

ERRATA

TASHA'S CAULDRON OF EVERYTHING

This document corrects and clarifies some text in *Tasha's Cauldron of Everything*. The changes appear in recent printings of the book.

CHAPTER 1

Customizing Your Origin (pg. 7). In the third sentence, “a typical character race in D&D” has been replaced with “a D&D race that has the Ability Score Increase trait.” In the next sentence, “your character’s race” has been replaced with “your character’s race if it includes the Ability Score Increase trait.”

Ability Score Increases (pg. 7). The first sentence under the subhead has been cut. In the second sentence, “This increase” has been replaced with “The Ability Score Increase trait in a race.”

Languages (pg. 7). In the first sentence, “Your character’s race includes” has been replaced with “If your character’s race has the Languages trait, that trait includes.”

Proficiencies (pg. 7). The first sentence has been replaced with the following: “Some races that include the Ability Score Increase trait also grant proficiencies.”

Custom Lineage (pg. 8). The following sentence has been added to the end of the sidebar, after the hanging list: “Your race is considered to be a Custom Lineage for any game feature that requires a certain race, such as elf or dwarf.”

Artificer Spell List (pg. 12). After *purify food and drink*, “(ritual)” has been added.

Perfected Armor (pg. 17). In the “Guardian” subsection, the first sentence has been replaced with the following: “When a Huge or smaller creature you can see ends its turn within 30 feet of you, you can use your reaction to magically force it to make a Strength saving throw against your spell save DC. On a failed save, you pull the creature up to 25 feet directly to an unoccupied space.”

Repeating Shot (pg. 22). In the second paragraph, the first sentence has been replaced with the following: “If the weapon lacks ammunition, it produces its own, automatically creating one piece of magic ammunition when the wielder makes a ranged attack with it.”

Animating Performance (pg. 29). The first sentence of Animating Performance has been replaced with the following: “As an action, you can animate one Large or smaller nonmagical item within 30 feet of you that isn’t being worn or carried.”

Archer (pg. 46). In the Maneuvers entry, “Disarming Strike” is now “Disarming Attack.” In the Feats entry, “Piercer,*” has been added before “Sharpshooter.”

Duelist (pg. 46). In the Feats entry, “Weapon Master” has been cut and “Martial Adept” has been added before “Observant.”

Gladiator (pg. 46). In the Feats entry, “Weapon Master” has been cut and “Martial Adept” has been added before “Savage Attacker.”

Hoplite (pg. 47). “Piercer,*” has been added before “Polearm Master” in the Feats entry.

Gathered Swarm (pg. 60). In the second sentence, “Until you die” has changed to “While you’re alive.”

Warping Implosion (pg. 68). In the third sentence, “Strength saving throw” has changed to “Strength saving throw against your spell save DC.”

Eldritch Adept (pg. 79). The first sentence has been replaced with the following: “Studying occult lore, you learn one Eldritch Invocation option of your choice from the warlock class. Your spellcasting ability for the invocation is Intelligence, Wisdom, or Charisma (choose when you select this feat).”

CHAPTER 3

Construct Spirit (pg. 111). In the Hit Points entry of the Construct Spirit stat block, “above 3rd” has changed to “above 4th.”

Astral Shard (pg. 120). At the end of the first paragraph, the words “for your sorcerer spells” have been cut.

Cauldron of Rebirth (pg. 122). In the first paragraph, “your druid spells” has changed to “your spells.”

CHAPTER 4

Spellcasting Focus (pg. 146). In the last sentence, “Priest” has changed to “Healer.”