

Grobnak's Store of Sticks

Grobnak is a traveling Half-Orc merchant with dreams of hitting it big despite drinking away most of his profits. He believes that magic items are what all the most successful merchants sell, and he's decided to become the foremost authority on one type of magic item.

To anyone he sees as even the slightest bit wealthy or adventurous, he'll conspiratorially ask if they want to see his premium items, at which point he will unveil a small, rolled up blanket.

Unrolling the blanket, customers will see 17 short sticks, a handkerchief full of ash, a small bottle of brown fluid, and another bundle of blankets. Grobnak will sell any stick for 75 GP, but will go down to 50 GP with a DC 10 Persuasion Check, and 35 GP for a DC 15 Persuasion check.

Grobnak says that he collected these sticks over years of careful searching. In actuality, he bought them all in an estate sale after a wizard died.

Sticks

Invisible Stick

This stick is invisible to the senses of any creature that touches it as long as they continue touching it.

Stick of Never Falling Over

This stick can balance itself in any orientation as long as one piece of the stick is touching a solid surface.

Sentry Stick

Every five minutes, this stick loudly emanates the words "HEY! I SEE YOU!" Annoyed by the constant screaming, Grobnak has it wrapped in three blankets and the sound is muffled.

Stick of Good Boys

When a well-behaved dog sees this stick, it can't help but want to play fetch with it. Unfortunately, the stick compels dogs to play with it until they collapse from exhaustion, and dogs will get grumpy if people stop throwing the stick or if they take it away.

Liquid Stick

This stick is sold in a small bottle. When poured onto a flat surface, the brown, barky liquid naturally forms a pool with the shape and appearance of a stick.

Stick of Being Stolen

Any bird which sees this stick is convinced it wants to use it in a nest.

Stick of Sticking

This stick attaches itself to anything solid that it touches, as if with glue. Pulling it free from something it is stuck to requires 50 lbs of force or a DC 10 Strength check.

Stick of Bending

This stick is incredibly flexible and can't be broken by bending it. At the same time, it is easily broken by stretching or cutting.

Stick of Finding Stick

This stick gives any creature that touches it the ability to always find it but only while they are still touching it.

Stick of Chewing

When someone puts their ear close to this stick, they can hear the soft sound of someone eating. A DC 12 Investigation check can reveal what food it sounds like and whether the mouth is closed or open.

Chocolate Stick

This stick tastes like chocolate. It is still an actual stick, and it is not advised that this stick be ingested. Grobnak, however, will enthusiastically advertise that this stick *can* be eaten. Technically.

Ash of Stick of Set Self on Fire

This is a small pile of ash which Grobnack says was once a Stick of Set Self on Fire. It is no longer magical in any way. Grobnak stores this ash inside a small cloth handkerchief.

Stick of Darkness

This stick appears to be completely black. It is actually constantly casting the *Darkness* spell on itself with a radius of a sixteenth of an inch.

Stick of Being Different Colors

Any creature which sees this stick must succeed a DC 10 Wisdom Saving Throw or believe this stick is a random color. The color is different for each creature that fails, and failing creatures are compelled to mildly argue with any other creature that says it is a different color.

Stick of Selling

Anyone this stick touches must make a DC 15 Charisma Saving Throw or be convinced that they want to purchase this stick for 5 Copper Pieces. If pressed, they might even be willing to pay 10 Copper Pieces for it.

Stick of Seasons

This stick seems to still be living. It grows leaves and follows the seasons, though it seems to be a month early.

Rock of Being a Stick

Any creature that sees this rock must succeed a DC 20 Wisdom Saving Throw or believe it is a stick. Grobnak knows this 'stick' is magical, but his low wisdom doesn't allow him to see the truth. Instead, he markets it as the 'Stick of Mystery'. Any creatures which succeed the saving throw knows that the rock is disguised as a stick.

Juicing Stick

Once per day, the command words "Presto Juico" can be spoken while this stick is touching a fruit. The inside of the fruit is then transformed into juice, leaving the skin intact. Oddly, though, the fruit doesn't seem to have anything to do with the type of juice it becomes.

Stick of Shadows

This stick casts a shadow which is twice as wide as it should be.

Walking Stick

When a creature holds this stick, they must succeed a DC 15 Wisdom Saving Throw or their legs will animate and begin walking them forward. The stick is easily dropped.

Random Stick Table

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Thank you to Nerdstuffthrowaway for inspiring this list with [Kidd's Magical Rock Store](#)

Stick of Create Stick of Create Stick

This stick can be used to create a Stick of Create Stick, which can be used to create a stick. When the Stick of Create Stick creates a new stick, the old stick disappears. When a Stick of Create Stick of Create Stick creates a new Stick of Create Stick, the old Stick of Create Stick disappears.

Grobnak, thinking himself incredibly clever, sells the Stick of Create Stick and keeps the Stick of Create Stick of Create Stick for himself. He might be willing to sell the Stick of Create Stick of Create Stick for a little extra, and he might be bullied into giving it away if a disgruntled buyer learns of its existence.

Lick Stick

Any time a creature touches this stick, a mouth opens in its bark, from which a tongue will emerge and lick the creature that touched it.

Stick of Incomprehensible Value

This stick forces any creature which examines it to make a DC 10 Wisdom Saving Throw. On a failure, the creature is stunned for one round as it attempts to wrap its head around how something could be so worthless as this stick.

Coloring Sticks

This is a small set of sticks. When rubbed against white surfaces, they leave marks similar to crayons. Grobnak sells each one separately, and several colors seem missing.

Fake Stick

Any creature which touches this stick must succeed on a DC 15 Wisdom saving throw or believe that it is fake. It's not quite obvious why it's fake, but it's plain as day that it has to be!

Fish Stick

This stick floats rigidly in place when put in water, regardless of the movement of surrounding water. It also tastes like fried fish instead of wood, so that's good, I guess.

Venomous Stick

Any creature that touches this stick must make a DC 12 Constitution Saving Throw or take 1d4-2 points of poison damage. After failing, a creature is immune to this stick's effects indefinitely.

Stick of Blending

Up to three times per long rest, the holder of this stick can make it look indistinguishable from an ordinary stick.

Stick of Ultimate Destruction

This stick comes with a small label on which 'Stick of Ultimate Destruction' is scribbled. Despite Grobnak's insistence that it's extremely useful, he doesn't actually know what it does, and he's very reluctant to allow anyone to touch it. When this small stick is used as a weapon, it is treated like a Great Club rather than an Improvised Weapon. It only requires one hand, but it breaks when the result is 8 or less on a roll to hit.

Stick of Death

A Creature that touches this stick must succeed on a DC 12 Wisdom Saving Throw or believe that they are dead, despite all evidence to the contrary, for as long as they continue touching the stick.

Feline Stick

This stick feels furry despite having no hair. When the stick is stroked, it emanates a soft purring noise. Occasionally, a creature which touches this stick has the urge to somehow feed it fresh fish. Or feed it a Fish Stick.

Stick of Sweet Dreams

A very large two handed stick, more of a branch really. It acts like a club, and on a successful strength check, the target *magically* becomes unconscious. The DC for the strength check is the target's Constitution Score.

This can't be done if the target has more than 10 hit points remaining, if the target does not have a head, or if the target cannot fall unconscious.

Stick of Bloody Hands

Any creature that has deliberately killed another creature has their hands or equivalent appendages stained red when they touch this stick. This is of limited usefulness as something as small as a fly counts as a creature. The stain lasts several days.

Stick of Petunia

Any creature that touches this stick must succeed on a DC 12 Wisdom Saving Throw or believe that their name is Petunia for the next hour.

Stick of Fish Summoning

This is a long stick with 20 feet of fishing line, a metal hook on the end. It isn't actually magical, it's just mixed in with the others. Grobnak refuses to sell it for less than the others, saying that the magic of the other sticks have rubbed off on this one.

Stick of Sapling

When one end of this stick is poked into dirt, it starts to grow into the type of tree the stick belongs to. It doesn't grow at any accelerated rate or anything, it just grows as fast as a normal sapling would. If uprooted, it stops growing until it's planted again.

Stick of Unic-Horns

This stick is carved into a spiral pattern and can be used as a wand. Once per day, it can be pointed at a creature within 15 feet and that creature will grow a spiral pearlescent unicorn horn from their forehead, which lasts 5 minutes. The horn is not proportional to the creature's size.

Stick of Curses

Any creature that touches this stick can cast *Bane* while holding it. However, the one holding the stick is always the only creature targeted. Grobnak will fail to mention this when he tells people that it allows them to cast spells.

Stick of Light Detection

This stick is magically enchanted so it can only be seen while there is light.

Stick of Stacking

Whenever this stick is placed among other sticks, it will always end up on top. *Magical.*