

A desert landscape at sunset with several tents. The sun is a large, bright yellow circle in the sky. The tents are made of various materials, some appearing tattered. There are seven numbered callouts (1-7) pointing to different tents or features in the camp. The overall tone is warm and orange.

# CAMP MISCAST

{Scroll of Locality #005} Only the luckiest of sorcerers discover their powers and bear no scars to remember the occasion by. The less fortunate may hear of a camp of sorcerer outcasts living in the abandoned tents of a circus that got lost in the desert. All are welcome and loved there.

1. {Fortune} The camp leader is a tiefling whose head turned into a very fragile crystal ball while they were having their fortune told which they speak and cast their spells through.
2. {Brik Brak} An orc who sprouted a second head during their tribe's coming-of-age ceremony. Both insist they are the original and have a bad habit of talking over one another.
3. {Valeth} A half-elf whose words are poisonous to the ears of any that hear them, including the sorcerer herself. She keeps to herself and rarely leaves her tent.
4. {McArthur} This poor young man turned invisible on his 13th birthday, all of his internal organs remained visible which he keeps hidden behind tightly wrapped scarves and robes.
5. {Thilda} While lost in a snow storm and praying for warmth, their hands spontaneously combust and have never gone out. It looks excruciatingly painful but they're used to it.
6. {Ismark} When they stepped in to save an elderly couple from bandits, they sprouted fiendish horns and their tongue forked. Both the bandits and the couple fled in terror.
7. {Elwif} Anything this gnome's hands touch has a Fireball cast on it. They discovered this power [and were nearly killed] when they snuck into their father's workshop one night.