Changelog

11 June 15
- I've updated pretty much all of the files to reflect the newly-published errata from the Player's Handbook (http://media.wizards.com/2015/downloads/dnd/Errata_PH.pdf) As I don't have a current printing, just the errata document, the wording is not precise. I'll update it when I get a chance to look at a new printing.
- I've also started to convert data for 4th Edition. This is going a bit slow as I've never played 4th Edition, but things are coming along nicely. I've almost finished class powers for Player's Handbook 1. It's my intention to eventually convert all of the powers and items (which is basically all Fight Club 4 supports via XML at the moment) from Player's Handbooks 1 through 3, the Eberron Player's Guide, and the Forgotten Realms Player's Guide. As those are the only 4e books I have, that's probably where I'll stop.

2 June 15
- The new version of GM 5 supports Encounter imports. I'm not touching the actual encounters from the published adventures with a stick (and I mean it this time, as chances are pretty good I'll be playing POTA pretty soon and I already know too much from doing the treasures and the monsters), but I did put together a handy Excel file to build encounter XML files for you. Fill it out, hit the button, and presto, instant XML file.

30 May 15
- Fixed the Spellcasting trait for the Eldritch Knight and the Arcane Trickster, which had somehow gotten copied from the Bard. Thanks to Steve Chan for pointing this out. As always, if you find errors, feel free to email me (dave dot rich at gmail dot com) so I can fix them for everybody.
- Added a spreadsheet to the custom XML generators to make Note files.
- Split the Muggle Ranger off as a separate base class again and added Maneuvers for him. It was just too confusing to level up a ranger with everything in one class.
- Avoided the temptation to actually call it "Muggle Ranger". Went with the descriptive but way less fun "Ranger (No Spells)".

26 May 15
- The new version of Fight Club supports selectable class features, so I've integrated all of the subclass features into the main class as optional features. You will probably want to delete your compendium to clear out all of the no-longer-needed subclasses. Make sure to say "Yes" whenever asked if you'd like to select class features whenever you add a class or level up.
- If you are an Arcane Trickster or Eldritch Knight, don't forget to select Spell Slots for your highest level. It's easy to miss.
- I also integrated the Spell-Less Ranger into the Ranger class. By default, neither Spellcasting nor Combat Superiority will be selected at 2nd level, so be sure to pick one. Also please note that there are two different versions of Primeval Awareness; choose the right one for your character.

- I deleted the classesBase.xml file. No longer needed.
- I integrated all of the selectable class features (Fighting Styles, Invocations, and the like) into the class files. I deleted the classFeats.xml file, removed the "Feat: " prefix from Feats, and copied the Maneuvers into the feats file for use with the Martial Adept feat. This is probably going to take some clean-up; lots of class features probably still refer to adding features as feats.
- I updated the Full, Classic, and Player's compendium.
- Oh yeah, that Classic compendium? That's the Full compendium minus the renaissance, modern, and futuristic items. Had a few requests for it.

18 May 15
- More cleanup. Whitespace in class features, backgrounds, feats, class feats, and race features is fixed.
- Added costs to mundane items and (non-magical) Renaissance items.

16 May 15
- More cleanup. Backgrounds, at least, should be 100% clean.

15 May 15
- More cleanup.
- The paladin's Channel Divinity was kind of confusing. The basic text for the feature was listed in the feature for the Oath itself, and the individual options were listed in the Channel Divinity feature. Reworked these so they are like the cleric's: the Channel Divinity feature has the basics, and the individual options are separate features. This will also make things work more smoothly if/when Fight Club supports subclasses independently from classes.

14 May 15
- More cleanup.
- The following items now include condition text where appropriate:
  - Spells
  - Race features
  - Class features
  - Feats & class feats
  - Blessings, Charms, and Epic Boons
  - Monster traits, actions, reactions, and legendary actions

13 May 15
- More cleanup.
- So 5e plays really fast. As a matter of fact, the only thing I find myself having to look up is conditions — I can never remember exactly what each one does. With that in mind, I've added the Condition text to items and magic items so, for example, if an item knocks enemies prone, the Prone condition text will be listed at the bottom of that item's description. Should save you some time looking them up. Spells are up next. Not sure about adding them to character features (feats, class features, etc.) or monster abilities. Feedback would be appreciated.

- I added a separate set of character notes for non-casters so you don't have to delete all the Concentration and Cast a Spell stuff.
- I also added a note with all the Conditions, including various levels of Exhaustion, to hold you over until I get them added to all relevant text blocks.
- Renamed spellsElementalEvil.xml to spellsAdventures.xml for futureproofing purposes.

11 May 15
- More cleanup.
- Additional goodies from the DMG. First, I've added the sample poisons from the DMG to the mundane items. Please note that the name of Basic Poison has changed so it will sort alongside its toxic brethren; you will get a duplicate. Just delete "Basic Poison (Vial)".
- Also from the DMG: blessings, charms, and epic boons. As non-physical rewards with prerequisites, the logical place for these guys is among the feats and selectable class features. There's a new file, blessings.xml, for them. They're also in the Full compendium.
- A few changes to the Notes from yesterday, mostly just formatting. That which looks nice in a browser doesn't necessarily look nice when imported.

10 May 15
- More cleanup! Woo-hoo! Typos, yeah man!
- To break up the monotony of re-reading spells and class features for what feels like the hundredth time, I've added a bunch more Notes to import. These are the templates for proficiencies, roleplaying characteristics, actions, bonus actions, reactions, concentration, etc. that I use on my characters to keep track of all the stuff Fight Club is not so good with. There's a Read Me in the notes folders that explains what all is available and how to use it in my usual excruciating detail.

7 May 15
- Added a folder for Notes, and notes listing all of the valid creatures which can be summoned by various Conjure [Creature] spells. Import these directly to a character from the Notes section. Not the greatest solution ever, but it should be helpful since there's no way to look up creatures by CR and Type within the app.

5 May 15
- **PLEASE READ THIS**: now that monsters include spells, it is **essential** that you have spells loaded before you attempt to import monsters into GM 5. The easiest way to do that is to load the new CompendiumSpells.xml file **first**, before loading any other compendium or monster file. **You will only need to do this when your compendium is empty**, so either the first time you load a compendium, or any time you delete your compendium. Fight Club 5 is not affected at this time.

4 May 15
- The class options from the latest Unearthed Arcana, Waterborne Adventures, have been added, including a new race (Minotaur), a new fighting style (Mariner), and two new subclasses (Rogue (Swashbuckler) and Sorcerer (Storm)).

- Oh would you look at that. The new version of GM 5 allows spell imports to monsters. All monsters with spells updated appropriately.

3 May 15

- Lots of clean-up to the monsters, most specifically to the spellcasting and innate spellcasting traits, in anticipation of being able to directly add spells to creatures via XML import. Once that feature is implemented in Fight Club and GM 5, I should be able to update all of the creatures very easily to make use of that. In the meantime, enjoy no longer seeing the non-word "cantip" used all over the place.
- Oh yeah, I also split a few creatures into separate entries. The Bone Naga now comes in two flavors, for former Guardian nagas and former Spirit nagas, since they have different spellcasting. Each color faerie dragon is also now a separate entry, for the same reason. As is always the case when the name of an entry changes, you will get duplicates, but you can very easily delete just the "Bone Naga" and "Faerie Dragon" entries and use the differentiated ones. Again, this doesn't do much now, but once spells can be added to creatures via XML, it'll be worth it to have separate entries.

1 May 15

- I've updated all of the items and spells with rolls, which will require the latest Fight Club update to display and function properly.

30 April 15

- More Trait rolls for monsters. I'm probably still missing a few but most of them should be done now. Please note that the only way to add rolls to Traits (or Actions, Reactions, or Legendary Actions) is as an attack (with both a to hit roll and a damage roll), so when you use these, you'll need to tap the attack, ignore the attack roll, toggle over to the damage roll, and roll that. A bit awkward, but better than having no roll at all I guess.

29 April 15

- Monsters and NPCs for Princes of the Apocalypse are complete.
- A few additional rolls added to monster traits for things like Sneak Attacks and Charge.
- Broke the Sorcerer (Draconic Bloodline) down by dragon type (e.g. Sorcerer (Blue Draconic Bloodline)). Won't create duplicates *per se*, but you can delete the undifferentiated version if you'd like.

28 April 15

- Not a very major change, but I've made the order of class features added at each level match the order they're listed in the tables and text in the source materials, rather than listing them alphabetically. It was bugging me.
- A (very few) minor corrections to Adventure items and class features.
- Magic Items for Princes of the Apocalypse added. NPCs and monsters might take a day or two.
- Renamed and streamlined the monster files to make them more in keeping with the other files. There are now three files: monsters.xml (all of the creatures except those from the adventures), monstersPlayers.xml (the old player's bestiary), and monstersAdventures.xml

(all of the creatures from the adventures). Should make it a lot easier for me to keep track of what's where, even if not much changes from the user's perspective.

27 April 15
- Added the NPCs and monsters from the Adventures (except, again, Princes of the Apocalypse)
- Added them into the Full and Adventures compendia.
- I made this changelog a little easier to read.

26 April 15
- Added the items from the adventures (Lost Mines of Phandelver, Hoard of the Dragon Queen, and Rise of Tiamat. Nothing from Princes of the Apocalypse yet because I don't have it.) What the heck, by the time my party gets around to playing these I'll have forgotten everything.
- Monsters and NPCs should hopefully be finished by tomorrow.
- Added a new Adventures compendium for all of the adventure-related monsters and items. They're also in the Full compendium.
- In case you missed it, I also added all of the spells for 3rd edition and split everything in the folder into separate folders for 5th and 3rd editions.

24 April 15
- A large number of changes to the items files:
  - Magical versions of the renaissance, modern, and futuristic items have been added.
  - Magic weapons and ammunition now have property text included like the mundane items.
  - Renaissance and modern firearms are now properly listed as inflicting piercing damage.
  - Lots of miscellaneous clean-up and corrections.
- A few minor corrections to monsters and spells.
- The big change can't be seen yet, but monster descriptions and item rolls are all ready to be added as soon as they become valid to import

20 April 15
- A few changes to mundane items:
  - armor descriptions added
  - coinage descriptions added
  - source references added
  - weapon and ammunition properties transcribed to the item description
- Starting wealth option added to each class's Starting Equipment feature
- fixed an error where the file names of Basic Weapons and Advanced Weapons were reversed.
- added a Trait to the Avatar of Death to explain his weird hit points
- added a third compendium file, compendiumFull.xml, that includes everything, including modern, renaissance, and futuristic items; all magic items, including basic, advanced, special, general, and unique items; the full bestiary; all character options, including NPC races; and all spells. If you really want to load everything, now you can do it all at once. It appears GM 5 will simply ignore things it can't import like races, backgrounds, and classes, so you can safely use this in either app.

19 April 15

- More fixes to spells.
- Fixed magic armor ACs which got messed up when I switched from base AC to modifiers.
- Updated both compendia.
- Updated the Folder Contents table to better indicate what is and isn't included in each compendium file.

18 April 15

- People have responded positively to the selectable class features as feats, so I've integrated that file into the compendium files and cleaned up the class features that reference them.
- Feats have been prefaced with "Feat: " to make them easier to find. You may wish to delete your existing feats or your compendium to prevent duplicates.
- I've added a file for the NPC races from the Dungeon Master's Guide.
- I've added the Wild Magic table to the Wild Magic sorcerer.
- I've added the Giant Fly from the Figurine of Wondrous Power and the Avatar of Death from the Deck of Many Things to the bestiaries, and the fly to the Wild Shape XML generator.

17 April 15

- Major overhaul to the magic items files.
  - Lots of typos corrected.
  - Tables added or integrated into the item text.
  - Bold text matches the source throughout whenever possible.
  - A few items were split into subtypes: Spell Scrolls, Elemental Gems, Bags of Tricks. You might want to delete the undifferentiated versions of these items as they will be duplicates.
  - A new file, magicItemsUnique.xml, for the sentient items and artifacts.
  - The musket and pistol in the itemsRenaissance.xml file are now properly set as having the Loading property rather than the Light property.
  - Compendia updates. Please note that the Renaissance items and the unique items are not in the compendium files.

16 April 15

- Magic items now all list page sources. Compendia updated to match.

14 April 15

- I added the modern armor from the Behind the Screens article to the firearms file and renamed the whole thing itemsModern.xml. I split the Renaissance and futuristic items into their own files, too — itemsRenaissance and itemsFuturistic. Should make it easier to add just what you want.

13 April 15

- Shout out to Keith Perkins for pointing put the %0 option for "spellcasting ability" on rolls. Now you won't have to delete anything from spells based on what your spellcasting ability

is. As a bonus, that also means it'll work if you grab a spell via Magical Secrets or the like. Spells and compendia updated.
- Lots of small updates to races, classes, and backgrounds. Starting weapon, armor, tool, and languages are all now listed and combined as "Starting Proficiencies". Hit points modifiers have been fixed. Player's compendium updated with changes.
- Spells have been updated; specifically, bold text formatting should now match the source document. Both compendium files updated to reflect changes.
- Feats and class feats now list a source and page number.

12 April 15
- Added the firearms and explosives from the DMG as a new items file, firearms.xml. Get your Gond on. Firearms won't be included by default in the compendium files, since most campaigns probably won't use them, so be sure to load this file separately if you need it.
- I've added a new file that has all of the selectable class features (things like Fighting Styles, Invocations, Maneuvers, Pact Boons, etc.) as Feats. To me at least, this is a better way of handling these, but I can understand why somebody wouldn't want them included with the real feats. Therefore, I'm not including them in the compendium file by default. If you choose to use them, just add the appropriate feature exactly like you'd add a feat. Where appropriate, they have modifiers and proficiencies, but almost all of them are conditional. The file is called classFeats.xml and it's in the Character Features folder.
- Added the different sorts of Dragonborn draconic ancestry as separate races, so each can have appropriate resistance and breath weapon information. Remember that you can safely change the name of your character's race after you add it if you prefer it to be "Dragonborn" rather than "Dragonborn (Blue)"

11 April 15
- So it turns out you can add modifiers to class features. I was just putting them in the wrong place. Therefore, all class files have been updated with modifiers and proficiencies gained through leveling up. Sadly, most features are either conditional, ability-score dependent, or require you to make a choice, so not very many features are included. Still nice, though.
- A few typo corrections to monsters and a few missing swarm variants added.
- The players and GM compendium files were updated to reflect changes to the monster and class files.

10 April 15
- Advanced Magic Armor and Weapons and Special Magic Armor and Weapons files have been updated with modifiers.
- All items files have been better proofread and corrected for minor typographical errors.
- Spells and Elemental Evil spells have been updated with source page numbers and rolls. Please note that rolls are for the lowest-level version of a spell; if you are able to cast it at a higher level, you may want to add an additional roll for each higher level. Also, if a spell roll is dependent on your spellcasting ability and it can be cast by classes with different abilities, all are included. For example, Cure Wounds has rolls for both 1d8+WIS and 1d8+CHA. After adding it to a character, simply delete the unneeded roll.
- DM and Player's compendium files updated to reflect changes to all items and spells files.
- It's worth noting that the Basic Weapons file is much more useful now that it has appropriate modifiers.

- **09 April 15**
  - The new version of the app allows modifiers to be passed via XML.
  - Feats updated with modifiers as appropriate. Please note that feats which offer a choice (such as choosing Wisdom or Intelligence for Observant, or choosing skills for Skilled) will still require you to add modifiers manually to reflect your choices.
  - Races updated with modifiers. Right now, it's just the Hill Dwarf's Toughness and the Warforged's Composite Plating that qualify (and you'll have to adjust the Dwarf's every time you level up), but it's the thought that counts.
  - Basic Magic Armor & Weapons and General Magic Items updated with modifiers.
  - Player's Compendium updated to reflect changes to Feats, Races, and General Magic Items. DM's compendium updated to reflect changes to General Magic Items.

06 April 15
  - New Unearthed Arcana! Spell-less rangers! Favored Soul sorcerers! Super happy fun times! Classes.xml, individual class files, and player's compendium updated accordingly.
  - Another XML generator, this one for necromancers. Hooray, necromancers.
  - The XML generators all now have a) instructions and b) a nice big "Create Files" button. If you got a copy this morning and it wasn't working, that's fixed, too.
  - More minor typos and junk to the monster files and, thus, both compendium files.

05 April 15
  - A few typos in the player's bestiary and Miscellaneous monsters, so updates to both of them and both compendium files.
  - Two new custom XML generator Excel spreadsheets. One makes custom backgrounds, using either custom features or features from existing backgrounds. The other makes ranger companions for beastmasters. Both are pretty simple: fill out a few fields and run the macro.

04 April 15
  - Typos. Updates to Races, Items, and both Compendium files.

02 April 15
  - I must be pretty zen, because I made you one with everything. New Compendium files for players and GMs combine the most common XML files for each app into a single, easy-to-upload file. Details of what's in each below.
  - Reorganized the files into folders based on type. Hopefully, you weren't linking directly to any files.
  - Added my own items file for mundane items with slightly more complete descriptions than the one I was using. Merged in the equipment packs and deleted the separate files. Updated the weights on the general magical items while I was at it whenever there was a weight listed for a mundane equivalent. Updated the compendium files to reflect these changes.
  - Added Ability Score Increases into the classes. What the hell, you can always delete them if you find them as useless as I do. Updated the compendiumPlayer.xml file with new classes.
  - Fixed the Barbarian's Reckless Attack, and the Eldritch Knight and Arcane Trickster Elemental Evil spells. Updated all class files, spell files, and both compendiums.

01 April 15

- added starting equipment and starting skills to all classes (you can safely delete these without affecting the Compendium).
- Made sure all features from the class tables are integrated into the text (i.e. Rage class feature tells you which levels your rage damage bonus improves, Spellcasting tells you when you learn new cantrips and new spells, etc.)
- Backgrounds also have starting equipment now.
- Added individual XML files for each class as a workaround for the autolevel bug — see below.
- Added a bit about how I handle Roleplaying stats and proficiencies, since a lot of people ask.

31 March 15

- added a file for equipment packs (dungeoneer's pack, explorer's pack, etc.) These don't add individual items, but I find them way more manageable this way anyways.
- Updated my spells file and added one for the Elemental Evil spells.
- Added the Dragonmarks to the feat file.
- Added this file (whoa, meta).
- Corrected the Aarakocra in the Monster Manual.