March 23, 2016

Classes file fix

* Fixes broken comment tag in classes file preventing import

Files Changed

* Classes 3.1.1

Github

* Changes up through GitHub commit 8f06147

March 20, 2017

Big Update

* Adds spell slots to monsters
* Adds Tome of Beasts by Kobold’s Press
* Sorcerer Unearthed Arcana
* Magic tags on items
* Artificer Spell list
* Typo fixes

Files Changed

* Monster Manual Bestiary 2.6.0
* Volo’s Bestiary 1.1.0
* Rise of Tiamat Bestiary 1.3.0
* Storm King’s Thunder Bestiary 1.1.0
* Out of the Abyss 1.4.0
* Curse of Strahd Bestiary 1.2.0
* Hoard of the Dragon Queen Bestiary 1.3.0
* Phandelver Bestiary 1.3.0
* Prices of the Apocalypse Bestiary 1.3.0
* Classes 3.1.0
* Bestiary Compendium 2.1.0
* Character Compendium 3.1.0
* Items Compendium 1.7.0
* Spells Compendium 1.3.0
* Tome of Beasts 1.0.0
* Magic Item 5.3.0
* Mundane Items 2.8.0
* Valuable Items 1.3.0
* PHB Spells 3.9.0

Github

* Changes up through Github commit 75f9e37

January 18, 2017

Added Unearthed Arcana Content

Files Changed

* Classes 3.0.0
* Character Compendium 3.0.0

Github

* Changes up through Github commit ae771e1

Notes

* Hey folks, if you enjoy these files and would like to support their continued creation, please consider [becoming a Patron](https://www.patreon.com/5edmscreen).

November 27, 2016

Fixed broken <monster> tags

* Two small fixes to fix a few monsters not importing correctly

Files Changed

* Bestiary Compendium 2.0.1
* Volo’s Bestiary 1.0.1

Github

* Changes up through Github commit 80fcaab

Notes

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November 20, 2016

Volo’s Guide to Monsters & Russian Files

* Adds monsters, items, NPCS, and races from Volo’s Guide to Monsters

Files changed

* Bestiary Compendium 2.0.0
* Character Compendium 2.0.0
* Items Compendium 1.6.0
* Volo’s Bestiary 1.0
* Magic Items 5.2
* Russian Races 1.0.0

Github

* Changes up through Github commit 795e95a

Notes

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October 2, 2016

Storm King's Thunder, Homebrew Fixes, and the Ranger

* Adds monsters, items, and NPCs from Storm King's Thunder (including additions to the giants in the Monster Manual)
* Fixes import errors with homebrew files
* Adds ranger from Unearthed Arcana
* Minor fixes to PHB spells

Files changed

* Bestiary Compendium 1.4.0
* Character Compendium 1.5.0
* Items Compendium 1.5.0
* Spells Compendium 1.2.1
* Storm King's Thunder Bestiary 1.0.0
* Monster Manual Bestiary 2.5.0
* PHB Spells 3.8.1
* Magic Items 5.1
* Homebrew folder

Github

* Changes up through Github commit a069b49

Notes

* If you notice any typos or other mistakes, feel free to get in touch either on Dropbox, by creating an issue on GitHub, or emailing me at ceryliae@gmaill.com

April 2, 2016

Homebrew Folder

* Blood Hunter 1.0.0
* Added the Blood Hunter homebrew class to the new Homebrew folder. (Thanks Radai)
* Other homebrew content will be added here, to easily distinguish it from official content. It will not be added to the compendiums.

Minor corrections to class and background file

* Fixed typos
* Updated haunted one background for Errata

Files Changed

* Classes 2.5.1
* Backgrounds 1.5.1
* Character Compendium 1.3.2

April 1, 2016 (April Fools)

Major Rework of Classes, Items, Backgrounds, and Races

* For convenience sake, the classes, items, backgrounds, and races files have all been merged into one file, named Character. Players will be able to choose from only one class when creating a character. This class is called **Player Character** from there, your race, items, backgrounds, and of course your class are all organized as optional features.
* My intention is to make things simpler for character creation.

Access to files in old format

* If however, you don’t like this new format, don’t worry. You will still be able to access the files in the old format. Simply send a donation of at least $50 (or regional equivalent) to my PayPal, and you will be invited to a new, exclusive DropBox. Those of you who have already donated must donate again, it’s only fair.

Files Changed

* Character 1.0.0

March 18, 2016

Added Curse of Strahd Content

* Added Monsters, items, and backgrounds from Curse of Strahd

Minor fixes to files

* Fixed a few things in bestiary files
* Fixed a few spells in PHB spells

Files Changed

* Backgrounds 1.5
* Magic Items 4.8, Mundane Items 2.6.1
* PHB Spells 3.7.2
* Bestiary Compendium 1.2.0, Character Compendium 1.3.1, Items Compendium 1.2.0, Spells Compendium 1.1.2

January 24, 2016

Small fixes

* Fixed two spells (Suggestion and Wind Walk)
* Fixed bug with random tricks section of DM screen not linking properly

Files Changed

* PHB Spells 3.7.1
* Spells Compendium 1.1.1
* DM Screen 1.5.1

Notes

The process of combing through the entire bestiary files monster by monster to check for errors has happened. You too can help! If you notice something in our files that doesn’t match the book, let us know either by creating an issue [here](https://github.com/ceryliae/DnDAppFiles/issues/new) (which is preferred) or by emailing me at [ceryliae@gmail.com](mailto:ceryliae@gmail.com) . If you’re a particularly awesome person and would like to help out even more by checking large parts of the files, let me know by sending an email.

January 12, 2016

Added Unearthed Arcana Classes

* Added the class options from the Underdark UA and the Kits of Old UA.

Fixed Typos in Monster Manual Bestiary

* Fixed spelling, etc.

Fixed Warforged Racial trait

* Fixed AC bonus in composite plate trait

Added New Charts and Information to DM Screen

* Added the following:
* PHB Trinkets table
* Elemental Evil Trinkets table
* DMG Madness Charts
* Into the Abyss madness charts
* Improved PHB Index (Adapted from copperdogma)

Files Changed

* Monster Manual Bestiary 2.3.2
* Bestiary Compendium 1.1.2
* Classes 2.5
* Character Compendium 1.3
* DM Screen 1.5
* UA Races 1.0.1

Notes

More fixes are coming for the bestiary files, but I still need help with proofreading the files. If you’re interested, shoot me an email at [ceryliae@gmail.com](mailto:ceryliae@gmail.com).

I would like to get your opinion on how to organize the Unearthed Arcana content. If you could take 10 seconds to answer [this poll](http://strawpoll.me/6520911), I would be very thankful.

December 24, 2015

Updated With Errata

* Updated bestiary with Monster Manual changes
* Updated items with Dungeon Master Guide change

Files Changed

* Monster Manual Bestiary 2.3.1
* Bestiary Compendium 1.1.1
* Magic Items 4.7.1
* Items Compendium 1.1.1
* Full Compendium (removed)

Notes

I have removed the Full Compendium for two reasons. First, it increases the amount of work we have to do. For example, when we updated the Monster Manual file with the errata, we also had to update the bestiary compendium. The Full Compendium was just another file we had to update. Secondly, there has been some confusion when people try to import it into the DM app and get an error because of the class content.

I am in the process of completely going through the monster files and making sure all of the stats are correct, as well as adding a couple things. Anyone who has a lot of free time and is willing to proof read for me, send me an email at [ceryliae@gmail.com](mailto:ceryliae@gmail.com). Work is a little slow right now because of the holidays. I will be putting in more time in January. There is also a new version of the DM screen in the works.

December 8, 2015

Added Unearthed Arcana content

* Added Tiefling variant from That Old Black Magic
* Added new spells from That Old Black Magic

Removed Unearthed Arcana content from Races and Compendiums

* Removed any race options which come from Unearthed Arcana, moved to UA Races 1.

Cleaned up races

* Condensed half-elf subraces into less entries
* Cleaned up tiefling

Created Unearthed Arcana folder

* Any Unearthed Arcana files will be put here

Files Changed

* Races 1.6, UA Races 1.0
* Character Compendium 1.2, Full Compendium 1.2

Notes

I have started the process of moving Unearthed Arcana content out of the normal files and into their own folder. There are a couple reasons I am doing this. First, Unearthed Arcana content is not official, even though it’s made by Wizards of the Coast. I want to make it easier for someone who is only allowed to use official content to import only official content. Second, sometimes something that is in Unearthed Arcana will make it into the game as part of an official supplement, like the swashbuckler. When this happens, it’s not usually exactly the same. Because of that, it gets convoluted because there are now two slightly different versions of the same character option.

November 13, 2015

Major cleanup on all files

* Massive cleanup on all XML files (Removed empty tags, extra lines, whitespace, etc.)

Files Changed

* Hoard of the Dragon Queen Bestiary 1.2, Monster Manual Bestiary 2.3, Out of the Abyss Bestiary 1.1, Phandelver Bestiary 1.2, Player Bestiary 2.3, Princes of the Apocalypse Bestiary 1.2, Rise of Tiamat Bestiary 1.2
* Backgrounds 1.4, Classes 2.4, Feats 1.4, Races 1.5
* Bestiary Compendium 1.1, Character Compendium 1.1, Full Compendium 1.1, Items Compendium 1.1, Spells Compendium 1.1
* Futuristic Items 1.2, Magic Items 4.7, Modern Items 1.2, Mundane items 2.6, Renaissance Items 1.3, Valuable Items 1.1
* EE Spells 2.2, Modern Spells 1.1, PHB Spells 3.7, SCAG Spells 1.1

Notes

Switched to different format for changelog, old one was being unmanageable. Old one will still be available to view. Any feedback is welcome at [ceryliae@gmail.com](mailto:ceryliae@gmail.com)