

S&S 5E: Mysterious Secrets

The following list of mysterious secrets are designed to be implemented during character creation to help integrate player character backstories into the Sagebrush & Sixshooters: Bolder Gulch campaign module. These secrets will not only add a special twist to your character's backstory, but will also be used by the Dungeon Master to shape the journey your character goes on in the campaign.

DO NOT TELL YOUR FELLOW PLAYERS YOUR CHARACTER'S SECRET!

The hidden secret adds tension and story elements that can be ruined if others know and act on your secret before it is revealed.

The revelation of a secret comes with an automatic Level Up for a character when the Desert Master reveals the secret during campaign play.

1. Gunslinger's Pact: In a moment of desperation or ambition, you struck a deal with a mystical gunslinger, a figure renowned in legend for their unparalleled prowess with firearms. This pact granted you extraordinary skills with guns, but it came with a haunting caveat – the gunslinger's spirit challenges you to duels at unforeseen moments, a constant reminder of the price of your acquired abilities.

Nature of the Pact:

Mystical Bargain: The deal with the spectral gunslinger is shrouded in mystery and bound by arcane forces. The reasons for and the exact nature of the bargain can be fleshed out in collaboration with your DM, adding depth to your character's backstory.

Boon - Marksman's Edge:

- **Critical Enhancement:** When you land a critical hit with a firearm you are proficient with, add an extra 1d6 x (½ Character Level) of damage to the attack. This bonus damage represents the supernatural accuracy granted by the pact.
- **Usage Frequency:** This extra damage applies every time you score a critical hit, reflecting the continuous influence of the pact on your gunfighting skills.

Bane - Spectral Duelist:

- **Haunting Challenge:** On a critical miss with a firearm you are proficient with, roll percentiles. On double-matching digits (11, 22, 33, etc.), the spectral gunslinger manifests and makes a ranged attack against you. This reflects the unpredictable and dangerous nature of your deal.
- **Duel's Consequence:** If hit by the gunslinger, you take 5 x (Character Level) force damage and drop your weapons, requiring an action to pick them up. This mechanic adds a tactical challenge, emphasizing the risk involved in the pact.

2. Ghost Town Haunt: You bear a deep connection to a now-abandoned ghost town, a place that fell into ruin due to a grave mistake or action in your past. Haunted by the spirits of its former residents, you are both aided and tormented by their ethereal presence. These spirits offer insights and warnings, though their intentions may not always be pure or truthful.

Nature of the Haunting:

Restless Spirits: The spirits of the ghost town's residents are bound to you, manifesting to provide guidance or to remind you of your past misdeeds.

Boon - Spectral Guidance:

- **Spiritual Insight:** As an action, summon the spirits to gain advantage on an Insight or Perception check. This ability reflects their ability to provide hidden knowledge or heightened awareness.
- **Usage Frequency:** This ability can be used a number of times equal to your proficiency bonus, regaining all uses after a long rest.

Bane - Haunting Presence:

- **Frightening Aura:** When you summon the spirits, all creatures within 50 feet must make a DC 13 + ($\frac{1}{2}$ Character Level) Wisdom Saving Throw or become Frightened of you for 1 minute. This reflects the unsettling nature of the visible spectral manifestations.
- **Unreliable Spirits:** The spirits may not always be truthful or may have their own agendas, leading to misleading or partial information.

3. Train Robber's Stash: As the offspring of a notorious train robber, you're privy to the secret of a legendary stash, hidden away after a daring heist. Among the loot, rumored to contain vast riches and a cursed artifact, you managed to take one mysterious item. Its nature and powers are unknown to you, and its use could potentially reveal your secret and attract dangerous attention.

Nature of the Stash:

Bandit's Heirloom: The item you possess is a small, intricately carved box, emitting a faint, otherworldly glow and occasionally vibrating softly, as if containing latent energy.

Boon - Enigmatic Relic:

- **Unseen Potential:** Starting at level 3, you can use the box to cast "Detect Magic" once per long rest. At level 6, this evolves into being able to cast "Dispel Magic" once per long rest.
- **Hidden Insights:** Gain advantage on Wisdom (Perception) and Intelligence (Investigation) checks when trying to uncover hidden compartments, traps, or secret doors. This ability activates when the box is in your possession.

Bane - Relic's Curse:

- **Recognizable Heirloom:** The box is distinct and recognizable to those familiar with the heist. Using it in public risks exposing your identity and attracting unwanted attention from law enforcement or rival treasure hunters.
- **Cursed Echoes:** From level 8 onwards, every time you use the box's magic, roll a d20. On a roll of 10 or lower, experience a minor cursed effect (like temporary bad luck, strange visions, or eerie whispers).

4. Outlaw's Bloodline: As the direct descendant of "Blackjack" Rourke, a figure whose name is synonymous with legendary sharpshooting and audacious heists, you carry not only his blood but also a legacy that is both a gift and a curse. Your inherited physical trait is a clear marker of this lineage, and with it comes the ownership of Blackjack's famed revolver, "The Black Ace," or a unique sharpshooting skill known as "Dead Eye."

Nature of the Inheritance:

The Black Ace/Dead Eye: Depending on your inheritance, you either wield Blackjack's custom-made revolver, known for its exceptional accuracy and speed, or you possess an innate sharpshooting ability that allows for near-impossible shots.

Boon - Legacy of the Black Ace:

- **Skill Enhancement:** Gain proficiency in Firearms. When using "The Black Ace" or employing the "Dead Eye" skill, add your proficiency bonus twice to attack rolls.
- **Legendary Shot/Dead Eye Focus:** Once per long rest, you can make a shot with "The Black Ace" or use your "Dead Eye" skill to automatically hit a target within range, dealing maximum damage.

Bane - Shadow of the Outlaw:

- **Recognizable Trait:** Your inherited physical feature makes you a target for those who remember Blackjack. Constant vigilance and disguise are necessary to maintain anonymity.
- **Enemy Encounters:** Your connection to Blackjack draws the ire of his old enemies, bounty hunters, and others seeking vengeance or fame. This results in potential ambushes, confrontations, and wrongful accusations.

5. Sheriff's Secret: As a once-respected sheriff, you made a clandestine deal with a mystical entity to protect your town from a supernatural threat. In exchange for this protection, you promised a piece of your soul, granting you uncanny abilities but binding you to the entity's will.

Nature of the Compromise:

Mystical Pact: The entity granted you the power to protect your town, but at the cost of your soul's fragment. This pact remains a closely guarded secret, as its revelation could erode the trust of those you swore to protect.

Boon - Protector's Legacy:

- **Enhanced Perception:** You gain the ability to use "True Sight" once per long rest, lasting for 1 minute. This ability allows you to see things as they actually are, penetrating most forms of illusion.
- **Commanding Aura:** You gain proficiency in Persuasion and Intimidation. If already proficient, you add double your proficiency bonus to these checks when dealing with lawbreakers or during investigations.

Bane - Pact's Shadow:

- **Haunted by the Entity:** You are periodically visited by the entity in dreams or visions, causing you to suffer from exhaustion. After each long rest, roll a d20. On a roll of 5 or lower, you gain one level of exhaustion due to restless sleep.
- **Soul's Fragility:** If you act directly against the interests of the mystical entity, you suffer immediate psychic damage proportional to your level (1d10 x half your character level). This is a reminder of the entity's lingering hold over you.

6. Mine of Lost Souls: In your explorations, you discovered an eerie, forsaken mine, whispered to be haunted. Deep within its tunnels, you uncovered a cache of strange, glowing minerals.

These minerals exhibit bizarre and powerful magical properties, seemingly connected to the spirits rumored to inhabit the mine.

Nature of the Minerals:

Haunted Ore: The glowing minerals, suffused with spectral energy, possess a dual nature of light and chaos, reflecting the restless spirits of the mine.

Boon - Enchanted Mineral:

- **Versatile Magic:** The mineral has a number of charges equal to $\frac{1}{2}$ your character level (rounded down), regaining all charges at dusk. This allows for regular usage of its magical properties.
- **Light or Blinding Beam:** As an action, expend a charge to roll any die. On an odd number, the mineral acts as a Gem of Brightness. You can either create bright light in a 30-foot radius (dim light for an additional 30 feet) or fire a beam of light requiring a DC 15 + ($\frac{1}{2}$ character level) Constitution saving throw, potentially blinding a creature for 1 minute.

Bane - Unstable Magic:

- **Explosive Chaos:** On an even number, the mineral releases unfocused energy. All creatures within 30 feet must make a DC 12 + ($\frac{1}{2}$ character level) Dexterity saving throw. On a failure, they take 5 x (character level) [random damage type] damage and are knocked prone. On a success, they take half damage and aren't knocked prone.
- **Spirit Release:** If the last charge is used, roll a d20. On a 1, the mineral shatters, potentially releasing the entity within – an outcome subject to the DM's discretion.

7. Saloon Specter: In an abandoned saloon on the outskirts of a forgotten town, you encountered the ghost of "Whispering Walter," a former gambler and saloon owner. This spectral figure, fond of cards and secrets, has formed a curious bond with you. Walter provides you with insights from beyond the grave but is known for his mischievous and unpredictable nature.

Nature of the Bond:

Whispering Walter: The ghost is a former gambler who met an untimely end over a card game gone wrong. He's knowledgeable about the underworld and has a knack for uncovering secrets.

Boon - Ghostly Guidance:

- **Spectral Insight:** Gain advantage on a Wisdom (Insight) or Charisma (Deception) check. Initially usable once per long rest. At level 5, this increases to twice per long rest, and at level 10, thrice per long rest.
- **Ethereal Luck:** Reroll a failed ability check, attack roll, or saving throw (must use the second result). Starts as once per long rest, becomes twice at level 7, and thrice at level 13.

Bane - Mischievous Haunting:

- **Spectral Shenanigans:** Whenever you use Ethereal Luck, roll a d20. On a roll of 10 or lower, Walter causes a minor spectral event, drawing attention. At level 10, the threshold increases to 12 or lower.
- **Eerie Presence:** You have disadvantage on Persuasion checks with superstitious folks. Starting at level 8, you can make a Charisma (Performance) check to pass off Walter's antics as parlor tricks, mitigating the disadvantage.

8. Railroad Prophecy: In your travels, you came across an ancient, cryptic map intricately linked to the era's burgeoning railroad expansion. The map, filled with enigmatic symbols and ominous warnings, foretells a great calamity tied to the railroads. Driven by a sense of duty, you've become obsessed with deciphering its mysteries and averting the foretold disaster.

Nature of the Prophecy:

Mystical Cartography: The map is a blend of conventional geography and arcane symbols, with parts that seem to change subtly over time, hinting at a living prophecy.

Boon - Seer of the Rails:

- **Prophetic Insight:** Gain advantage on Intelligence (History) or Wisdom (Insight) checks related to railroads and their expansion. Starting at level 5, you can use the map to predict and avoid dangers related to the railroad, such as accidents or sabotage.
- **Arcane Cartographer:** Develop proficiency in the Arcana skill, reflecting your growing understanding of the map's mystical aspects. If already proficient, you double your proficiency bonus for checks related to the map.

Bane - Burden of Foresight:

- **Doomsayer's Reputation:** Your warnings and obsession with the map can make you seem paranoid or unhinged, leading to skepticism or mistrust from others.

- **Calamitous Harbinger:** The closer you get to unraveling the prophecy, the more you find yourself in dangerous situations tied to the railroad – accidents, confrontations with those who have a vested interest in the expansion, or supernatural occurrences.

9. Bandit's Honor: Once a member of a notorious bandit gang, you left that life behind. However, you still carry with you a secret code – a set of signs, phrases, and symbols – known only to a network of outlaw gangs. This code allows you to communicate covertly with these groups, offering a unique edge in negotiations or gathering information. But, the shadow of your past life looms large, and old ties may drag you back into the world you've tried to leave.

Nature of the Bandit's Code:

Criminal Cipher: The code is a mix of verbal cues, hand signals, and symbolic markings, enabling discreet communication with criminal elements.

Boon - Outlaw's Tongue:

- **Underworld Liaison:** Gain advantage on Charisma (Persuasion) checks when interacting with outlaw gangs or criminal organizations. Starting at level 5, you also gain a contact within the criminal underworld.
- **Code of the Rogue:** You can decipher and send secret messages to and from various outlaw groups. This skill can be crucial for negotiating safe passage, garnering insider information, or evading law enforcement.

Bane - Shadowed Past:

- **Reputation's Edge:** Your history as a bandit can resurface, leading to distrust or hostility from law-abiding citizens and authorities. You may face prejudice or accusations based on your past.
- **Old Debts:** From level 7 onwards, figures from your past – former gang members, betrayed partners, or those wronged by your actions – might seek retribution or attempt to drag you back into the criminal world.

10. Gold Rush Curse: In the feverish days of the gold rush, while digging for fortune, you stumbled upon an ancient, cursed relic. This artifact, though seemingly bringing you luck in your endeavors, came with a grave cost. A mysterious entity, perhaps bound to the relic, now ceaselessly pursues you, intent on reclaiming what you've taken.

Nature of the Cursed Relic:

Fortune's Bane: The relic is an old, gold-encrusted object, emanating a strange aura. Its origin is shrouded in mystery and dark folklore.

Boon - Luck of the Cursed:

- **Fortuitous Discovery:** You gain advantage on Dexterity (Sleight of Hand) or Wisdom (Perception) checks when searching for valuable items or secrets. At level 5, this expands to include advantage on saving throws related to traps and hazards.
- **Aura of Fortune:** Once per long rest, you can reroll a failed ability check, attack roll, or saving throw, but must accept the second result. This ability increases to twice per long rest at level 8.

Bane - Relentless Pursuer:

- **Eternal Pursuit:** The entity bound to the relic is constantly tracking you. This results in frequent, unpredictable encounters with the entity or its minions.
- **Curse of Greed:** From level 7 onwards, your possession of the relic can lead to moments of overwhelming greed or paranoia. This may manifest in distrustful behavior towards allies or an irrational reluctance to part with any valuables.

11. Desert Wanderer's Wisdom: In a transformative chapter of your life, you spent a year in the vast, unforgiving desert under the tutelage of a mysterious wanderer. This enigmatic figure imparted ancient wisdom and exceptional survival skills. However, since leaving the desert, you've found yourself haunted by mirages and hallucinations reminiscent of the harsh desert landscape, blurring the line between reality and illusion.

Nature of the Desert Wisdom:

Ancient Teachings: The wisdom you gained encompasses knowledge of the desert's secrets, survival techniques, and possibly esoteric spiritual insights.

Boon - Sage of the Sands:

- **Survival Mastery:** Gain advantage on Wisdom (Survival) checks in arid or desert environments. Starting at level 5, this extends to finding water or shelter in such terrains.
- **Desert Secrets:** Gain proficiency in the History or Nature skill (player's choice), representing your deep understanding of desert lore. If already proficient, you double your proficiency bonus for checks related to desert knowledge.

Bane - Mirage Haunting:

- **Hallucinatory Visions:** Periodically, you experience vivid mirages or hallucinations, especially under stress or in unfamiliar environments. These can momentarily disorient or distract you, possibly at inopportune moments.
- **Echoes of the Desert:** From level 7 onwards, during long rests, you occasionally suffer from disturbing dreams or visions of the desert. These may affect your rest, leading to a need for a Wisdom saving throw to avoid a level of exhaustion due to disturbed sleep.

12. Cursed Gold Coin: This mysterious gold coin, adorned with strange, ancient symbols, found its way to you under mysterious circumstances. It's said to bring great luck to its holder but carries a powerful curse.

Nature of the Coin:

Cursed Luck: While you possess the coin, you feel the winds of fortune favoring you. However, the curse associated with it brings unforeseen consequences.

Boon - Luck of the Coin:

- **Lucky Fortune:** While you have the coin, you gain a +1 bonus to all saving throws. At level 5, this bonus increases to +2, and at level 10, it becomes +3.
- **Fortuitous Find:** Once per long rest, you can reroll a failed ability check, attack roll, or saving throw, but you must use the second result. This ability increases to twice per long rest at level 8.

Bane - Curse of the Coin:

- **Inescapable Return:** Every time you spend the coin, it returns to your pocket at dawn the next day. This peculiar phenomenon can draw unwanted attention or suspicion.
- **Cursed Misfortune:** After using the coin for any transaction, roll a d20. On a roll of 10 or lower, a minor misfortune occurs within the next 24 hours (e.g., a random encounter, equipment malfunction, or a misunderstanding with NPCs).

13. Rattlesnake Companion: You are bonded with a rattlesnake spirit, a mystical guide that imparts to you both the heightened senses and deadly prowess of a rattlesnake. This powerful connection enhances your abilities but also instills fear in those around you due to its eerie and foreboding presence.

Nature of the Rattlesnake Spirit:

Spiritual Guide: The rattlesnake spirit is an ethereal presence, visible only to you, that whispers guidance and lends you its powers.

Boon - Serpent's Gifts:

- **Serpentine Senses:** Gain advantage on Wisdom (Perception) checks that rely on hearing or smell. Starting at level 5, you also gain the ability to sense vibrations through the ground, effectively granting you tremorsense within a 10-foot radius.
- **Venomous Strike:** Once per long rest, you can add 1d6 poison damage to a successful melee attack. This increases to 2d6 at level 7 and 3d6 at level 12.

Bane - Spirit's Intimidation:

- **Eerie Aura:** Your close bond with the spirit unnerves people and animals. You have disadvantage on Charisma (Persuasion) checks with those who sense the spirit's presence.
- **Animal Aversion:** Animals are instinctively wary or frightened of you. Handling or interacting with animals requires a Wisdom (Animal Handling) check with disadvantage.

14. Lost Canyon Map: You possess a weathered, enigmatic map leading to a Lost Canyon rumored to house ancient artifacts of great power and value. However, the map is not only incomplete but also contains inscriptions in a mysterious language, making the journey a puzzle in itself.

Nature of the Map:

Cryptic Guide: The map is an aged parchment, showing terrain that's hard to match with current landscapes, and sections are written in an arcane or long-lost language.

Boon - Pathfinder's Clue:

- **Linguistic Insight:** Gain advantage on Intelligence (History) or Intelligence (Arcana) checks when deciphering parts of the map. At level 5, you gain the ability to use "Comprehend Languages" as a ritual, specifically for interpreting the map.
- **Guiding Fragments:** Starting at level 7, once per long rest, you can intuit the direction or next course of action towards the Lost Canyon, as if using the "Find the Path" spell but limited to seeking the canyon.

Bane - Incomplete Puzzle:

- **Elusive Destination:** The incomplete nature of the map means there's always an element of uncertainty in your journey. You may encounter unexpected detours or hazards not marked on the map.

- **Coveted Artifact:** Starting from level 10, your possession of the map attracts the attention of rival adventurers, treasure hunters, and perhaps even malevolent entities who also seek the Lost Canyon.

15. Wanted Dead or Alive: Unbeknownst to you, a doppelgänger sharing your appearance has been living a life of crime, accruing a significant bounty on their head. This unfortunate resemblance causes frequent confusion, leading you to encounters with bounty hunters and law enforcement who mistake you for the wanted criminal.

Nature of the Doppelgänger:

Criminal Double: Your doppelgänger is a notorious outlaw, involved in various high-profile crimes. You share strikingly similar features, making it difficult for others to distinguish between you two.

Boon - Mistaken Identity:

- **Unintended Intimidation:** Your resemblance to the notorious criminal grants you advantage on Charisma (Intimidation) checks against those who believe you to be the outlaw.
- **Underworld Insight:** Starting at level 5, your inadvertent association with the criminal underworld provides you with information and contacts. Gain advantage on Intelligence (Investigation) checks when gathering information from criminal sources.

Bane - Bounty Hunter's Target:

- **False Accusations:** You are frequently accosted by bounty hunters and law enforcement. You may need to spend additional time and resources to prove your innocence or escape capture.
- **Dangerous Recognition:** Starting from level 7, each time you enter a new town or interact with new NPCs, there is a chance (determined by the DM) that you are recognized as the criminal, leading to potentially hostile encounters.

16. Bounty Hunter's Code: As a member of a secretive guild of bounty hunters, you adhere to a strict code that governs your conduct and operations. This code grants you privileged access to criminal networks and insider information, essential for tracking down targets. However, breaking this code could lead to dire repercussions.

Nature of the Bounty Hunter's Code:

Guild Oath: The code dictates your approach to bounties, interactions with criminals, and allegiance to the guild. It's a blend of honor, secrecy, and pragmatism.

Boon - Guild's Network:

- **Criminal Informant:** Gain advantage on Charisma (Persuasion) checks when extracting information from criminal sources. At level 5, you also gain a contact in the criminal underworld who can provide crucial information once per long rest.
- **Tracker's Insight:** Starting at level 7, you can use your guild's resources to gain advantage on Wisdom (Survival) checks for tracking bounties.

Bane - Code's Retribution:

- **Guild's Watchful Eye:** Your actions are monitored by the guild. Deviating from the code may result in punitive measures, ranging from fines to being hunted by the guild.
- **Vow of Secrecy:** Breaking the code's vow of secrecy, particularly by revealing guild information or methods, invites severe consequences. From level 10 onwards, betraying the code could lead to expulsion from the guild and becoming a target yourself.

17. Enchanted Lasso: In your possession is a unique lasso, imbued with magical properties. This lasso can extend to extraordinary lengths and is nearly impervious to damage. However, its power has attracted the attention of a formidable and malevolent entity that seeks to claim it for their own dark purposes.

Nature of the Lasso:

Magical Rope: The lasso is a length of rope with a golden hue, capable of stretching significantly while maintaining incredible tensile strength.

Boon - Lasso's Might:

- **Elastic Reach:** The lasso can extend up to 50 feet, allowing you to reach distant objects or creatures. Starting at level 5, the lasso can also be used to grapple large creatures or objects.
- **Indestructible Bond:** The lasso is nearly unbreakable, granting you advantage on Strength (Athletics) checks when using it to grapple, bind, or climb.

Bane - Coveted Artifact:

- **Relentless Pursuer:** The entity seeking the lasso sends minions or uses magical means to track and attempt to retrieve it. These encounters increase in frequency and difficulty as you level up.
- **Mark of the Hunted:** Possession of the lasso makes you a target. Starting from level 7, you may face challenges from adventurers, thieves, or other beings drawn to the lasso's power.

18. Rail Baron's Agreement: You entered into a pact with a powerful rail baron, a magnate in the burgeoning railroad industry. This agreement has granted you significant influence and wealth, tying your fortunes to the expansion and success of the railroads. However, in return, you are compelled to undertake perilous tasks at the baron's behest, often involving the murky and cutthroat world of industrial expansion.

Nature of the Agreement:

Binding Contract: The deal is formalized in a contract that grants you wealth and influence but requires you to complete tasks that range from negotiations and espionage to dealing with the baron's rivals.

Boon - Baron's Favor:

- **Influential Connections:** Gain advantage on Charisma (Persuasion) checks when dealing with political figures, businessmen, and others involved in the railroad industry. At level 5, you also gain a significant contact within this sphere.
- **Financial Backing:** Starting at level 3, you receive a steady flow of wealth from the baron, equating to a substantial increase in your starting gold and regular income.

Bane - Baron's Bidding:

- **Risky Endeavors:** The tasks assigned by the baron are dangerous and often morally ambiguous. Failure or refusal to complete these tasks could result in financial ruin or worse.
- **Under Scrutiny:** From level 7 onwards, your association with the rail baron makes you a target for his enemies and those who have been wronged by the railroad's expansion. This could lead to hostile encounters or sabotage attempts.

19. Poker Game with a Demon: In a high-stakes poker game shrouded in mystery, you outwitted a cunning demon. This victory granted you supernatural luck, a gift from the demon's own essence. However, the demon has not forgotten its loss and seeks to reclaim what you won, biding its time and waiting for the right moment to strike back.

Nature of the Supernatural Luck:

Demon's Boon: The luck you gained is a fragment of the demon's power, enhancing your abilities in unexpected ways.

Boon - Luck of the Demon:

- **Fortune's Favor:** You gain a +1 bonus to all skill checks. This bonus increases to +2 at level 5 and +3 at level 10.
- **Demon's Insight:** Once per long rest, you can gain advantage on a saving throw, skill check, or attack roll. This increases to twice per long rest at level 8, and thrice at level 15.

Bane - Demon's Retribution:

- **Inevitable Encounter:** The demon periodically sends minions or causes events that disrupt your life, seeking to weaken or test you. These encounters become more frequent and challenging as you level up.
- **Mark of the Demon:** Your victory left a subtle mark that can be sensed by otherworldly beings. You have disadvantage on Charisma (Persuasion) checks when dealing with celestial beings or clerics who sense the demonic taint.

20. Hidden Moonshine Recipe: In your possession is a closely guarded family recipe for a special kind of moonshine. This isn't ordinary liquor; it has the remarkable property of healing wounds. However, the ingredients required to brew it are not only rare but also perilous to collect, often found in treacherous locations or guarded by dangerous creatures.

Nature of the Recipe:

Healing Brew: The recipe details a precise blend of mystical herbs and rare substances, which, when fermented, create a moonshine with healing properties.

Boon - Moonshiner's Gift:

- **Healing Draught:** You can brew moonshine that functions similarly to a Potion of Healing. Initially, it can be brewed to mimic a regular Potion of Healing. At level 5, it can replicate a Greater Potion of Healing, and at level 10, a Superior Potion of Healing.
- **Brewmaster's Skill:** Gain proficiency in the Herbalism Kit. If already proficient, you double your proficiency bonus when using it to brew your moonshine.

Bane - Dangerous Ingredients:

- **Perilous Harvest:** The ingredients needed are found in hazardous locations. Gathering them may require battling creatures, navigating difficult terrain, or dealing with other threats.
- **Sought-After Secret:** The recipe's rarity and power make it a target for thieves, rival brewers, and unscrupulous adventurers. Protecting the secret of its ingredients and brewing process becomes increasingly challenging.

21. Silver Bullet Legacy: Handed down through generations in your family, you have inherited a set of mystical silver bullets. These bullets are said to possess potent supernatural properties, effective against the most formidable of foes. However, their use comes with a significant caveat – they draw the attention of various supernatural entities, both benign and malevolent.

Nature of the Silver Bullets:

Mystical Ammunition: The bullets are crafted from pure silver and engraved with ancient runes, imbuing them with their unique powers.

Boon - Ancestral Arsenal:

- **Supernatural Potency:** When used, these silver bullets act as magical weapons, bypassing the resistances of creatures like werewolves or other supernatural beings. Initially, you possess a limited number of these bullets (e.g., 6). At level 5, their damage bonus increases by +1, and at level 10, by +2.
- **Guided Shots:** Gain advantage on attack rolls made with these bullets against supernatural creatures. This reflects their innate seeking property towards such entities.

Bane - Beacon to the Unknown:

- **Supernatural Beacon:** Every time a bullet is fired, it emits a unique magical signature that can attract nearby supernatural beings. This can result in unexpected encounters or confrontations.
- **Haunted Heirloom:** From level 7 onwards, possessing the bullets may cause strange occurrences or visions, as they resonate with nearby supernatural energies and beings.

22. Homesteader's Secret: While tending to your homestead, you stumbled upon a rare and unassuming plant. To your astonishment, you found it possesses remarkable healing properties, akin to magical herbs found in ancient lore. However, this miraculous discovery has a perilous downside – the plant's unique energy seems to attract dangerous creatures, drawn to its potent life force.

Nature of the Rare Plant:

Mystical Flora: This plant, perhaps a variant of a known herb, radiates a soft glow, especially at night, and thrums with a subtle but powerful energy.

Boon - Herbalist's Miracle:

- **Healing Harvest:** You can use the plant to create a basic healing salve or potion. Initially, this acts as a Potion of Healing. At level 5, it becomes equivalent to a Greater Potion of Healing, and at level 10, to a Superior Potion of Healing.
- **Botanical Knowledge:** Gain proficiency in the Nature skill. If already proficient, you double your proficiency bonus when using it to identify or harvest similar magical plants.

Bane - Lure of the Wild:

- **Beast Attraction:** The plant's presence on your homestead makes it a target for predatory creatures and others drawn to its magic. Each time you harvest or use the plant, there's a chance (determined by the DM) of attracting a dangerous encounter.
- **Guardian's Burden:** From level 7 onwards, the responsibility of protecting the plant intensifies. You may need to fend off more cunning or powerful beings seeking its powers for themselves.

23. Saloon Whisperer: In the bustling world of saloons, where secrets and gossip flow as freely as whiskey, you possess an uncanny ability to hear and decipher whispers and clandestine conversations. This rare gift has turned you into a repository of hidden information, but it also marks you as a target for those who prefer their secrets remain in the shadows.

Nature of the Ability:

Eavesdropper's Gift: Your heightened hearing allows you to pick up on conversations that would otherwise be inaudible or indiscernible to others.

Boon - Whispered Secrets:

- **Hushed Intel:** Gain advantage on Wisdom (Perception) and Intelligence (Investigation) checks when trying to overhear conversations or gather information in saloons and similar social settings. At level 5, you also gain proficiency in one of these skills (if not already proficient).
- **Rumormonger:** Starting at level 7, once per long rest, you can glean a valuable piece of information relevant to your current quest or situation. This becomes twice per long rest at level 13.

Bane - Sought Silence:

- **Mark of the Listener:** Your reputation as a gatherer of secrets makes you a target. You have disadvantage on Charisma (Deception) checks when trying to conceal your eavesdropping or deny knowledge of sensitive information.
- **Whispers of Danger:** From level 10 onwards, your eavesdropping occasionally uncovers dangerous secrets. The DM may choose to have you overhear information that puts you in peril, such as drawing the ire of a powerful individual or attracting unwanted attention from criminal elements.

24. Lone Ranger's Mantle: You have inherited the mantle of a legendary ranger known as the "Lone Wolf," a figure famed for unparalleled skills in tracking, survival, and communing with nature. This mantle grants you exceptional abilities, but it comes with a solemn vow of solitude, compelling you to walk your path alone.

Nature of the Mantle:

Ranger's Legacy: The mantle carries the essence of the Lone Wolf, enhancing your natural abilities but binding you to a solitary existence.

Boon - Ranger's Prowess:

- **Master Tracker:** Gain advantage on Wisdom (Survival) checks for tracking creatures. At level 5, you can also track creatures that have left no physical trace, using your intuition and connection with nature.
- **Wilderness Expert:** Gain proficiency in the Nature skill. If already proficient, double your proficiency bonus for this skill. At level 7, you also gain the ability to communicate basic ideas with animals.

Bane - Solitude's Oath:

- **Path of Isolation:** You are compelled to live a solitary life. This leads to disadvantage on Charisma (Persuasion) checks when trying to forge or maintain close relationships.
- **Echoes of the Lone Wolf:** Starting from level 10, your solitary nature intensifies. When in a group (more than 3 people), you take a -1 penalty to all attack rolls, ability checks, and saving throws. This penalty does not apply when you are alone or with no more than two companions.

25. Snake Oil Merchant's Secret: As a wandering merchant, you stumbled upon a stash of 'magic' potions. These potions, surprisingly effective, have become your mainstay. However,

their mysterious origin and unpredictable nature are a constant source of both wonder and worry.

Nature of the Potions:

Mystical Elixirs: These potions appear to be ordinary snake oil, but they possess genuine, albeit erratic, magical properties.

Boon - Potioneer's Surprise:

- **Mystic Concoctions:** Once per long rest, you can use one of these potions to mimic the effects of a common spell (like "Cure Wounds" or "Jump"). At level 5, this expands to include spells up to 2nd level, and at level 10, up to 3rd level.
- **Elixir Expert:** Gain proficiency in the Medicine skill. If already proficient, you add double your proficiency bonus when using these potions for healing purposes.

Bane - Unpredictable Outcomes:

- **Erratic Magic:** Whenever you use a potion, roll a d20. On a roll of 5 or lower, the potion produces an unintended effect (DM's discretion). This could range from a harmless side effect to a dangerous magical mishap.
- **Questionable Origins:** Starting from level 8, the mysterious source of your potions begins to attract unwanted attention, from curious scholars to malevolent forces seeking the potions for themselves.

26. Unearthed Alien Artifact: In the remote wilderness, you discovered an alien artifact within the remnants of a meteorite crash. This enigmatic object, clearly of extraterrestrial origin, has begun to imbue you with advanced, otherworldly knowledge. However, its presence also seems to draw the attention of unknown extraterrestrial entities.

Nature of the Artifact:

Cosmic Relic: The artifact is a small, geometrically complex device, pulsating with an eerie glow and resonating with an unknown energy.

Boon - Alien Enlightenment:

- **Advanced Cognition:** Gain advantage on Intelligence (Arcana) and Intelligence (History) checks, as the artifact imparts esoteric knowledge. At level 5, this expands to include Intelligence (Investigation).

- **Technological Insight:** Starting at level 7, you can use the artifact to cast the "Identify" spell once per long rest without using a spell slot. At level 12, this increases to twice per long rest.

Bane - Extraterrestrial Watchers:

- **Celestial Surveillance:** You occasionally notice strange occurrences indicating you're being watched. This manifests as disadvantage on Dexterity (Stealth) checks when trying to remain unnoticed.
- **Otherworldly Pursuit:** Starting from level 10, your possession of the artifact makes you a target for alien forces. Periodically, you may encounter extraterrestrial scouts or automated defenses seeking to retrieve the artifact.

27. Mystical Poker Deck: In your possession is a mystical poker deck, imbued with the power to sway luck in games of chance. Each card in this deck is intricately designed, shimmering with an otherworldly aura. While the deck can tilt fortune in your favor, it exacts a price – every victory achieved through its magic chips away at your health or fortune, a stark reminder that luck always has its price.

Nature of the Deck:

Enchanted Cards: The deck is ensorcelled to influence outcomes in games of chance, but its magic is double-edged, offering benefits and consequences in equal measure.

Boon - Gambler's Edge:

- **Luck's Favor:** When using the deck in a game of chance, you can add your proficiency bonus to any rolls related to the game. This ability reflects the deck's power to subtly influence outcomes.
- **Fortuitous Draw:** Once per long rest, you can draw a card to gain advantage on a skill check or saving throw. This ability increases to twice per long rest at level 5.

Bane - Price of Fortune:

- **Health Toll:** Each time you use the deck to gain an advantage in a game, you lose a small portion of your health, equivalent to 1d4 hit points. This loss increases to 1d6 at level 7.
- **Fortune's Cost:** Additionally, using the deck for fortuitous draws may result in minor but unexpected losses of wealth or resources, as if luck is balancing the scales.

28. Witch's Pact: In a moment of desperation or ambition, you formed a pact with a mysterious desert witch. This enigmatic and powerful figure granted you arcane abilities, but the price is steep: you are bound to carry out her sinister tasks, which often skirt the edges of morality and legality.

Nature of the Pact:

Arcane Agreement: The pact with the witch imbues you with magical powers, but it also binds you to her will, compelling you to undertake errands that serve her obscure and potentially malevolent purposes.

Boon - Witch's Gift:

- **Arcane Abilities:** You gain the ability to cast a specific set of spells or cantrips, as determined by your DM, representing the magical powers granted by the witch. These might include spells like 'Detect Magic', 'Disguise Self', or other utility spells fitting the witch's domain.
- **Occult Knowledge:** Gain proficiency in the Arcana skill, reflecting the arcane knowledge imparted by the witch. If already proficient, you double your proficiency bonus on checks related to the witch's domain of magic.

Bane - Servitude to the Witch:

- **Errand Runner:** You are occasionally compelled to carry out tasks for the witch. These tasks may put you in morally grey situations or conflict with your personal goals and ethics.
- **Unseen Watcher:** Starting from level 7, the sense that the witch is constantly monitoring you grows stronger. You might find yourself second-guessing your actions or feeling paranoid about her influence and intentions.

29. Lone Survivor's Guilt: You are the only one who escaped a brutal bandit attack on a caravan. This traumatic experience endowed you with heightened survival instincts and skills. However, it also left you with deep-seated survivor's guilt and a constant fear of being discovered by the bandits. You must conceal your identity and the truth about that fateful day to ensure your safety.

Nature of the Survival Skills:

Heightened Instincts: The skills you developed are manifestations of the basic survival responses: fight, flight, freeze, and fawn. They are extraordinary versions of these primal instincts, honed through the harrowing experience.

Boon - Survivor's Instincts:

- **Fight:** Gain advantage on initiative rolls, reflecting your heightened readiness for combat due to your past experience.
- **Flight:** At the top of combat, you have the option to dash, positioning yourself strategically. This ability doesn't affect your regular movement, action, or bonus action.
- **Freeze:** You can attempt to hide at the start of combat. You gain advantage on this Stealth roll and can be considered fully covered even if only partially obscured.
- **Fawn:** Gain advantage on Charisma checks that aim to de-escalate a situation or keep you and your allies out of danger, reflecting your developed ability to placate and negotiate in threatening scenarios.
- **Usage Frequency:** You can use one of these abilities a number of times equal to your proficiency bonus per long rest.

Bane - Haunting Guilt and Fear:

- **Survivor's Guilt:** The emotional trauma of being the sole survivor may manifest in various ways, potentially leading to disadvantage on Wisdom saving throws when confronted with situations reminiscent of the attack.
- **Constant Vigilance:** Your fear of being hunted by the bandits forces you to be continually on guard, which might lead to exhaustion or paranoia in situations where your safety feels compromised.