



MORDENKAINEN'S TOME OF FOES PRIMER

v1.2



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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.