

# INTRODUCTION

This document contains a compilation of character options that I permit and do not permit in campaigns. If anything in this document is unclear, please contact me or open an issue on github.

This document considers content from the following sources: Acquisitions Incorporated, Baldur's Gate: Descent Into Avernus, Curse of Strahd, Dungeon Master's Guide, Eberron: Rising from the Last War, Elemental Evil Player's Companion, Explorer's Guide to Wildemount, Fizban's Treasury of Dragons, Ghosts of Saltmarsh, Guildmasters' Guide to Ravnica, Mordenkainen's Tome of Foes, Mythic Odysseys of Theros, Player's Handbook, Sword Coast Adventurer's Guide, Tasha's Cauldron of Everything, The Wild Beyond the Witchlight, Tomb of Annihilation, Van Richten's Guide to Ravenloft, Volo's Guide to Monsters, Xanathar's Guide to Everything.

If you wish to use any content outside of these sources, check with your GM beforehand. Your GM may also allow/disallow content based on the setting your campaign is taking place in - you are always encouraged to talk about your character ideas with your GM.



# CONTENTS

|                                   |   |                                   |    |
|-----------------------------------|---|-----------------------------------|----|
| Introduction . . . . .            | 1 | Metamagic options . . . . .       | 8  |
| Ability Scores . . . . .          | 3 | Warlock . . . . .                 | 8  |
| Species . . . . .                 | 3 | Wizard . . . . .                  | 8  |
| Classes . . . . .                 | 4 | Customizing your origin . . . . . | 8  |
| Optional features . . . . .       | 6 | Changing a skill . . . . .        | 8  |
| All classes . . . . .             | 6 | Changing your subclass . . . . .  | 8  |
| Fighting styles . . . . .         | 6 | Backgrounds . . . . .             | 9  |
| Artificer . . . . .               | 6 | Starting Equipment . . . . .      | 9  |
| Barbarian . . . . .               | 7 | Multiclassing . . . . .           | 9  |
| Bard . . . . .                    | 7 | Feats . . . . .                   | 9  |
| Cleric . . . . .                  | 7 | Spells . . . . .                  | 9  |
| Druid . . . . .                   | 7 | Expanded spell lists . . . . .    | 9  |
| Fighter . . . . .                 | 7 | Misc. . . . .                     | 9  |
| Battle master maneuvers . . . . . | 7 | Arcane ward . . . . .             | 9  |
| Monk . . . . .                    | 7 | Clone . . . . .                   | 9  |
| Paladin . . . . .                 | 7 | Lucky . . . . .                   | 10 |
| Ranger . . . . .                  | 7 | Net . . . . .                     | 10 |
| Rogue . . . . .                   | 7 | Magic missile . . . . .           | 10 |
| Sorcerer . . . . .                | 8 | Simulacrum . . . . .              | 10 |



## ABILITY SCORES

Ability scores shall be generated through the "Variant: Customizing Ability Scores"<sup>1</sup> found in the Basic Rules (page 10), or the Player's Handbook (page 13). An example array of ability scores with this method is "15, 14, 13, 12, 10, 8".

## SPECIES

In addition to the species permitted below, the Custom Lineage option presented in Tasha's Cauldron of Everything is permitted.

| Acquisitions Incorporated | Status    |
|---------------------------|-----------|
| Verdan                    | Permitted |

| Dungeon Master's Guide | Status        |
|------------------------|---------------|
| Aasimar                | Not permitted |
| Elf (Eladrin)          | Not permitted |

| Elemental Evil Player's Companion | Status        |
|-----------------------------------|---------------|
| Aarakocra                         | Not permitted |
| Genasi                            | Permitted     |

| Explorer's Guide to Wildemount | Status    |
|--------------------------------|-----------|
| Dragonborn (Draconblood)       | Permitted |
| Dragonborn (Ravenite)          | Permitted |
| Elf (Pallid)                   | Permitted |
| Halfling (Lotusden)            | Permitted |
| Orc                            | Permitted |

| Eberron: Rising from the Last War | Status        |
|-----------------------------------|---------------|
| Bugbear                           | Permitted     |
| Changeling                        | Not permitted |
| Dragonmarked subspecies           | Permitted     |
| Goblin                            | Permitted     |
| Hobgoblin                         | Permitted     |
| Kalashtar                         | Permitted     |
| Orc                               | Permitted     |
| Shifter (Beasthide)               | Not permitted |
| Shifter (Longtooth)               | Not permitted |
| Shifter (Swiftstride)             | Permitted     |
| Shifter (Wildhunt)                | Permitted     |
| Warforged                         | Not permitted |

| Fizban's Treasury of Dragons | Status    |
|------------------------------|-----------|
| Chromatic Dragonborn         | Permitted |
| Gem Dragonborn               | Permitted |
| Metallic Dragonborn          | Permitted |

| Guildmasters' Guide to Ravnica | Status        |
|--------------------------------|---------------|
| Centaur                        | Not permitted |
| Goblin                         | Permitted     |
| Loxodon                        | Permitted     |
| Minotaur                       | Permitted     |
| Simic Hybrid                   | Permitted     |
| Vedalken                       | Permitted     |

| Mordenkainen's Tome of Foes | Status        |
|-----------------------------|---------------|
| Dwarf (Duergar)             | Permitted     |
| Elf (Eladrin)               | Not permitted |
| Elf (Sea)                   | Permitted     |
| Elf (Shadar-kai)            | Not permitted |
| Gith (Githyanki)            | Permitted     |
| Gith (Githzerai)            | Permitted     |
| Gnome (Deep)                | Permitted     |
| Tiefling subspecies         | Permitted     |

| Mythic Odysseys of Theros | Status        |
|---------------------------|---------------|
| Centaur                   | Not permitted |
| Leonin                    | Not permitted |
| Minotaur                  | Permitted     |
| Satyr                     | Not permitted |
| Triton                    | Permitted     |

<sup>1</sup>Sometimes referred to as "Point Buy."



| <b>Player's Handbook</b>   | <b>Status</b> |
|----------------------------|---------------|
| All species and subspecies | Permitted     |
| Human (variant)            | Permitted     |

| <b>Sword Coast Adventurer's Guide</b> | <b>Status</b> |
|---------------------------------------|---------------|
| Gnome (Deep)                          | Permitted     |
| Half-elf variants                     | Permitted     |
| Halfling (Ghostwise)                  | Permitted     |
| Tiefling (Variant)                    | Not permitted |

| <b>The Wild Beyond the Witchlight</b> | <b>Status</b> |
|---------------------------------------|---------------|
| Fairy                                 | Not permitted |
| Harengon                              | Permitted     |

| <b>Van Richten's Guide to Ravenloft</b> | <b>Status</b> |
|---|---------------|
| Dhampir                                 | Not permitted |
| Hexblood                                | Permitted     |
| Reborn                                  | Permitted     |

| <b>Volo's Guide to Monsters</b> | <b>Status</b> |
|---------------------------------|---------------|
| Aasimar (Fallen)                | Permitted     |
| Aasimar (Protector)             | Permitted     |
| Aasimar (Scourge)               | Permitted     |
| Bugbear                         | Permitted     |
| Firbolg                         | Permitted     |
| Goblin                          | Permitted     |
| Goliath                         | Permitted     |
| Hobgoblin                       | Permitted     |
| Kenku                           | Not permitted |
| Kobold                          | Permitted     |
| Lizardfolk                      | Permitted     |
| Orc                             | Permitted     |
| Tabaxi                          | Permitted     |
| Triton                          | Permitted     |
| Yuan-ti Pureblood               | Not permitted |

| <b>Eberron: Rising from the Last War</b> | <b>Status</b> |
|--|---------------|
| Artificer - Alchemist                    | Permitted     |
| Artificer - Artillerist                  | Permitted     |
| Artificer - Battle Smith                 | Permitted     |

| <b>Explorer's Guide to Wildemount</b> | <b>Status</b> |
|---------------------------------------|---------------|
| Fighter - Echo Knight                 | Not permitted |
| Wizard - Chronurgy                    | Not permitted |
| Wizard - Graviturgy                   | Permitted     |

## CLASSES

| <b>Dungeon Master's Guide</b> | <b>Status</b> |
|-------------------------------|---------------|
| Cleric - Death                | Permitted     |
| Paladin - Oathbreaker         | Permitted     |

| <b>Fizban's Treasury of Dragons</b> | <b>Status</b> |
|-------------------------------------|---------------|
| Monk - Ascendant                    | Permitted     |
| Dragon                              |               |
| Ranger - Drakewarden                | Permitted     |



| <b>Player's Handbook</b>  | <b>Status</b> |
|---------------------------|---------------|
| Barbarian - Berserker     | Permitted     |
| Barbarian - Totem Warrior | Permitted     |
| Bard - Lore               | Permitted     |
| Bard - Valor              | Permitted     |
| Cleric - Knowledge        | Permitted     |
| Cleric - Life             | Permitted     |
| Cleric - Light            | Permitted     |
| Cleric - Nature           | Permitted     |
| Cleric - Tempest          | Permitted     |
| Cleric - Trickery         | Permitted     |
| Cleric - War              | Permitted     |
| Druid - Land              | Permitted     |
| Druid - Moon              | Not permitted |
| Fighter - Battle Master   | Permitted     |
| Fighter - Champion        | Permitted     |
| Fighter - Eldritch Knight | Permitted     |
| Monk - Four Elements      | Permitted     |
| Monk - Open Hand          | Permitted     |
| Monk - Shadow             | Permitted     |
| Paladin - Ancients        | Permitted     |
| Paladin - Devotion        | Permitted     |
| Paladin - Vengeance       | Permitted     |
| Ranger - Beast Master     | Permitted     |
| Ranger - Hunter           | Permitted     |
| Rogue - Arcane Trickster  | Permitted     |
| Rogue - Assassin          | Permitted     |
| Rogue - Thief             | Permitted     |
| Sorcerer - Draconic       | Permitted     |
| Sorcerer - Wild           | Not permitted |
| Warlock - Archfey         | Permitted     |
| Warlock - Fiend           | Permitted     |
| Warlock - Great Old One   | Permitted     |
| Wizard - Abjuration       | Permitted     |
| Wizard - Conjuration      | Permitted     |
| Wizard - Divination       | Permitted     |
| Wizard - Enchantment      | Permitted     |
| Wizard - Evocation        | Permitted     |
| Wizard - Illusion         | Not permitted |
| Wizard - Necromancy       | Permitted     |
| Wizard - Transmutation    | Permitted     |

| <b>Sword Coast<br/>Adventurer's Guide</b> | <b>Status</b> |
|---|---------------|
| Barbarian - Battlerager                   | Permitted     |
| Cleric - Arcana                           | Permitted     |
| Fighter - Purple Dragon Knight            | Permitted     |
| Monk - Long Death                         | Permitted     |
| Paladin - Crown                           | Permitted     |
| Warlock - Undying                         | Permitted     |

| <b>Tasha's Cauldron of<br/>Everything</b> | <b>Status</b> |
|---|---------------|
| Artificer - Alchemist                     | Permitted     |
| Artificer - Armorer                       | Permitted     |
| Artificer - Artillerist                   | Permitted     |
| Artificer - Battle Smith                  | Permitted     |
| Barbarian - Beast                         | Permitted     |
| Barbarian - Wild Magic                    | Permitted     |
| Bard - Creation                           | Permitted     |
| Bard - Eloquence                          | Permitted     |
| Cleric - Order                            | Permitted     |
| Cleric - Peace                            | Not permitted |
| Cleric - Twilight                         | Not permitted |
| Druid - Spores                            | Permitted     |
| Druid - Stars                             | Permitted     |
| Druid - Wildfire                          | Permitted     |
| Fighter - Psi Warrior                     | Permitted     |
| Fighter - Rune Knight                     | Permitted     |
| Monk - Astral Self                        | Permitted     |
| Monk - Mercy                              | Permitted     |
| Paladin - Glory                           | Permitted     |
| Paladin - Watchers                        | Permitted     |
| Ranger - Fey Wanderer                     | Permitted     |
| Ranger - Swarmkeeper                      | Permitted     |
| Rogue - Phantom                           | Not permitted |
| Rogue - Soulknife                         | Permitted     |
| Sorcerer - Aberrant Mind                  | Permitted     |
| Sorcerer - Clockwork Soul                 | Permitted     |
| Warlock - Fathomless                      | Permitted     |
| Warlock - Genie                           | Permitted     |
| Wizard - Bladesinging                     | Permitted     |
| Wizard - Scribes                          | Permitted     |

| <b>Van Richten's Guide<br/>to Ravenloft</b> | <b>Status</b> |
|---|---------------|
| Bard - College of Spirits                   | Permitted     |
| Warlock - The Undead                        | Permitted     |



## Xanathar's Guide to Everything

## Status

|                                |           |
|--------------------------------|-----------|
| Barbarian - Ancestral Guardian | Permitted |
| Barbarian - Storm Herald       | Permitted |
| Barbarian - Zealot             | Permitted |
| Bard - Glamour                 | Permitted |
| Bard - Swords                  | Permitted |
| Bard - Whispers                | Permitted |
| Cleric - Forge                 | Permitted |
| Cleric - Grave                 | Permitted |
| Druid - Dreams                 | Permitted |
| Druid - Shepherd               | Permitted |
| Fighter - Arcane Archer        | Permitted |
| Fighter - Cavalier             | Permitted |
| Fighter - Samurai              | Permitted |
| Monk - Drunken Master          | Permitted |
| Monk - Kensei                  | Permitted |
| Monk - Sun Soul                | Permitted |
| Paladin - Conquest             | Permitted |
| Paladin - Redemption           | Permitted |
| Ranger - Gloom Stalker         | Permitted |
| Ranger - Horizon Walker        | Permitted |
| Ranger - Monster Slayer        | Permitted |
| Rogue - Inquisitive            | Permitted |
| Rogue - Mastermind             | Permitted |
| Rogue - Scout                  | Permitted |
| Rogue - Swashbuckler           | Permitted |
| Sorcerer - Divine Soul         | Permitted |
| Sorcerer - Shadow              | Permitted |
| Sorcerer - Storm               | Permitted |
| Warlock - Celestial            | Permitted |
| Warlock - Hexblade             | Permitted |
| Wizard - War                   | Permitted |

## OPTIONAL FEATURES

This section discusses class-specific optional features, such as a warlock's eldritch invocation options or a battle master fighter's maneuvers. It also addresses the optional class features introduced in Tasha's Cauldron of Everything, and details a handful of home-made optional features which compliment those.

### ALL CLASSES

All classes gain the following optional class feature.

### PROFICIENCY VERSATILITY

Whenever you gain the Ability Score Improvement feature from your class, you can also replace one of your skill proficiencies with a skill proficiency offered by your class at 1st level (the proficiency you replace needn't be from the class).

### FIGHTING STYLES

When gaining a fighting style, either from the Fighting Style feature or from the Fighting Initiate feat from Tasha's Cauldron of Everything, you can choose from the fighting styles from the Player's Handbook and Tasha's Cauldron of Everything listed by that feature or feat.

You may also take the following optional class feature.

### MARTIAL VERSATILITY

Whenever you gain a level in a class that has the Fighting Style feature, you can replace a fighting style you know with another style available to your class.

### ARTIFICER

### CANTRIP VERSATILITY

Whenever you gain a level in this class which grants you the Ability Score Improvement feature, you can replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the artificer spell list.



## ARTIFICER INFUSIONS

All artificer infusions found in Tasha's Cauldron of Everything are permitted. However, the Replicate Magic Item infusion cannot replicate the *bag of holding* or the *quiver of Ehlonna*.

## BARBARIAN

The optional class features Primal Knowledge and Instinctive Pounce described in Tasha's Cauldron of Everything may be taken.

## BARD

The Magical Inspiration and Bardic Versatility optional class features from Tasha's Cauldron of Everything may be taken. In addition, the following optional class feature may be taken.

### SPELL VERSATILITY

Whenever you finish a long rest, you can replace one spell you learned from your Spellcasting feature with another spell from the bard spell list. The new spell must be the same level as the spell you replace.

## CLERIC

The Channel Divinity: Harness Divine Power optional class feature from Tasha's Cauldron of Everything may not be taken. The Cantrip Versatility optional class feature from Tasha's Cauldron of Everything may be taken.

## DRUID

The Wild Companion and Cantrip Versatility optional class features from Tasha's Cauldron of Everything may be taken.

## FIGHTER

The Maneuver Versatility optional class feature here may be taken. The Martial Versatility optional class feature from Tasha's Cauldron of Everything may not be taken.

### MANEUVER VERSATILITY

If you know any maneuvers from the fighter's Battle Master archetype, you can replace one

maneuver you know with a different maneuver whenever you finish a long rest.

## BATTLE MASTER MANEUVERS

All maneuvers found in the Player's Handbook or in Tasha's Cauldron of Everything are permitted.

## MONK

The Dedicated Weapon, Ki-Fueled Attack, Quickened Healing, and Focused Aim optional class features from Tasha's Cauldron of Everything may be taken.

## PALADIN

The Channel Divinity: Harness Divine Power and Martial Versatility optional class features from Tasha's Cauldron of Everything may not be taken.

## RANGER

The Favored Foe, Deft Explorer, Spellcasting Focus, Primal Awareness, and Nature's Veil optional class features from Tasha's Cauldron of Everything may be taken. The Martial Versatility optional class feature from Tasha's Cauldron of Everything may not be taken. In addition, the following optional class feature may be taken.

### SPELL VERSATILITY

Whenever you finish a long rest, you can replace one spell you learned from your Spellcasting feature with another spell from the ranger spell list. The new spell must be the same level as the spell you replace.

The optional subclass feature Primal Companion from Tasha's Cauldron of Everything may be taken.

## ROGUE

The Steady Aim optional class feature from Tasha's Cauldron of Everything may be taken.



## SORCERER

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The Magical Guidance optional class feature from Tasha's Cauldron of Everything may be taken. The Sorcerous Versatility optional class feature from Tasha's Cauldron of Everything may not be taken. In addition, the Spell Versatility and Metamagic Versatility optional class features here may be taken.

### SPELL VERSATILITY

Whenever you finish a long rest, you can replace one spell you learned from your Spellcasting feature with another spell from the sorcerer spell list. The new spell must be the same level as the spell you replace.

### METAMAGIC VERSATILITY

When you gain a level in this class, you can replace one metamagic option you learned from your Metamagic feature with another metamagic option from the list of metamagic options.

### METAMAGIC OPTIONS

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All metamagic options in the Player's Handbook and Tasha's Cauldron of Everything are permitted.

## WARLOCK

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The Eldritch Versatility optional class feature from Tasha's Cauldron of Everything may not be taken. However, the Spell Versatility and Mystic Arcanum Versatility optional class features here may be taken.

### SPELL VERSATILITY

Whenever you finish a long rest, you can replace one spell you learned from your Spellcasting feature with another spell from the warlock spell list. The new spell must be the same level as the spell you replace.

### MYSTIC ARCANUM VERSATILITY

Whenever you finish a long rest, you can replace one spell you learned from your Mystic Arcanum feature with another spell from the

warlock spell list. The new spell must be the same level as the spell you replace.

### ELDRITCH INVOCATIONS

All warlock eldritch invocation options in the Player's Handbook and Tasha's Cauldron of Everything are permitted.

### PACT BOONS

All warlock pact boon options in the Player's Handbook and Tasha's Cauldron of Everything are permitted.

## WIZARD

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The Cantrip Formulas optional class feature from Tasha's Cauldron of Everything is permitted.

## CUSTOMIZING YOUR ORIGIN

You may customize your origin, as described in Tasha's Cauldron of Everything, or in Appendix 1 of the Adventurer's League Player's Guide version 10.0 (Icewind Dale: Rime of the Frostmaiden).

## CHANGING A SKILL

Sometimes you pick a skill proficiency that ends up not being very useful in the campaign or that no longer fits your character's story. Whenever you advance in level in a class, you may replace one of your skill proficiencies with another skill proficiency offered by your class at 1st level.

## CHANGING YOUR SUBCLASS

Each character class involves the choice of a subclass at 1st, 2nd, or 3rd level. You can change your subclass whenever you gain a level in its class. If you decide to make this change, choose another subclass that belongs to your class and replace all your old subclass features with the features of the new subclass that are for your new level and lower.



## BACKGROUNDS

The method for customizing a character background found in the Basic Rules (page 38) or the Player's Handbook (page 125), is allowed.

All backgrounds from the Player's Handbook are allowed. Backgrounds from other sources are also allowed if appropriate to the setting - check with your GM first.

## STARTING EQUIPMENT

If you are rolling for starting gold, instead of using the equipment provided by your class and background, you may take  $5d4 \times 10\text{gp}$  (or 125gp) instead of what the "Starting Wealth By Class" table in the Player's Handbook (page 143) indicates.

Note that if you are starting the campaign on a level higher than 1, it is likely that your GM will provide another method for you to determine your starting equipment, to account for the wealth that your character would have accrued during their previous adventures.

## MULTICLASSING

Multiclassing is allowed, as described in the Player's Handbook (chapter 6).

## FEATS

All feats in Fitzban's Treasury of Dragons, the Player's Handbook, Tasha's Cauldron of Everything, and Xanathar's Guide to Everything are permitted. The feats from Eberron: Rising from the Last War and Mordenkainen's Tome of Foes are not permitted.

The *Gunner* feat which appears in Tasha's Cauldron of Everything is permitted, but it being allowed does not imply that firearms exist in the setting. Check with your GM if you want to use firearms.

## SPELLS

All spells found in the Player's Handbook, Xanathar's Guide to Everything, Fizban's Treasury of Dragons, Guildmaster's Guide to Ravnica, Icewind Dale: Rime of the Frostmaiden, and Tasha's Cauldron of Everything are permitted.

The spells found in Acquisitions Incorporated or in Explorer's Guide to Wildemount are not permitted.

## EXPANDED SPELL LISTS

The expanded spell lists in Tasha's Cauldron of Everything are permitted.

## MISC.

The following are houserules that may influence choices you make at character creation.

### ARCANE WARD

An abjuration wizard's *Arcane Ward* can be recharged by casting abjuration spells. Unfortunately, problems occur when the abjuration wizard acquires the means of casting an abjuration spell at will. Thus, the second to last sentence of the feature *Arcane Ward* is houseruled to the following:

"Whenever you cast an abjuration spell of 1st level or higher, the ward regains a number of hit points equal to twice the level of the slot expended to cast the spell."

### CLONE

It is houseruled that a character can have at most one *clone* at once. A later casting of the *clone* spell causes any earlier clones to disappear.

The above is to prevent the situation where a wizard uses a few days of downtime and *wish* to create an army of clones of your entire party - all able to re-join a fight after their death by leaving a small personal belonging near



the clone as well as a scroll of *teleport*. This houserule is a power-level concern.

## LUCKY

A character with the feat *Lucky* would have a higher chance to succeed if they cause themselves to gain disadvantage before the roll, because of the wording of *Lucky*. To avoid that, the last sentence of the second paragraph describing the feat is houseruled to the following:

You choose whether to keep the previously rolled result or substitute the result of the d20 for the attack roll, ability check or saving throw.

## NET

As written, the weapon net will be thrown at disadvantage if thrown from 5 feet distance since it is a ranged weapon, and at disadvantage if thrown from a further distance than 5 feet since the net has a normal range of 5 feet. The following houserule will be applied:

When attacking with a net, the attacker does not suffer disadvantage from being within 5 feet of a hostile creature who can see the attacker and who isn't incapacitated.

## MAGIC MISSILE

The spell *magic missile* has some unfortunate interactions with features such as the hexblade warlocks's *Hexblade's Curse* and evocation wizard's *Empowered Evocation*. Hence, the following houserule will be applied:

When an effect adds a modifier to the damage roll of the spell *magic missile*, the modifier is applied to only one of the missiles.

By the Player's Handbook p. 203, a creature concentrating on a spell hit by several missiles from the same *magic missile* spell would need to make one concentration saving throw for each instance of damage. Similarly, there is an argument to be made that the rules for

death saving throws in the Player's Handbook p. 197 states that a character on 0 hit points receives one failed death saving throw for each missile from a *magic missile* spell which hits it. These are very powerful effects that invalidate higher-level spells, and feels very bad to be of the receiving end of. Since *magic missile* is a very potent spell without these interactions, the following houserule will be applied:

When a creature takes damage from one or more of the missiles from a single *magic missile* spell, the damage taken from the combined missiles is considered a single instance of damage, rather than multiple instances.

## SIMULACRUM

It is houseruled that an illusion created by the spell *simulacrum* cannot cast the spells *simulacrum* or *wish*.

There is a number of ways to exploit the combination of *simulacrum* and *wish*. One such example is having a *simulacrum* cast *wish* to replicate the effect of *simulacrum*, creating another *simulacrum* of the original caster (which can use *wish*), which creates another *simulacrum*, and so on ad infinitum. Another example is having a *simulacrum* *wish* for components needed to create another 16 *simulacra*, essentially creating infinite gold. All of these sequences have a *simulacrum* casting *wish* in common, so preventing that specific interaction does stop these interactions while preserving most of the not-broken uses of *simulacrum*.