

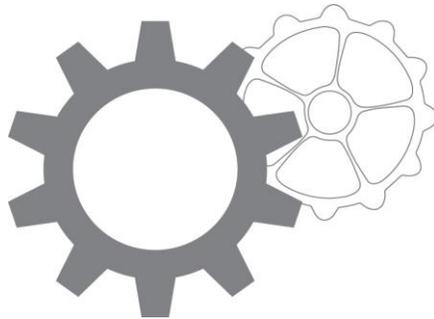


PLAYER'S GUIDE

Version 1.5

(Changes from Version 1.4 highlighted in red text)

ORACLE OF WAR



Credits

D&D Staff - Head Dungeon Master Chris Lindsay

D&D Adventurers League Eberron Administrators Will Doyle, Shawn Merwin, Amy Lynn Dzura, LaTia Jacquise, Ma'at Crook

Effective Date

19 February 2021

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2020 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

PART 1: CREATING AN *ORACLE OF WAR* CHARACTER

This document is a guide to creating and advancing a D&D character for play in the *Oracle of War* campaign, featuring the *EBERRON: RISING FROM THE LAST WAR* campaign sourcebook and managed by the D&D Adventurers League.

OVERVIEW

The *Oracle of War* campaign begins with the characters as scavengers, adventurers who head into the highly dangerous Mournland to locate and extract artifacts from the remains of the ruined nation of Cyre. Based on those initial scavenging missions, the characters soon find themselves embroiled in a world-spanning adventure that will take them from level 1 to 20.

This document details how to create an official *Oracle of War* character, presents rules for positioning the character to best fit into the campaign, and describes extra campaign elements that allow your group to create a unique home base.

WHAT YOU NEED TO PLAY

To participate in the D&D Adventurers League *Oracle of War* campaign, you'll need access to at least the following:

D&D Basic Rules. This [document](#) is free on the Wizards of the Coast website and contains all the basic rules of the game.

A Character Sheet. You can use any character sheet meant for fifth edition D&D, including the use of D&D Beyond, to keep track of your character. You can find some at [D&D Adventurers League Resources](#).

Logsheets are not used for this campaign. For more information on how that information is tracked, see "After Your Adventure" below.

OPTIONAL ITEMS

These things aren't necessary to play in D&D Adventurers League games but can be nice to have.

***Player's Handbook (PHB)*:** For a more complete experience, we recommend you use a fifth edition *D&D Player's Handbook*.

***Eberron: Rising from the Last War*.** Players can use also the player options from *Eberron: Rising from the Last War*.

***Xanathar's Guide to Everything*.** Players can use the player options and spells from *Xanathar's Guide to Everything*.

***Tasha's Cauldron of Everything*.** Players can use the player options and spells from *Tasha's Cauldron of Everything*.

***Volo's Guide to Monsters*.** Players can use the character races from *Volo's Guide to Monsters*.

***Mordenkainen's Tome of Foes*.** Players can use the character races from *Mordenkainen's Tome of Foes*.

CHARACTER CREATION

You'll need an Eberron character made specifically for the D&D Adventurers League *Oracle of War* campaign.

Characters from the *Embers of the Last War* campaign cannot be used, although they can be recreated

starting at 1st level using the rules of the *Oracle of War* campaign. All Eberron characters begin at 1st level, unless you possess campaign documentation that states otherwise or further rules countermand this.

STEP 1: CHOOSE A RACE AND CLASS

Oracle of War characters can choose race and class options from the following sources only:

- *Player's Handbook*
- *Xanathar's Guide to Everything*
- *Tasha's Cauldron of Everything*
- *Eberron: Rising from the Last War*
- *Volo's Guide to Monsters*
- *Mordenkainen's Tome of Foes*

You may select the Variant Human Traits option from the *Player's Handbook*.

STEP 2: DETERMINE ABILITY SCORES

Your *Oracle of War* character's ability scores are generated using one of the following methods:

- Standard Array (15, 14, 13, 12, 10, 8)
- Variant: Customizing Ability Scores (*PHB*).

STEP 3: DESCRIBE YOUR CHARACTER

Describe your character and choose a background.

Background. Choose or create a background using the *Player's Handbook* or the *Eberron: Rising from the Last War* campaign sourcebook. You may also choose backgrounds from this document (see "Backgrounds and Patrons"). These backgrounds are specifically tailored to fit into the storyline of the *Oracle of War* campaign.

Alignment. *Oracle of War* characters can be any non-evil alignment (unless you possess campaign documentation providing additional options).

Deities. Your character can choose any deity listed in the *Eberron: Rising from the Last War* campaign sourcebook. Clerics **must** worship a single, specific deity or an Eberron-specific pantheon, but aren't limited to the domains recommended for their deity/pantheon. Other characters are not required to have a deity.

STEP 4: CHOOSE EQUIPMENT

Your character's class and background determine equipment and gold; you don't roll for starting wealth.

Trinkets. You start with a trinket from the table in Chapter 5 of the *Player's Handbook* or from the trinket tables in *Eberron: Rising from the Last War*—choosing one or determining it randomly (your choice).

Equipment. Your character can buy spell components and equipment found in the *Player's Handbook* or *Eberron: Rising from the Last War* campaign sourcebook.

PART 2: D&D ADVENTURERS LEAGUE PLAY

To play an adventure in the Oracle of War campaign, your character must fall within the adventure's level range. The adventures in the campaign are meant to be played in order, and therefore they are optimized for the level that characters should be at the time when playing them. However, instructions are given to the DM to allow any characters within an adventure's tier to play that adventure. A character may not play the same adventure more than once, although a player can use a different character to play an adventure they have already played.

DURING YOUR ADVENTURES

Your character can sell or buy equipment at the table either before or after each adventure, as well as during the adventure. If shops are available, the adventure describes what can be purchased during the session. Between any adventure, you can visit Salvation to buy anything from the "Armor and Shields," "Adventuring Gear," "Equipment Packs," "Mounts and Vehicles," "Tools," or "Weapons" tables in chapter 5 of the *Player's Handbook*. Items can also be sold for half their listed value, although players can gain no more than 20 gp per adventure in sales.

Currency and equipment can't be given to another character, but:

- Equipment and consumable items can be **lent** to other characters at your table, but they must return it at the end of the session (unless it's been consumed).
- Equipment, including permanent magic items, cannot be **traded** between players at any time.
- Characters can choose to **divide** the cost of NPC spellcasting services obtained before, during, or after an adventure. The services available are described below under "Spellcasting Services."
- Characters may not divide the cost of any legacy event related costs unless the legacy event specifically allows it. The player gaining the benefit of the legacy event must pay its cost alone.

Spell Components. After an adventure—or during one if a character has access to shops—a character can spend gold to buy spell components with a listed gold piece value for cantrips and spells up to 5th level. For variable value components such as diamond dust or incense, a character can only acquire enough material for one casting of the spell. Spell components for spells of 6th level or higher can only be acquired through adventure rewards or legacy events.

Character Death. Character death is a real possibility in games. Dealing with character death in a shared-world campaign is difficult: most want the consequences of the death to be present without having the death remove the player from the campaign completely. With that in mind, when a character dies during an adventure, use the following consequences and resolutions:

- If the adventure provides consequences and resolutions for character death, use that guidance first.
- If the character has 750 gp in wealth, they **must** use that wealth to be raised. Other players at the table during the adventure can share this cost at their discretion.
- If a character does not have 750 gp, and no other players are willing to contribute to reach that number, a character can still be raised, though they receive no rewards (wealth, magic items, etc.) for that adventure. The player may choose to have their character gain a level (or not) at their discretion.
- A character that dies during an adventure should still receive any legacy events that they earned, based on the discretion of

the DM. If they declined the level, they cannot gain any benefits from legacy events that are provided when a level is gained.

SPELLCASTING SERVICES

The following spellcasting services are available to all players in the *Oracle of War* campaign:

Magewrights. Between any adventure, you can spend gold to have a magewright cast a spell for you. Your party can split the cost for this service if all players agree.

Spell Level	Price
1	25 gp
2	50 gp
3	100 gp

Prices do not include the cost of priced material components, which must also be paid to the magewright. You can only visit a magewright **during** an adventure if the adventure text specifies that such services are available and the DM rules that there is time for your character to visit. Only large towns and cities typically offer magewright services.

Healing Services. Between adventures, you can spend gold to access the following House Jorasco healing services. Your party can split the cost for this service if all players agree.

Service	Price
Cure wounds	25 gp per level of the spell
Lesser restoration	50 gp
Remove curse	75 gp
Greater restoration	150 gp
Raise dead	750 gp

You can only access magical healing **during** an adventure if the adventure text specifies that such services are available and the DM rules that there is time for your character to visit. Only large towns and cities are likely to have a house of healing.

AFTER YOUR ADVENTURE

After you have completed an adventure, the DM will provide you with an **Adventure Record**. This document summarizes your play experience, provides rewards (wealth, magic items, etc.) for the adventure, lists any legacy events that your character may have received, and helps keep track of character progression.

Choosing Rewards. Each Adventure Record (AR) contains a list of possible rewards. For most adventures, you receive standard rewards based on what you did, and then you may choose one of the optional rewards for your character (unless otherwise noted). Optional rewards might include a permanent magic item, gold and other valuables, consumable items, or some combination thereof. Once you make your selection, you cannot change your decision.

The DM can remove reward choices from the AR if the party failed to perform the tasks that would have earned that reward. For example, if party failed to defeat the wizard wielding the *staff of magic missiles*, the DM can cross that reward off the AR so that it cannot be selected.

Downtime and Renown. Downtime and renown are not tracked in the *Oracle of War* campaign. There are, however, chances to gain prestige, memberships, and other rewards through legacy events.

CHARACTER ADVANCEMENT

In the *Oracle of War* campaign, your character advances one level at the end of each adventure, unless it is a special event, for which level advancement is optional. Your DM tells you when you've gained a level, and when level advancement is optional.

Advancement. At the end of any Core Storyline adventure, your character that participated advances a level. You may decline that level. A character that declines a level still earns the other rewards from the adventure. If a character has previously declined a level in an adventure, that character can go back and retroactively earn the appropriate rewards on those adventure records.

Advancing Your Character. Your character advances using the options found in the *D&D Player's Handbook* (or the sources listed in this document under step 1 of "Character Creation"). Use the **fixed hit point** value provided in the class's entry; characters **never** roll their hit points.

Magic Items. Whenever the group you're playing with finds a magic item in an adventure, unless otherwise stated, your character can keep it if you wish, as part of their optional reward choice. The number of magic items your character can possess is determined by their tier using the table below (common and consumable magic items don't count against this limit).

When you choose a new magic item, your character can replace a magic item in their possession with the new one—useful in getting rid of obsolete items or those that have been destroyed or have no magic remaining.

Tier	Magic Item Limit	Tier	Magic Item Limit
1	1	3	6
2	3	4	8

THE ADVENTURE RECORD (AR)

ARs are provided at the end of each adventure for your convenience. Since the *Oracle of War* campaign contains only 20 Core Storyline adventures, plus a few special events, keeping the ARs should not be too burdensome for most players. If, however, you wish to track the information provided on the ARs in some other way, you can do so. Just be sure you have access to all the information from the ARs over the course of the campaign.

CATCHING UP

A player at 4th, 10th, or 16th level can choose to gain a level at any point in order to play in the next higher tier of adventures. The character does not gain any other rewards or benefits; they simply make a note on the last AR they received and gain an extra level.

COPYING/SCRIBING SPELLS

Once per adventure that you gain a level, you can scribe one spell into your spellbook, Book of Shadows, or ritual book at the normal cost (you must have the Book of Ancient Secrets invocation to add to your Book of Shadows). The spell chosen must be from the PHB or another campaign-legal source. ARs might also have special options in the rewards or legacy events section that allow characters to scribe more spells. This is in

addition to other spells that you gain through normal leveling and character advancement. You may not copy spells in other ways unless you have campaign documentation that allows it.

CRAFTING MAGIC ITEMS

Magic items can only be crafted in the *Oracle of War* campaign if the ability to create them is granted by legal *Oracle of War* sources or specific campaign documentation. For the artificer's *Magic Item Adept* ability, the rules for crafting magic items from *Xanathar's Guide to Everything* should be used. Rather than using workweeks, the creating character can create an item at every even-numbered artificer level (10, 12, 14, etc.).

PLANNING FOR THE FUTURE

As you gain levels, your character evolves and grows. In advancing your character, the following rules apply.

Character Rebuilding. You can rebuild your character prior to playing it at 11th level—changing any of your character's statistics in accordance with the rules. Your character keeps any rewards and equipment earned to that point. If you change your character's class or background, they lose any equipment that it granted, along with the proceeds from selling it, or benefits derived from it.

Non-mechanical/story-based aspects of your character such as alignment, gender, choice of deity, or personality traits can be changed **between sessions** regardless of level.

PART 3: BACKGROUNDS AND PATRONS

To best fit within the story presented in the Oracle of War campaign, characters can select one of the following backgrounds and/or patrons. Players are not required to use these. Players can create their own backgrounds, as explained in the fifth edition Player's Handbook, or use one from approved sources. Patrons allow groups of characters a shared background which may add some connections between character and story, within the Oracle of War campaign narrative.

BACKGROUNDS

DISCIPLE OF THE SOVEREIGN HOST (ACOLYTE)

Use the Acolyte background, with the following additions.

You were raised and trained in the light of the Sovereign Host. You do not raise any of the nine deities above the other, instead worshipping all of them in the understanding that only taken together do they show a complete picture of life on Eberron.

DEZINA MUSEUM RESEARCHER (ARCHAEOLOGIST)

Use the Archaeologist background (from Tomb of Annihilation), with the following additions.

The Dezina Museum of Antiquities in Sharn has a remarkable collection of relics from across Eberron. The curator, Emeron Sennared, is hoping to create a new exhibit with relics from the ruined land of Cyre, showing normal objects twisted by the magic of the Mournland. You have found the best way to locate such objects is to join the salvage teams that head into the Gray from the town of Salvation.

WAR IMPOSTOR (CHARLATAN)

Use the Charlatan background, with the following additions.

When you joined the Karnathi army near the end of the Last War, your life was not going well. Something in your past was haunting you so much that signing up to die was preferable to staying where you were. Then a miracle happened. You witnessed someone who looked like you die, and you suddenly had access to their life. You took their identity, and when the war ended you could let your old self go and become a new person. The town of Salvation is the perfect place to start over as this new person.

RESISTANCE LEADER (CRIMINAL)

Use the Criminal background, with the following additions.

Near the end of the Last War, your home was occupied by enemy forces. You had to pretend to be subservient to the occupying forces, but you secretly led a resistance group against your captors, hoping to help drive them out and retake your home. Fortunately for you, the war ended before you were found out, but you learned a great number of skills as a member of the resistance. Your life will never be the same because of the war, but there may be a use for your skills in the world of salvage.

CAMP PERFORMER (ENTERTAINER)

Use the Entertainer background, with the following additions.

You never thought yourself a soldier, but when you were forced to join the Brelish Army, you had no choice. Fortunately, a superior officer recognized your talent and decided to make you a camp entertainer. You traveled from place to place, raising the spirits of the troops before or after a battle. You even saw your share of close calls, when the battlefield came to your location unexpectedly. You now have a taste for adventure, and still have your entertaining skills to fall back on.

WAR HERO (FOLK HERO)

Use the Folk Hero background, with the following additions.

During your time in the Cyran army, you quickly earned commendation after commendation for valor, skill, and honor. You were on maneuvers outside of the Cyran border on the Day of Mourning, and soon after, the war ended. You no longer had the rank and title you once possessed, but the Cyran refugees know who you are, and they look to you to help reclaim the homeland.

DESPERATE SOUL (GAMBLER)

Use the Gambler background (from Acquisitions Incorporated), with the following additions.

Your gambling debts were piling up, and your creditors were about to catch up with you. You heard from a friend that if you wanted to get lost—and potentially make enough money to pay off your debts—you should seek out a town called Salvation on the edge of the Mournland. Brokers were paying good coin for artifacts from the Mournland. Enterprising adventurers can make a fortune by just picking up trash in ruined Cyre! And if that doesn't work, you can always play cards with newly wealthy fools who come out of that place with the treasures that you want.

AUNDAIRIAN SPECIAL FORCES (GLADIATOR)

Use the Gladiator background, with the following additions.

During the final years of the Last War, you served in a special unit of the Aundairian army. You were inserted into dangerous areas with special mission objectives. These often involved defeating high profile targets that led groups of mercenaries working for opposing forces. By defeating the leaders of these mercenary groups, and impressing their mercenaries by doing so, you could gain their allegiance and turn them against their former patrons. Your army has no more use for your skills, but you can't get the love of danger out of your system.

ENTREPRENEUR (GUILD MERCHANT)

Use the Guild Merchant background, with the following additions.

Since the end of the Last War, making a living as a merchant has been more and more difficult. Connections are hard to make, and those who profited off the war have cornered the market on many commodities. And that doesn't even include the monopoly-seeking Dragonmarked Houses! Word from your former business connections indicates that a new market in artifacts from ruined Cyre might be a place to invest your time and energy. You might need to get your hands dirty, but the future looks like it could be bright in this new market!

BRELISH DESERTER (HERMIT)

Use the Hermit background, with the following additions.

During the final years of the Last War, you'd had enough. After so much death and destruction, you needed to escape the madness of endless destruction. Unable to go home because of your status as a deserter of the Brelish army, you needed to hide. You made your home on the border between Cyre and Breland, dodging patrols of both armies and living alone in the wilderness. With the Last War now over, you find that your knowledge of Cyre's border is coming in handy.

HOUSE AGENT

Use the House Agent background as detailed in Eberron: Rising from the Last War with no changes.

MERCENARY LEADER (KNIGHT)

Use the Knight background, with the following additions.

You were a leader for a renowned mercenary group that sold its services to the highest bidder during the Last War. Your group fought valiantly and with honor for those who contracted you, but the war took its toll. By the end, you found it hard to find competent soldiers to serve you. When the war ended, your group disbanded, leaving you with just your reputation.

CYRAN ARISTOCRAT (NOBLE)

Use the Noble background, with the following additions.

You were born of noble Cyran blood, and served your country as an ambassador to distant lands. With Cyre destroyed and the Last War over, you have no station in the world, except with the Cyran refugees who look to you for leadership as you build new lives for yourselves. They want to return home, but first, the source of the terrible cataclysm that brought down Cyre must be found, and its effects reversed.

CONSCIENTIOUS OBJECTOR (OUTLANDER)

Use the Outlander background, with the following additions.

As the Last War raged on, you refused to join the army of Breland. None of the civilized areas would have you, deeming your objections to the war cowardly and unpatriotic. You learned to survive in the hinterlands of Breland, making do with what you could find and avoiding contact with the Brelish military and invaders alike. Now that the war is over, you still face scorn in civilized places, but the town of Salvation seems like a place where anyone might be welcome to start over.

MORGRAVE UNIVERSITY PROFESSOR (SAGE)

Use the Sage background, with the following additions.

You've gained a great deal of knowledge while you studied, and then taught, at Morgrave University in Sharn. When the Last War ended a few years ago, even the most learned academics scratched their heads at who or what caused the Day of Mourning that destroyed Cyre. Many of these are too cautious to truly investigate the Mourmland, but your sense of curiosity outweighs that of self-preservation. Journeys into the Mourmland might reveal its cause, which would make you the toast of the academic community.

OFFICER IN THE 12TH BRELISH INFANTRY (SOLDIER)

Use the Soldier background, with the following additions.

During the latter years of the Last War, you served in the Brelish Army, under General Millven "Mad Dog" Marshall. You and your peers were preparing for a foray into Cyre on the Day of Mourning. A few units were already across the border, when the gray fog rolled through and destroyed them in terrible ways. If another hour had passed, you would have been one of them. These visions still haunt you, and you have a driving desire to know what happened.

EAR OF THRANE (SPY)

Use the Spy background, with the following additions.

During the Last War, you were an Ear of Thrane, acting as a spy for that nation, pretending to be a loyal soldier for a different nation. When the war ended, your secret identity was learned. Untrusted by your former friends, you found that the nation of Thrane also mistrusted you, thinking you may have been a double agent. Mistrusted now by both sides, you are a spy without a home.

WAR ORPHAN (URCHIN)

Use the Urchin background, with the following additions.

The devastation of the Last War spared some, but not you. An attack on your home left your family dead, and you were forced to make your way by any means necessary. You have a driving hatred of whatever military or mercenary force destroyed your home, but your connections to others of your status have made it clear that a new future—and potential fortunes—await in the town of Salvation. It sounds like it might be rough, but it can't be worse than where you grew up.

PATRONS

If a group of players want to create characters already joined by a certain history or cause, the group can select a patron. These patrons act to provide the group with unified goals, a common ethos, a shared story, and potential adventure hooks or benefits in individual adventures.

For a party to gain these benefits, all members of the party must be pledged to the same patron, and all members must be in good standing with the patron.

The list of possible patrons that may come into play during the Oracle of War campaign include the following organizations (that are described in general terms in *Eberron: Rising from the Last War*).

DRAGONMARKED HOUSE

Your group's patron can include any of the thirteen Dragonmarked Houses described in *Eberron: Rising from the Last War*.

HEAD OF STATE

Your group's patron is one of the heads of state of Aundair, Breland, Karrnath, or Thrane. You are a special group that reports your findings, via intermediaries, to the leadership of a nation.

NEWSPAPER

Your group works for the *Korranberg Chronicle* as a special investigative unit, exploring the causes and ramifications of the Last War in general, and the Day of Mourning in particular. You are expected to keep this connection secret and find a way to send reports back to your editor at regular intervals or when you learn something compelling.

RELIGIOUS ORDER

Your group serves the heads of one of the following religious organizations: the Sovereign Host, the Church of the Silver Flame, the Undying Court, or the Druids of Khorvaire. You are expected to remain faithful to the premise of each of these organizations while carrying out your investigations of the Mournland.

OTHER

Your group is free to create a patron different than those listed above and weave it into the ongoing story. Only the patrons listed above, however, may show up specifically mentioned in the adventures that comprise the Oracle of War campaign.

PART 4: FAQ

Are the adventures from the Embers of the Last War campaign or the Forgotten Relics adventure from Eberron: Rising from the Last War legal adventures to play in the Oracle of War campaign?

No. The only adventures that are currently legal in the *Oracle of War* campaign are the Core Storyline adventures (with the code DDAL-EB) and the Eberron EPIC adventures (with the code DDAL-EBEP). If any other adventures become legal for the campaign, the adventure will say so specifically, or it will be announced and noted in the campaign documentation.

What rules sources are legal for the Oracle of War campaign?

Currently, the following sources are legal for the campaign:

- *Player's Handbook*
- *Xanathar's Guide to Everything*
- *Tasha's Cauldron of Everything*
- *Eberron: Rising from the Last War*
- *Volo's Guide to Monsters*
- *Mordenkainen's Tome of Foes*

Other resources may be opened by campaign documentation such as Adventure Records or special event certs.

What about Wayfinder's Guide to Eberron?

Wayfinder's Guide to Eberron is not a legal source, except in the case where the content of that source matches *Eberron: Rising from the Last War* exactly.

Do artificer infusions count against the magic item limit for a character?

The magic items created through an artificer's Infuse Item ability do not count against the magic item ownership limits set forth by the campaign. However, due to the episodic nature of the *Oracle of War* campaign, any items infused by an artificer lose their infusion at the end of an adventure. The artificer character can, at the start of the next adventure, infuse items again. If the exact same characters and same DM play several adventures in a row, then the DM can choose to waive this restriction and allow the items to remain infused between adventures.

How do greater aberrant powers from an aberrant dragonmark work?

Players with an aberrant dragonmark do not roll to see if they gain an epic boon. Potential greater aberrant powers will be managed through Adventure Records or other campaign documentation.

Can I play an orc, bugbear, goblin, or hobgoblin?

Yes. *Eberron: Rising from the Last War* talks about the heritage of these races in Eberron. Use the statistics and traits from this book instead of other sources.

Does the Turtle Package count as a legal player resource for Oracle of War?

No. You cannot use the *Turtle Package* in the *Oracle of War* campaign.

You've changed the list of player options! Can I rebuild my character?

With the release of version 1.5 of this document, existing characters of any level are entitled to one rebuild. In the *Oracle of War* campaign, any character can be rebuilt between adventures until they reach 11th level.

Is the decision to allow characters to earn all rewards even if they decline a level retroactive?

Yes. You can go back to the ARs for your characters that declined levels and take the appropriate rewards for that character. You still must follow other campaign rules when doing so, such as the limit on the number of magic items a character can possess.

Are there Tier 2 and Tier 3 pre-generated characters? How do I use them? Can I gain rewards for other characters?

Pre-generated characters are available for Tier 1, Tier 2, and Tier 3. When you complete an adventure and receive an AR using a pre-gen character, you have two choices. You can either apply the Adventure Record (AR) rewards (level, wealth, treasure, etc.) to that pre-gen character, or you can apply the AR to another character. You cannot apply the rewards to the pre-gen character, and then later apply the same AR to another character.

Can I rebuild pre-generated characters?

No. If you level the pre-generated character, you can make any normal changes to the characters that would be available through leveling, like preparing different spells or changing other abilities that are allowed by the rules normally.

The artificer presented in Tasha's Cauldron of Everything differs slightly from the one presented in Eberron: Rising from the Last War. Which should I use?

Always use the most recent iteration of a rule. The artificer in *Tasha's Cauldron of Everything* is the one that should be used. The errata of *Eberron: Rising from the Last War* also contains the updated artificer.