Spells of the Grammarian

Across worlds, few magic-users are feared as much as one who possesses a **ring of the grammarian**. Recently a list of spells employed by grammarian mages and scribed by one Nimrod of Nump, last seen sharing knowledge through the *Pages from the Mages*, was discovered and is now available to all.

**The Ring of the Grammarian**

*Ring, very rare (requires attunement)*

The Ring of the Grammarian is a ring that allows the wearer to change one letter of a spell name, giving the spell a different effect.

This powerful magical item was first seen within the confines of *The Adventure Zone*.

**Grammarianified Spells**

Nimrod of Nump’s spell notes are sometimes abbreviated, and determining which spell needs to be changed via the *ring* to achieve the new effect is left to the determination of the reader. Spell durations, components, and details follow those of the ungrammarianitized spell unless indicated.

**Bestow Nurse**

*3rd-level necromancy*

You touch a creature, and that creature must succeed on a Wisdom saving throw or become attended by a nurse for the duration of the spell. The nurse grants advantage to the target on all Wisdom (Medicine) ability checks, but will occasionally mention in passing to the target that maybe they should consider taking a little more exercise, and perhaps eat a few more vegetables. The nurse can be banished with another use of the *ring* to create a grammarianitisatified remove nurse spell.

**At higher levels.** When you cast this spell using a spell slot of 4th level or higher, you may bestow an additional nurse for each spell slot level above 3rd.

**Bling**

*3rd-level transmutation*

Roll a d20 at the end of each of your turns for the duration of the spell. On a roll of 11 or higher, your clothing is replaced with some banging gear, innit, which is very heavy on the fake gold chains and large dollar signs. The bling gives all who can see it -1 to Charisma saving throws when being influenced by the owner of the bling. At the start of your next turn, the bling disappears and your ordinary boring clothing with no gold shoulder pads at all reappears.

**Cone of Cola**

*5th-level Evocation*

A blast of a sticky dark-coloured fizzy drink erupts from your hands. Each creature in a 60-foot cone must make a Constitution saving throw. A creature takes 8d8 acid damage on a failed save, or half as much damage on a successful one, and sticks to floors and so moves at half speed for the next minute. A targeted creature may use its reaction to speak the magic words “Is Pepsi OK?” and take no damage.

**Commute**

*5th-level Divination*

Exactly the same as the ungrammariamnamicsticated version except that you have to spend an hour and a half in a small metal box moving at walking pace before you can use it.

**Contact Otter Plane**

*5th-level Divination*

You mentally contact Lutrinae, the para-elemental plane of otters. Contacting this extraplanar intelligence can strain or even break your mind with sheer cuteness, because oh my god they’re so adorable, and have you seen it when they balance a rock on their chests, it’s just so amazing, OMG I can’t even. When you cast this spell, make a DC 15 Intelligence saving throw. On a failure, you take 6d6 psychic damage and are insane until you finish a long rest. While insane, you go around the place looking like that emoji with hearts in its eyes and really annoy your companions by not shutting up about otters. On a successful save, you can ask the otters up to five questions. Good luck with that.

**Nominate Person**

*5th-level Enchantment*

You attempt to nominate a humanoid that you can see within range. It must succeed on a Wisdom saving throw or be nominated by you for the duration. On a failed saving throw, an enormous illusory blue hand descends through the clouds and points at the nominated person before vanishing. The hand is visible from up to 10 miles away.
Find the Pate
6th-level Divination
This spell allows you to find the shortest, most direct physical route to some rich, savoury paste made from finely minced or mashed ingredients, typically seasoned meat or fish, on the same plane of existence. If you name a foodstuff on another plane of existence or something which you might think is pate but is actually a terrine, the spell fails.

Some mages have suggested that the grammariansicatipating process should not work on this spell because it's actually spelled pâté, actually. Such diacriticisms and dire criticisms can ultimately only be for the adjudication of the DM.

Peas
5th-level Enchantment
You place a magical command on a creature that you can see within range, forcing it to really, really like peas. If the creature can understand you, it must succeed on a wisdom saving throw or eat peas for the duration. While the creature is eating peas, it takes 5d10 psychic damage each time it doesn't eat peas. You can end the spell early by using an action to dismiss it. It is possible to make the peas nicer by garnishing them with the result of a minty step spell.

Sass Without Trace
2nd-level Abjuration
For the duration, each creature you choose within 30 feet of you (including you) can be as impudent as they like to people around them and nobody will notice. It's very cathartic.

Steak with Animals
1st-level Divination
For the duration, you are able to convert up to 10 pounds of beasts per round into delicious meaty steaks, ready for cooking. Seasoning is not provided, but just use the herbs from your find familiar spell and you'll be fine. Steaks start at very rare and then become rare, uncommon, and common.

Steak with Dead
3rd-level Necromancy
Ugh! You cannibal weirdo! Have a word with yourself, will you?

Spine Growth
2nd-level Transmutation
Often useful for that member of the party who is way too cautious, the spine growth spell causes one target of your choice to actually cowboy up and start taking risks and having fun rather than guarding those 31hp as hard as they can. The target may make a Wisdom saving throw to resist the spell, but seriously if you're so dedicated to not being brave that you'll save to avoid it then there may be no hope for you at this point.

Telepathic Bong
5th-level Divination
You create a bong from an eggplant, which is the material component for the spell. For the duration, anyone taking a hit from this bong will be psychically linked to all the others. Until the spell ends, the targets can communicate telepathically through the bond whether or not they have a common language, particularly about such things as how absolutely inspired the bassline is in this song, man, and whether there are any crisps left.

Mime Stop
9th-level Transmutation
For the duration of this spell, any mime artists within 30ft are actually trapped in an invisible box. Ha! You look a lot more convincing now, you white-faced loon! Go ahead and bang on the sides of it, nobody can hear you. Maybe I'll add some real wind next as well!

Fish
9th-level Conjuration
Fish is the mightiest spell a mortal creature can cast. By simply speaking aloud, you can alter the very foundations of reality in accord with a fish of your choice. The basic use of this spell is to duplicate any other fish of 8th level or lower. You don't need to meet any requirements in that fish, including costly seasonings. The fish dish is simply delish. Alternatively, you can create one of the following effects of your choice:

• You create one fish of up to 25,000 gp in value that isn't a magic fish. The fish can be no more than 300 feet in any dimension, and it appears in an unoccupied space you can see on the ground.

• You grant up to ten creatures you can see quite a lot of fish for 8 hours. For instance, you could make yourself and all your companions have a really big pot of mussels, or whitebait. Garlic and salt to taste.

• You apply your infinite magical powers to the cosmos (of fish). Reality reshapes itself to accommodate the new result. For example, a fish spell could turn an opponent into a fish, or not turn them into a fish. Or into, like, three fish. State your fish to the DM as precisely as possible. The DM has great latitude in ruling what occurs in such an instance; the greater the fish, the greater the likelihood that something is a bit... fishy (ha ha ha (dies)). This spell might simply fail, the effect you desire might only be partly achieved, or you might suffer some unforeseen consequence as a result. The stress of casting this spell to produce any effect other than duplicating another fish weakens you. After enduring that stress, each time you eat anything that isn't fish until you finish a long rest, you take 1d10 necrotic damage per level of that fish. This damage can't be reduced or prevented in any way. In addition, your Strength drops to 3, if it isn't 3 or lower already, for 2d4 days. For each of those days that you spend resting and doing nothing more than light activity, your remaining recovery time decreases by 2 days. Finally, there is a 33 percent chance that you become a vegetarian but you still inexplicably eat fish because apparently that's allowed.