



ECHO OF THE PAST

DDALCA-01 *Return to the Ghost Tower of Inverness*

Just days ago, you entered the Ghost Tower of Inverness intent on finding wealth and fame. Now you have exited the Tower only to find that thousands of years have passed and you are in a strange, unfamiliar land. Your skin, hair, and equipment have been bleached white after an narrowly survived encounter with the *soul gem*.

Skill Proficiencies: Arcana, Investigation

Tool Proficiency: Thieves' Tools

Language: One exotic language of your choice

Equipment: backpack, 10 pieces of chalk, rugged set of all-white traveler's clothes, hammer, steel mirror, miner's pick, flask of oil, 6 pitons, 10-ft. pole, 50-ft. of hemp rope, sack, shovel, 10 iron spikes, tinderbox, 10 torches, recently purchased map of the Sword Coast, locket with a portrait of a long dead loved one, sapphire taken from the Ghost Tower worth 10 gp.

Feature: Answer to a Forgotten Enigma

The land of your birth is not only lost to the sands of time but was quite possibly on another plane. You see hints in puzzles and clues to riddles based on your knowledge of a past and land that others have never known. Your expertise is therefore different than other adventurers and you are able to make connections that others miss. You especially good at solving puzzles and when faced with a riddle that you have difficulty solving, you may ask your Dungeon Master for a hint based on your obscure knowledge. Your Dungeon Master will determine what, if any, hint you might remember that will help you solve the puzzle.

You may make a new character with the **Echo of the Past** background. This background may offer additional role-playing opportunities in Season 8 of the D&D Adventurers League.

CHARACTER NAME	PLAYER NAME
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ADVENTURERS LEAGUETM

Certificate Identification Code

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