**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.