

## HALF-VISTANI

The vistani are a common, though often unwanted, sight in Ravenloft. Travelers with an unnatural gift for navigating the mists of Ravenloft, vistani are mistrusted by the common folk of the demiplane of dread. For all the misplaced distrust outsiders might have of the vistani, they are also not entirely wrong. While it's not true that the vistani have any connection to evil powers or supernatural compacts with the dread lords of Ravenloft, the vistani do look out for their own above all else and feel little regard for the laws of the lands they travel through.

All vistani are either born into the life, if their mother was a vistani, or adopted into a tribe as a show of trust and friendship between an individual and a group of vistani. Almost all vistani born into the life are human but the ranks of the adopted vistani are quite diverse. As exclusive as entering the ranks of the vistani are, exiting is much easier. When a vistani abandons his caravan and tribe to take up a life of adventuring he is considered an outcast, a half-vistani. Vistani might show such a person disdain, pity, or admiration depending on why the half-vistani abandoned his people.

**Skill Proficiencies:** History

**Languages:** Patterna (language of the Vistani) and one of your choice

**Equipment:** A backpack, a bedroll, a lucky charm (or you may roll for a random trinket on the Trinkets table in chapter 5), a mess kit, a set of traveler's clothes, and a belt pouch containing 15 gp

### TRIBAL HERITAGE

Although the vistani are thick as thieves when it comes to outsiders, amongst one another they are divided by their tribes. Those born into the vistani become the tribe of their mother at birth. Those adopted into the vistani join the tribe of the vistani who adopted them. Half-vistani gain one or more skill or tool proficiencies based on the tribe they were once a part of. Roll randomly or choose from below to determine your tribe.

| d8 | Tribe      | Bonus Proficiency                |
|----|------------|----------------------------------|
| 1  | Canjar     | Arcana                           |
| 2  | Corvara    | Forgery kit and thieves' tools   |
| 3  | Equaar     | Animal Handling                  |
| 4  | Kamii      | Your choice of 2 artisan's tools |
| 5  | Naiat      | Performance                      |
| 6  | Vatraska   | Medicine                         |
| 7  | Zarovan    | Perception                       |
| 8  | Roll again | None                             |

### FEATURE: WANDERLUST

By leaving the ranks of the vistani you have lost the ability to walk the mists unharmed and without getting lost but you still feel a powerful compulsion to be on the move. You gain advantage on any rolls made to set or follow a course and traveling is considered light activity for the purposes of resting for you.

### SUGGESTED CHARACTERISTICS

The half-vistani left or were forced to leave a reclusive traveling family. While their experiences after having left the vistani inevitably change them, most half-vistani are still greatly influenced by the cultural mores and idiosyncrasies of the vistani.

### d8 Personality

- 1 I still look down on the *giorgio*, the non-vistani, and take great pride in my relationship to the vistani and my tribe.
- 2 The first time I enter a place I always note objects of value and inconspicuous entrances and exits.
- 3 I get restless when I stay in the same town for more than a few nights in a row. I am happiest on the open road.
- 4 I am highly superstitious and carry many charms to ward off bad luck, evil spirits, and nightmares.
- 5 I take promises seriously. I only offer a promise when I mean it and I expect the same of others.
- 6 I do not take slights against me well. At all.
- 7 Tomorrow I may die so today I sate every hunger and slake every thirst. I never say no to something I want.
- 8 I am fascinated by cursed items and haunted places.

### d6 Ideal

- 1 **Independence.** I am a free spirit - no one tells me what to do. (Chaotic)
- 2 **Family.** I am loyal to my friends and family above any ideals. (Neutral)
- 3 **Greater Good.** Mortals must stand together against the darkness of the world. (Good)
- 4 **Change.** We change or we die. I will not die. (Chaotic)
- 5 **Tradition.** I may have left the vistani and my tribe but I still abide by their laws and customs. (Lawful)
- 6 **Mastery.** Ravenloft is a prison ruled by the wicked. Better to reign as a sinner than serve as a saint. (Evil)

### d6 Bond

- 1 I regret leaving the vistani. I will do everything in my power to be adopted back in.
- 2 I fled my tribe when I committed a grave crime. I fear the day our paths cross again.
- 3 Somewhere out there, I have a child who doesn't know me. I will find a way to give that child a better life than my own.
- 4 Someone I loved was killed. I will not stop seeking revenge until they get their justice.
- 5 I left the vistani because I fell in love with the land I now try to protect against the forces of darkness.
- 6 I fell in love with a *giorgio* and everything I do is part of my effort to win them over.

### d6 Flaw

- 1 I never let a challenge go unanswered.
- 2 When I am offered a chance to partake of a vice I can rarely say no.
- 3 I would rather tell a pretty lie than an ugly truth.
- 4 I can't speak to a *giorgio* without a condescending tone.
- 5 I will never bend a knee to a master or take orders from another.
- 6 I maintain a collection of personal trinkets from every residence I enter.

### Half-Vistani Background by

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