

# 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

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### 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

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

## CHAPTER 3. MAGICAL MISCELLANY

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### SPELLS

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

## CHAPTER 4. DUNGEON MASTER'S TOOLS

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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.