge from the staff. Note that with sufficient time and effort, animals can be trained to withstand the effects of this staff. The staff can be recharged.

XP Value: 4,000

GP Value: 15,000