

Scry Inkfinger, Backstory



- Scry was born on a small island near the Moonshae Islands.
 - He found an affinity for languages and writing which lead to Scry becoming a successful scribe and interpreter.
 - He became so respected as a Gnome of words, in fact, that he was often hired to help conduct negotiations or trade deals between islands, as well as between the Sword Coast and the Moonshae islands.
 - Unfortunately, on one of such trips Scry's ship wrecked on a small uncharted island.
 - As the sole survivor Scry had to survive for around two years on the island before he was found; sleeping in the remains of the wreck and eating whatever he could find.
 - He would've gone mad, if it weren't for a book he found in the sand shortly after arriving.
 - At first he couldn't read the contents of the book, written apparently in a language he didn't recognise. That was until the book began to talk to him. The book taught Scry how to read it, and consequently the basics of magic - this book was a grimoire.
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- For two years Scry's only company was said book, whom he named "Wilfred". They talked every waking moment of every day.
 - Eventually a ship found and picked up Scry, on its way to Waterdeep.
 - On the voyage to Waterdeep, Scry realised that the others on the ship couldn't hear a word Wilfred said, not matter how loud he was. He found this very odd.
 - Upon arrival in Waterdeep, Scry decided to give up his previous goal of simply living comfortably in order to find a way to gift his salvation, his grimoire Wilfred, a body of flesh: such that they could be true friends for the remained of their days.
 - He'd heard of a great library called Candlekeep, and ventured there. He quickly became a known and liked regular visitor and joined their cloister - studying many fields: deductive reasoning & investigation, arcane magic, the history of the world, even a little religion, and of course more linguistics. Yet still has not found a way to grant a Gnomish form to Wilfred; nor a way for others to hear what the book says.
 - For the past year Scry has been living in an inn in Waterdeep, splitting his time between studying, interpreting and writing for coin, as well as running a handful of scams with his illusory magic. Gossip and rumour of the mad Gnome obsessed with his talking book which never talks spread and died as rumours do in a city like Waterdeep.

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- This is a detailed fantasy map of the Kingdom of Albion. The map is oriented with North at the top. The central feature is the **Sea of Swords**, a large body of water. To the west of the sea are the **Northlander Isles**, including **Ruathym** and **The Whale Bones**. Further west is the **Korinn Archipelago**, which includes **Norland**, **Moonshae Isles**, **Sea of Moonshae**, **Alaron**, **Moray**, **Omans Isle**, **Gwynneth**, and **Snowdown**. To the east of the sea is the **Sword Coast**, a long, narrow strip of land. The Sword Coast is divided into several regions: **Waterdeep**, **Southwood**, **The High Moor**, **Serpent Hills**, **Najara**, **Forest of Wyrms**, **Trielta**, **The Fields of the Dead**, **Wood of Sharp Teeth**, and **Elturgard**. The map also shows various mountains, rivers, and forests. The **Sword Mountains** are located in the north, and the **Thornhold** is a mountain range in the north-east. The **Deilmayr River** flows through the north-east. The **Winding Water** flows through the central-east. The **Red Moat** is a body of water in the south-east. The **Sea of Swords** is a large body of water in the center. The **Northlander Isles** are a group of islands in the west. The **Korinn Archipelago** is a group of islands in the west. The **Sword Coast** is a long, narrow strip of land in the east. The map is a detailed fantasy map of the Kingdom of Albion.