MORDENKAINEN’S TOME OF FOES PRIMER

v1.2

Development and Editing: Travis Woodall
Organized Play: Chris Lindsay
D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Mike Mearls, Matt Sernett
D&D Adventurers League Administrators: Bill Benham, Alan Patrick, Travis Woodall, Lysa Chen, Claire Hoffman, Greg Marks

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2018 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boudoir 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.
**Introduction**

The following guidance applies to DMs and players using *Mordenkainen’s Tome of Foes (ToF)*.

All campaign documents are amended as follows—adding *Mordenkainen’s Tome of Foes (ToF)* to the list of officially allowed resources:

- *Mordenkainen’s Tome of Foes (ToF)*
  
  As always, the default method of inclusion is that of allowance, with the following additional guidance:

---

**Chapter 1: The Blood War**

**Diabolical Cults/Demonic Boons**

DM’s may use the options here to modify monsters and NPCs. Note that the spells listed may only be used to replace spells known or prepared by a creature; it doesn’t otherwise grant spellcasting abilities to a creature without the Spellcasting trait.

**Tiefling Subraces**

These options are available for characters but are subject to PHB+1. The options replace the Ability Score Adjustment and Infernal Legacy traits provided in the *Player’s Handbook (PHB)*.

---

**Chapter 2: Elves**

**Elf Deities/The Dark Seldarine**

A character’s choice of deity isn’t limited by PHB+1.

**The Blessed of Corellon**

Any elf character, new or old, may choose this option regardless of their PHB+1.

**The Raven Queen**

The Raven Queen is an elusive being and can’t be chosen as a deity. She can, however, be chosen as a warlock patron. She’s mysterious that way.

---

**Chapter 3: Dwarves and Duergar**

**Dwarf/Duergar Deities**

A character’s choice of deity isn’t limited by PHB+1.

---

**Chapter 4: Gith and Their Endless War**

**Silver Swords**

*Silver swords* follow the normal rules for awarding magic items; they can’t be awarded unless specifically mentioned in the encounter in which they are found.

**Gith Characters**

Githyanki and githzerai don’t really play well with one another. As such, all gith characters must be loyal members of the Sha’sal Khou—an organization dedicated to the reunification of the gith race (see below). Gith characters that renounce their allegiance to this organization are retired from play.

**Sha’sal Khou**

The Sha’sal Khou are githyanki and githzerai radicals working toward the reunification of their respective peoples. They labor to create a unified nation of gith. Members of the Sha’sal Khou work secretly within their respective societies, subtly discouraging attacks on the other gith race while carefully recruiting like-minded individuals. They maintain a secret redoubt on the Sword Coast as well.

The characters participating in this adventure are members of this fortification, and work with the other races of the Realms to further their goals. While in the pursuit of their objectives or even simply as training to pursue them, they find themselves participating in all sorts of expeditions and adventures alongside the factions.

---

**Chapter 5: Halflings and Gnomes**

**Halfling/Gnome Deities**

A character’s choice of deity isn’t limited by PHB+1.

**Tinker Gnomes**

Tinker gnomes don’t exist in Faerûn. Whew.

---

**Chapter 6: Bestiary**

DMs may utilize tier-appropriate creatures found within as they deem thematically appropriate. At the DM’s discretion, the creatures here may also be used by characters for the purposes of spells (such as *conjure spells* or *find steed*) or class features (such as *Wild Shape*).

As usual, however, Variant and Optional rules can’t be used unless specifically permitted to.