

The Mostly Useless Grimoire



Spells to Insert Humor into Your D&D Adventure
By Michael Klamerus

The Mostly Useless Grimoire

The Mostly Useless Grimoire is a compilation of spells for 1st level characters that are intended to insert some humor into your D&D adventure. Not all the spells listed may be the most useful, but they should all make your adventure more interesting and fun, whether it's a part of a player's spellbook or a scroll that your party finds.

Spell List

The following spell list shows which new spells are available for each class.

Bard Spells

Cantrips (0 Level)

Glow
Lord Demonhead's Undead Salon

1st Level

Costanza's Endless Jingle
Detect Awkwardness
Double Edged Spell of Unlocking

Cleric Spells

Cantrips (0 Level)

Glow
Lord Demonhead's Undead Salon

1st Level

Detect Awkwardness
Make Drink Alcoholic
Protection from Spicy Foods

Druid Spells

1st Level

A TALKING DOG?!
Costanza's Endless Jingle
Detect Awkwardness
Make Drink Alcoholic
Mel's Invisible Bakery
Rainbow Bridge

Paladin Spells

1st Level

Detect Awkwardness
Protection from Spicy Foods

Ranger Spells

1st Level

A TALKING DOG?!
Detect Awkwardness
Mel's Invisible Bakery

Sorcerer Spells

Cantrips (0 Level)

Glow
Lord Demonhead's Undead Salon

1st Level

Costanza's Endless Jingle
Detect Awkwardness
Double Edged Spell of Unlocking
Glitter Bomb
Grow Giant Hands
Mel's Invisible Bakery
Rainbow Bridge
Time Warp
Turn Green Objects Transparent

Warlock Spells

1st Level

Costanza's Endless Jingle

Wizard Spells

Cantrips (0 Level)

Glow

Lord Demonhead's Undead Salon

1st Level

Costanza's Endless Jingle

Detect Awkwardness

Duct Tape

Glitter Bomb

Grow Giant Hands

Lottery

Mel's Invisible Bakery

Protection from Spicy Foods

Rainbow Bridge

Time Warp

Trampoline

Turn Green Objects Transparent

Spell Descriptions

The spells are presented in alphabetical order.

A TALKING DOG?!

1st Level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 day

You create a sunglasses wearing golden retriever that can speak common and makes dog related puns. This is all the dog can do. If you command the dog to do something such as pick an object up, it will just respond with a one liner such as "That would be too ruff for me."

Costanza's Endless Jingle

1st Level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 week

You place your name in the target's head as a catchy jingle. The Caster's name is stuck in the head of target and they will have a more favorable opinion of the caster for the next week after the end of the day.

Detect Awkwardness

1st Level abjuration

Casting Time: 1 action

Range: 30 feet around caster

Components: V, S

Duration: 1 hour

For the duration, you can sense the presence of all NPCs that absolutely do not want to be in a conversation with you. This does not detect NPCs that are hostile or afraid of you, only those that think you are socially inept and would rather spend their time doing something else.

The spell can penetrate most barriers but is blocked by one foot of stone or any metal, or lead.

Double Edged Spell of Unlocking

1st Level transmutation

Casting Time: 1 action

Range: 60 Feet

Components: V, S

Duration: Instantaneous

Upon touch, any basic lock on a door, chest, or any other object becomes unlocked. However, there is a 25% chance of a magic missile trap secretly being added to the object. The trap does 1d4+1 damage.

Duct Tape

1st Level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

Upon touch, two objects being held by player that are touching each other are now stuck together for the duration of the spell. Only objects that can be carried by the caster can be duct taped together.

Glitter Bomb

1st Level evocation

Casting Time: 1 action

Range: 120 Feet

Components: V, S

Duration: 1 hour

You create a ball of glitter that explodes on impact of its target. The target sparkles, making any invisible creature visible. Additionally, any target hit by a glitter bomb leaves a trail of glitter behind them for the duration of the spell.

Glow

Conjuration cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Your entire body emits a light blue glow, providing enough light to see in a 15-foot radius around you.

Grow Giant Hands

1st Level conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

Your hands grow four times in size and you gain +2 to unarmed attacks with fists. You can also carry objects that are too big for regular sized hands. It does not help you lift objects that were previously too heavy.

Lord Demonhead's Undead Salon

Necromancy cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You use the dark arts of necromancy to summon the spirit of Lord Demonhead's hair stylist. The stylist uses their power to permanently change your hair to the color and style of your choosing.

Lottery

1st Level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Self

You have a one in 10 chance of casting a level 5 spell of your choice. Otherwise the spell backfires and you turn yourself into a chicken for 1 minute.

Make Drink Alcoholic

1st Level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You make any nonmagical drink alcoholic on touch. The amount of alcohol in the drink is determined by the caster.

Mel's Invisible Bakery

1st Level conjuration

Casting Time: 1 action

Range: 90 Feet

Components: V, S

Duration: Concentration, up to 10 minutes

You create a 20 foot-radius invisible cloud that fills the air with the smell of fresh baked bread. All creatures in the cloud must make a Constitution saving throw or else they desire baked goods. Does not affect creatures in combat.

Protection from Spicy Foods

1st Level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

For the duration, you are able to eat any food and drink without suffering the negative effects of any spicy heat or Acid Reflux.

Rainbow Bridge

1st Level conjuration

Casting Time: 1 action

Range: 120 Feet

Components: V, S

Duration: 5 minutes

You create a rainbow over any body of water that anyone can walk on. When the spell ends, the rainbow disappears and anything on the bridge falls into the water, unless it can stop the fall.

Time Warp

1st Level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

This spell create a temporary hole in the fabric in space and time that allows any non-living object being held in the palm of their hand to be sent five minutes into the future. The object will reappear in the same location or the closest possible spot if something is in its place.

Trampoline

1st Level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 10 minutes

You create a trampoline that is 10 feet wide and can support up to 1000 lbs. Any creature that jumps off the trampoline quadruples their jump height. The trampoline can be pushed by any character.

Turn Green Objects Transparent

1st Level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 hour

For the duration, you can make the target transparent. This spell only works on targets that are green. If the target has colors other than green those colors will remain but the green will become transparent.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

END OF LICENSE