

MILO'S BIRTHDAY GIFT OF EVERYTHING

THIS NOVEMBER MY SON MILO TURNS TWO YEARS OLD. IF I COULD GIVE HIM EVERYTHING, I WOULD. I can't, so in addition to all the gifts he got from me and my wife, I thought I'd give some gifts to all my readers so they could join me in celebrating my endlessly charming, curious, and mischievous boy. If D&D is something you get into when you're older, Milo, I hope you read this and I hope you know how much daddy loves you.

—Benjamin

NEW SPELL: CONJURE BIG TRUCK

2nd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (dad's keys)

Duration: Instantaneous

When you cast this spell choose any two points in range within 30 feet of each other. A huge spectral truck manifests and drives from one point to the other in a 10 foot wide line then disappears again. Each creature the truck passes through must make a Dexterity saving throw. A creature takes 4d8 damage on a failed save, or half as much on a successful one.

After you cast this spell, you are stunned until the start of your next turn, unable to do anything else but mutter the phrase "big truck" and scan the area for signs of where it went.

NEW RACE: SPOOKY GHOST

The natural form of a spooky ghost is partially transparent but they are almost never seen that way. It is culturally taboo for these folk to go anywhere without being covered in a sheet, typically white but sometimes decorated in other colors or even patterns. No one knows for sure where spooky ghosts come from or where your dad goes when the spooky ghost shows up. Spooky ghosts are a simple folk, content to moan in a faux-menacing manner and wander around aimlessly covered in bedsheets.

SPOOKY GHOST TRAITS

All spooky ghosts share the following traits.

Ability Score Increase. Your Charisma score increases by 2, and two other ability scores of your choice increase by 1.

Age. Spooky ghosts are fully mature from the moment they are created and, though they age, they have no natural end to their lifespan.

Alignment. Spooky ghosts, like nearly everything else in the world, mostly mean well. Most spooky ghosts are neutral good.



Size. Spooky ghosts are a bit shorter than most humans and nearly as stocky as dwarves. Your size is Medium.

Speed. Your basic walking speed is 30 feet.

Boo! As an action you can throw off your sheet, briefly revealing your true form underneath. When you do, each creature within 5 feet of you must succeed on a Wisdom saving throw with a DC equal to 8 + your proficiency bonus + your Charisma modifier or use their reaction to move their full movement speed away from you and be frightened until the end of their next turn. Once you use this trait, you must finish a short or long rest to use it again.

Hard to See Under Here. Spooky ghosts are used to difficulty seeing their surroundings and have adapted. You have blindsight out to a distance of 30 feet.

Indistinguishable. When you are prone and do not move or speak you are indistinguishable from a normal blanket. Ability checks made to determine if you are more than a mundane sheet have disadvantage if they are not aided by a spell or other magic.

Languages. You can read and write Common. You also understand it spoken but cannot speak it yourself. You are only capable of saying, “OoooOooOooOOOOooooO”, “boo!”, or “spoooooOOOOOoooooky ghoooOOOOOooooost.”

NEW MAGIC ITEM: BATHTUB OF AMBROSIAN WATERS

Wondrous item, very rare

This ornate tub includes a knob that, when turned, causes it to fill with water. It takes 1 minute for water to fill the tub, during which time a spectral paternal figure appears next to the tub using the statistics of a stone golem. If you climb into the tub and soak for 10 minutes or more, the water within the tub turns into an intoxicating ambrosian liquid.

When you take a drink of the water you gain 1d10 temporary hit points. These temporary hit points stack with one another to a maximum of your maximum hit points. When you finish a long rest you lose 1 temporary hit point gained from the tub instead of all temporary hit points as normal. While you have any temporary hit points gained from this tub’s waters, you do not age and you have advantage on Charisma ability checks.

Each time you take a drink in this way the paternal figure attempts to stop you and remove you from the tub. When you take a drink you can make a DC 18 Dexterity (Stealth) ability check to hide your consumption from the paternal figure or a DC 14 Charisma (Persuasion) ability check to convince the paternal figure your behavior is charming and harmless. If you fail your ability check, the paternal figure attempts to grapple you and pull you from the tub. Once you exit the tub it is drained of all water and cannot be used again until after the next sun set.