

TASHA'S CAULDRON OF EVERYTHING

The following guidance applies to players and DMs using *Tasha's Cauldron of Everything* in D&D Adventurers League play.

CHAPTER 1. CHARACTER OPTIONS

CUSTOMIZING YOUR ORIGIN

All characters created for Adventurers League play use these rules instead of the normal rules for Ability Score Increases afforded by virtue of your character's race.

Proficiencies

Proficiencies can be replaced for other proficiencies as detailed in the table; DMs don't have the discretion to allow additional options.

Custom Lineage

These rules aren't used in Adventurers League play.

CHANGING A SKILL

You can replace one of your character's skill proficiencies with another skill proficiency at 5th level, 11th level, 16th level, and 20th level. This isn't subject to PH+1.

CHANGING YOUR SUBCLASS

You can replace one of your character's subclasses with another subclass at 5th level, 11th level, 16th level, and 20th level. This isn't subject to PH+1.

Training Time

You must spend a number of downtime days equal to twice your character's level and 100 gp equal to your current level. The gold cost is waived if you return to a subclass that you previously held.

ALL CLASSES

The Optional Class Features provided for classes found in the PH are available for use, but are subject to PH+1, as normal.

ARTIFICER

The artificer is available for play in Adventurers League: Forgotten Realms.

Spellcasting

Artificers can prepare any spell found on their spell list—including those found in *Xanathar's Guide to Everything*—in conjunction with the Artificer Spellcasting class feature. Spells prepared in conjunction with the Spellcasting class feature for any other class are subject to PH+1, as normal.

Artificer Infusions

Repeating Shot. The property of this infusion that creates magical ammunition functions only for ranged weapons with the ammunition property that are otherwise normally available for purchase without campaign documentation.

BARD

College of Creation

Performance of Creation. This class feature can only create items that are otherwise normally available for purchase without campaign documentation.

Feats

These feats are available for use. They are subject to PH+1, as normal.

CHAPTER 2. GROUP PATRONS

The rules found here aren't used unless the DM is specifically instructed to do so by the adventure.

CHAPTER 3. MAGICAL MISCELLANY

SPELLS

These spells are available for use. They are subject to PH+1, as normal.

CHAPTER 4. DUNGEON MASTER'S TOOLS

Dungeon Masters can use these rules except as noted, below.

SIDEKICKS

The rules found here aren't used unless the DM is specifically instructed to do so by the adventure.

ENVIRONMENTAL HAZARDS

The rules found here aren't used unless the DM is specifically instructed to do so by the adventure.