

TASHA'S CAULDRON OF EVERYTHING

Preview Content*



WARLOCK: THE GENIE*

You have made a pact with one of the rarest kinds of genie, a noble genie. Such entities rule vast fiefs on the Elemental Planes and have great influence over lesser genies and elemental creatures. Noble genies are varied in their motivations, but most are arrogant and wield power that rivals that of lesser deities. They delight in turning the table on mortals, who often bind genies into servitude, and readily enter into pacts that expand their reach.

You choose your patron's kind or determine it randomly, using the Genie Kind table.

Genie Kind		
d4	Kind	Element
1	Dao	Earth
2	Djinni	Air
3	Efreeti	Fire
4	Marid	Water

GENIE'S VESSEL

1st-level Genie feature

Your patron gifts you a magical vessel that grants you a measure of the genie's power. The vessel is a Tiny object, and you can use it as a spellcasting focus for your warlock spells. You decide what the object is, or you can determine what it is randomly by rolling on the Genie's Vessel table.

Genie's Vessel	
d6	Vessel
1	Oil lamp
2	Urn
3	Ring with a compartment
4	Stoppered bottle
5	Hollow statuette
6	Ornate lantern

EXPANDED SPELL LIST

1st-level Genie feature

The Genie lets you choose from an expanded list of spells when you learn a warlock spell. The Genie Expanded Spells table shows the genie spells that are added to the warlock spell list for you, along with the spells associated in the table with your patron's kind: dao, djinni, efreeti, or marid.

Genie Expanded Spells					
Spell Level	Genie Spells	Dao Spells	Djinni Spells	Efreeti Spells	Marid Spells
1st	detect evil and good	sanctuary	thunderwave	burning hands	fog cloud
2nd	phantasmal force	spike growth	gust of wind	scorching ray	blur
3rd	create food and water	meld into stone	wind wall	fireball	sleet storm
4th	phantasmal killer	stone shape	greater invisibility	fire shield	control warmer
5th	creation	wall of stone	seeming	flame strike	cone of cold
9th	wish				

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While you are touching the vessel, you can use it in the following ways:

Bottled Respite. As an action, you can magically vanish and enter your vessel, which remains in the space you left. The interior of the vessel is an extradimensional space in the shape of a 20-foot-radius cylinder, 20 feet high, and resembles your vessel. The interior is comfortably appointed with cushions and low tables and is a comfortable temperature. While inside, you can hear the area around your vessel as if you were in its space. You can remain inside the vessel up to a number of hours equal to twice your proficiency bonus. You exit the vessel early if you use a bonus action to leave, if you die, or if the vessel is destroyed. When you exit the vessel, you appear in the unoccupied space closest to it. Any objects left in the vessel remain there until carried out, and if the vessel is destroyed, every object stored there harmlessly appears in the unoccupied spaces closest to the vessel's former space. Once you enter the vessel, you can't enter again until you finish a long rest.

Genie's Wrath. Once during each of your turns when you hit with an attack roll, you can deal extra damage to the target equal to your proficiency bonus. The type of this damage is determined by your patron: bludgeoning (dao), thunder (djinni), fire (efreeti), or cold (marid).

The vessel's AC equals your spell save DC. Its hit points equal your warlock level plus your proficiency bonus, and it is immune to poison and psychic damage.

If the vessel is destroyed or you lose it, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and the previous vessel is destroyed if it still exists. The vessel vanishes in a flare of elemental power when you die.

ELEMENTAL GIFT

6th-level Genie feature

You begin to take on characteristics of your patron's kind. You now have resistance to a damage type

determined by your patron's kind: bludgeoning (dao), thunder (djinni), fire (efreeti), or cold (marid).

In addition, as a bonus action, you can give yourself a flying speed of 30 feet that lasts for 10 minutes, during which you can hover. You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

SANCTUARY VESSEL

10th-level Genie feature

When you enter your Genie's Vessel via the Bottled Respite feature, you can now choose up to five willing creatures that you can see within 30 feet of you, and the chosen creatures are drawn into the vessel with you.

As a bonus action, you can eject any number of creatures from the vessel, and everyone is ejected if you leave or the vessel is destroyed.

In addition, anyone (including you) who remains within the vessel for at least 10 minutes gains the benefit of finishing a short rest, and anyone can add your proficiency bonus to the number of hit points they regain if they spend any Hit Dice as part of a short rest there.

LIMITED WISH

14th-level Genie feature

You entreat your patron to grant you a small wish. As an action, you can speak your desire to your Genie's Vessel, requesting the effect of one spell that is 6th level or lower and has a casting time of 1 action. The spell can be from any class's spell list, and you don't need to meet the requirements in that spell, including costly components; the spell simply takes effect as part of this action.

Once you use this feature, you can't use it again until you finish 1d4 long rests.

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MIND SLIVER*

Enchantment cantrip

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: 1 round

You drive a disorienting spike of psychic energy into the mind of one creature you can see within range. The target must succeed on an Intelligence saving throw or take 1d6 psychic damage and subtract 1d4 from the next saving throw it makes before the end of your next turn.

This spell's damage increases by 1d6 when you reach certain levels: 5th level (2d6), 11th level (3d6), and 17th level (4d6).



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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.