

Change Log for APL 1

Encounter 1B – Ape:

- Corrected CON score from 10 (+2) to 14 (+2)
- Fist: corrected 'one creature' to 'one target'
- Rock: corrected 'one creature' to 'one target'

Encounter 1B – Boar

- Added missing Tusk attack action

Encounter 1C – Grung Wildling

- Added humanoid subtype (grung)
- Corrected WIS score from 11 (+0) to 15 (+2)
- Corrected CHA score from 12 (+1) to 11 (+0)
- Dagger: corrected 'one creature' to 'one target'
- Shortbow: corrected 'one creature' to 'one target'

Encounter 1C – Grung

- Added humanoid subtype (grung)
- Corrected HP formula from (2d6 + 40) to (2d6 + 4)
- Dagger: corrected 'one creature' to 'one target'

Encounter 2C – White Dragon Wyrmling

- Correct Dex saving throw from +4 to +2

Encounter 3B – Thug

- Added humanoid subtype (any race)
- Mace: corrected 'one creature' to 'one target'

Encounter 4A – Ape

- Same corrections as Encounter 1B

Encounter 4C – Yuan-ti Pureblood

- Innate Spellcasting: removed reference to yuan-ti form only)
- Multiattack: added missing number of attacks (two)
- Scimitar: corrected 'one creature' to 'one target'
- Shortbow: corrected 'one creature' to 'one target'

Encounter 4C – Flying Snake

- Bite: corrected 'one creature' to 'one target'

Encounter 5A – Vegepygmy

- Sling: corrected 'one creature' to 'one target'

Encounter 6B – Rust Monster

- Bite: corrected 'one creature' to 'one target'

Encounter 7B – Axe Beak

- Beak: corrected 'one creature' to 'one target'

Encounter 8B – Grung

- Same corrections as Encounter 1C

Track A4 – Duergar

- Armor: added armor type (scale mail, shield)

Track A6 – Skeletal Warhorse

- Changed name to Warhorse Skeleton to match Monster Manual entry.
- Armor: added armor type (barding scraps)
- Hit Points: corrected hit point formula from (9d10 + 18) to (3d10 + 6)
- Challenge: corrected XP value from 50 to 100.
- Hooves: corrected 'one creature' to 'one target'

Track B1 – Pteranodon

- Armor Class: added armor type (natural armor)

Track B2 – Vegepygmy

- Same corrections as Encounter 5A

Track B3 – Grung

- Same corrections as Encounter 1C

Track B3 – Grung Wildling

- Same corrections as Encounter 1C

Track B6 – Gazer

- Eye Rays: Corrected save DC for Frost Ray from DC 16 Dexterity to DC 12 Dexterity

Track C3 – Firenewt Warrior

- Added missing trait Amphibious

Track C4 – Manes

- Claws: corrected 'one creature' to 'one target'.

Track C5 – White Dragon Wyrmling

- Same corrections as encounter 2C

Track C6 – Merfolk

- Skills: corrected Perception from +25 to +2

Change Log for APL 2

Encounter 1B – Ape

- Same changes as APL 1 Encounter 1B

Encounter 1B – Boar

- Same changes as APL 1 Encounter 1B

Encounter 1C – Grung Wildling

- Same changes as APL 1 Encounter 1C

Encounter 1C – Grung

- Same changes as APL 1 Encounter 1C

Encounter 2C – White Dragon Wyrmling

- Same changes as APL 1 Encounter 2C

Encounter 4A – Ape

- Same changes as APL 1 Encounter 1B

Encounter 4C – Yuan-ti Pureblood

- Same changes as APL 1 Encounter 4C

Encounter 4C – Flying Snake

- Same changes as APL 1 Encounter 4C

Encounter 5A – Vegepygmy

- Same changes as APL 1 Encounter 5A

Encounter 6B – Rust Monster

- Same corrections as APL 1 Encounter 6B

Encounter 7A – Pteranodon

- Same changes as APL 1 Track B1

Encounter 7B – Axe Beak

- Same changes as APL1 Encounter 7B

Encounter 8B – Grung Wildling

- Added humanoid subtype (grung)
- Dagger: corrected 'one creature' to 'one target'
- Shortbow: corrected 'one creature' to 'one target'

Track B1 – Pteranodon

- Same changes as APL 1 Track B1

Track B2 – Vegepygmy

- Same changes as APL 1 Encounter 5A

Track B3 – Grung

- Corrected HP formula from (2d6 + 40) to (2d6 + 4)
- Dagger: corrected 'one creature' to 'one target'

Track B3 – Grung Wildling

- Same changes as APL 2 Encounter 8B

Track B6 – Gazer

- Same changes as APL 1 Track B6

Track C4 – Manes

- Added fiend subtype (demon)
- Claws: corrected 'one creature' to 'one target'

Track C4 – Dretch

- Added fiend subtype (demon)
- Language telepathy; added condition (works only with creatures that understand Abyssal)
- Bite: corrected 'one creature' to 'one target'
- Claws: corrected 'one creature' to 'one target'

Track C5 – Blue Dragon Wyrmling

- Speed: removed swim 30 ft.

Changelog for APL 3

Encounter 1B – Ape

- Same corrections as APL 1 Encounter 1B

Encounter 1C – Grung

- Same corrections as APL 2 Track B3

Encounter 2C – White Dragon Wyrmling

- Same corrections as APL 1 Encounter 2C

Encounter 3A – Fire Snake

- Damage Resistances: corrected 'nonmagical attacks' to 'nonmagical weapons'.

Encounter 3B – Thug

- Same corrections as APL 1 Encounter 3B

Encounter 4A – Ape

- Same corrections as APL 1 Encounter 1B

Encounter 4C – Yuan-ti Pureblood

- Same corrections as APL 1 Encounter 4C

Encounter 5A – Vegepygmy

- Same corrections as APL 1 Encounter 5A

Encounter 6A – Shadow

- Same corrections as APL 1 Encounter 2B

Encounter 6B – Rust Monster

- Same corrections as APL 1 Encounter 6B

Encounter 7A – Pteranodon

- Same corrections as APL 1 Encounter B1

Encounter 8A – Jackalwere

- Bite: Corrected damage type from bludgeoning to piercing

Encounter 8B – Grung Wildling

- Same changes as APL 2 Encounter 8B

Encounter 9A – Maw Demon

- Armor Class: added armor type (natural armor)

Encounter 9A – Nothic

- Hit Points: corrected hit point equation from $(6d6)$ to $(6d8 + 18)$

Track A4 – Warlock of the Archfey

- Misty Escape: corrected “In reaction to ...” to “In response to ...”

Track A5 – Chitine

- Corrected mentions of “ettercap” to “chitine”
- Multiattack: removed “melee”

Track B1 – Deinonychus

- Armor Class: added armor type (natural armor)

Track B1 – Pteranodon

- Same changes as APL 1 Track B1

Track B2 – Thorny

- Hit points: corrected hit point equation from $(588 + 5)$ to $(5d8 + 5)$

Track B2 – Vegepygmy

- Same changes as APL 1 Encounter 5A

Track B3 – Grung

- Same corrections as APL 2 Track B3

Track B3 – Grung Wildling

- Same changes as APL 2 Encounter 8B

Track B6 – Gazer

- Same changes as APL 1 Track B6

Changelog APL 4

Encounter 1B – Ape

- Same corrections as APL 1 Encounter 1B

Encounter 1C – Grung

- Added humanoid subtype (grung)

Encounter 2B – Specter

- Same corrections as APL 3 Encounter 2B

Encounter 2B – Ogre Zombie

- Added trait Undead Fortitude

Encounter 2C – White Dragon Wyrmling

- Same corrections as APL 1 Encounter 2C

Encounter 4A – Ape

- Same corrections as APL 1 Encounter 1A

Encounter 4C – Yuan-ti Pureblood

- Same corrections as APL 1 Encounter 4C

Encounter 5A – Vegepygmy

- Same corrections as APL 1 Encounter 5A

Encounter 6B – Rust Monster

- Same corrections as APL 1 Encounter 6B

Encounter 8A – Giant Hyena

- Corrected CON from 14 (+1) to 14 (+2)

Track A2 – Merrow

- Senses passive Perception corrected from 12 to 10

Track A3 – Troll

- Skills Perception corrected from +1 to +2
- Senses passive Perception corrected from 11 to 12

Track A4 – Master Thief

- Added missing Reaction Uncanny Dodge

Track A5 – Thri-kreen

- Bite: added missing information regarding poison

Track B1 – Deinonychus

- Bite: corrected damage from 6 (1d8 + 1) to 6 (1d8 + 2)

Track B1 – Quetzalcoatlus

- Bite: corrected 'one target' to 'one creature'

Track C1 – Cult Fanatic

- Senses passive Perception corrected from 10 to 11

Track C6 – Kuo-Toa Whip

- Corrected passive Perception from 13 to 16
- Added missing spellcaster level, ability, save DC, and attack information

Changelog for APL 5

Encounter 1C – Yuan-ti Malison

- Added monstrosity subtype (shapechanger, yuan-ti)

Encounter 1C – Yuan-ti Pit Master

- Added monstrosity subtype (shapechanger, yuan-ti)

Encounter 2B – Banshee

- Detect Life: corrected wording to reflect most recent Errata

Encounter 4C – Yuan-ti Broodguard

- Added humanoid subtype (yuan-ti)

Encounter 4C – Yuan-ti Malison

- Same corrections as APL 5 Encounter 1C

Encounter 7A – Harpy

- Lurid Song: corrected text to match most recent Monster Manual Errata

Encounter 7B – Quaggoth

- Added humanoid subtype (quaggoth)

Encounter 9B – Water Elemental

- Whelm: corrected DC 14 Strength to DC 14 Strength check

Track A1 – Griffon

- Added missing trait Keen Sight
- Multiattack – corrected merrow to griffon

Track A2 – Merrow

- Same corrections as APL 4 Track A2

Track A4 – Warlock of the Fiend

- Spellcasting: corrected number of spell slots from 2 to 4.

Track A5 – Thri-kreen

- Same corrections as APL 4 Track A5

Track A6 – Flameskull

- Speed: added (hover)
- Condition Immunities: added prone

Track B1 – Quetzalcoatlus

- Same corrections as APL 4 Track B1

Track B3 – Grung

- Same changes as APL 1 Encounter 1C

Track B3 – Grung Elite Warrior

- Added humanoid subtype (grung)

Track B5 – Chuul

- Pincer: corrected reach from 5 ft. to 10 ft.

Track C6 – Kuo Toa Whip

- Same corrections as APL 4 Track C6
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Changelog APL 6

Encounter 1C – Yuan-ti Pit Master

- Bite: correct 'one creature' to 'one target'.

Encounter 2B – Banshee

- Same corrections as APL 5 Encounter 2B

Encounter 2B – Ogre Zombie

- Same corrections as APL 4 Encounter 2B

Encounter 4C – Yuan-ti Malison

- Same corrections as APL 5 Encounter 1C

Encounter 7A – Harpy

- Same corrections as APL 5 Encounter 7A

Encounter 7B – Quaggoth

- Senses: passive Perception corrected from 10 to 11.

Encounter 8A – Weretiger

- Damage Immunities: corrected 'nonmagical weapons' to 'nonmagical attacks'

Track A2 – Merrow

- Same corrections as APL 4 Track A2

Track A6 – Flameskull

- Same corrections as APL 5 Track A6

Track B3 – Grung Wildling

- Dagger: corrected 'one creature' to 'one target'

Track C1 – Martial Arts Adept

- Added humanoid subtype (any race)

Track C6 – Merrow

- Same corrections as APL 4 Track A2

Changelog APL 7

Encounter 1A – Manticore

- Added missing trait Tail Spike Regrowth

Encounter 1C – Yuan-ti Abomination

- Removed trait Poisonous Skin

Encounter 2A – Veteran

- Shortsword: corrected attack and damage bonuses from +4 to +5

Encounter 2B – Wraith

- Damage Resistances: added phrase "that aren't silvered"

Encounter 2C – Young White Dragon

- Added missing Claw attack

Encounter 3C – Bone Devil

- Damage Resistances: added cold

Encounter 8B – Phase Spider

- Corrected DEX from 1 (+2) to 15 (+2)

Track A1 – Manticore

- Same corrections as APL 7 Encounter 1A

Track A3 – Golem, Clay

- Languages: corrected to “the languages of its creator”

Track A4 – Evoker

- Sculpt Spells: changed text from ‘... that forces other creatures it can see, ...’ to ‘that affects other creatures that it can see’. The original matches the text in Volo’s Guide, but that seems to be an error so I copied the text from the PHB.

Track A5 – Choldrith

- Corrected STR from 12 (+2) to 12 (+1)
- Spellcasting: corrected number of 2nd level slots from (1 slots) to (3 slots)

Track A6 – Flameskull

- Same corrections as APL 5 Track A6

Track B1 – Quetzalcoatlus

- Hit Points: corrected formula from $(4d12 + 14)$ to $(4d12 + 4)$

Track B3 – Gnoll Pack Lord

- Corrected creature type from Medium fiend (gnoll) to Medium humanoid (gnoll)

Track C1 – Transmuter

- Skills: added missing value +6 to History

Track C2 – Doppelganger

- Ambusher: added text “In the first round of combat, ...” as per most recent errata.

Track C3 – Flameskull

- Same corrections as APL 5 Track A6

Track C5 – Young Blue Dragon

- Corrected Hit Points from 162 to 152
- Bite: corrected damage formula from $16 (2d10 + 6)$ to $16 (2d10 + 5)$

Track C6 – Kuo-toa Monitor

- Corrected creature type from Medium monstrosity to Medium humanoid (kuo-toa)

Changelog APL 8

Encounter 1C – Yuan-ti Abomination

- Multiattack: added qualifier (Abomination Form Only)

Encounter 2B – Mummy

- Armor Class: added descriptor (natural armor)
- Damage Resistances: corrected 'nonmagical weapons' to 'nonmagical attacks'.

Encounter 3A – Salamander

- CHA corrected from 12 (+2) to 12 (+1)

Encounter 3B – Orc Blade of Ilneval

- Skills: corrected Perception from +2 to +3

Encounter 3C – Yochlol

- Damage resistances: corrected 'nonmagical weapons' to 'nonmagical attacks'

Encounter 4A – Girallon

- Corrected speed from 30 ft. to 40 ft., climb 40 ft.

Encounter 6C – Hydra

- Hold Breath: corrected text to read 'The hydra can hold its breath for 1 hour.'

Encounter 8B – Phase Spider

- Same corrections as APL 7 Encounter 8B

Encounter 9A – Hook Horror

- Echolocation: corrected 'The bat ...' to 'The hook horror ...'
- Keen Hearing: corrected 'The bat ...' to 'The hook horror ...'

Encounter 9B – Water Elemental

- Same corrections as APL 5 Encounter 9B

Track A1 – Yeth Hound

- Speed corrected from 400 ft. to 40 ft.

Track A2 – Chuul

- Same correction as APL 5 Track B5

Track A4 – Stone Golem

- Damage Immunities: corrected to 'nonmagical attacks not made with adamantine weapons'
- Slow: corrected 'Each target must succeed on a ...' to 'Each target must make a ...'

Track A6 – Vrock

- Damage Resistances: corrected 'nonmagical weapons' to 'nonmagical attacks'

Track B5 – Chuul

- Same correction as APL 5 Track B5

Track C2 – Minotaur

- Corrected Greatclub to Greataxe and corrected damage from 13 (2d8 + 4) bludgeoning to 17 (2d12 + 4) slashing

Track C3 – Flameskull

- Same corrections as APL 5 Track A6

Track C4 – Incubus

- Damage Resistances: corrected 'nonmagical weapons' to 'nonmagical attacks'

Track C5 – Young Red Dragon

- Bite: corrected 'plus 3 (1d6) acid damage' to 'plus 3 (1d6) fire damage'.

Changelog APL 9

Encounter 1C – Yuan-ti Abomination

- Same corrections as APL 8 Encounter 1C

Encounter 2B – Mummy

- Damage Resistances: corrected 'nonmagical weapons' to 'nonmagical attacks'

Encounter 3A – Fire Elemental

- Damage Resistances: corrected 'nonmagical weapons' to 'nonmagical attacks'

Encounter 3B – Orc Blade of Ilneval

- Skills: corrected Intimidation from +3 to +4

Encounter 3C – Horned Devil

- Corrected Wisdom from 16 (+2) to 16 (+3)
- Corrected Charisma from 17 (+2) to 17 (+3)

Encounter 4A – Girallon

- Senses: added darkvision 60 ft.

Encounter 6A – Bodak

- Added armor descriptor (natural armor)

Encounter 7B – Unicorn

- Condition Immunities: added charmed, paralyzed

Encounter 8B – Phase Spider

- Same corrections as APL 7 Encounter 8B

Encounter 9B – Water Elemental

- Same corrections as APL 5 Encounter 9B

Track A1 – Yeth Hound

- Languages: added 'understands Common, Elvish and Sylvan but can't speak.'

Track A2 – Giant Crocodile

- Hold Breath: corrected 15 minutes to 30 minutes.

Track A4 – Horned Devil

- Same corrections as APL 9 Encounter 3C

Track A6 – Vrock

- Multiattack: corrected 'two with its beak' to 'one with its beak'

Track B1 – Tyrannosaurus Rex

- Tail: corrected damage from 26 (6d6 + 5) to 20 (3d8 + 7)

Track C3 – Fire Elemental

- Same corrections as APL 9 Encounter 3A

Track C4 – Bargura

- Added fiend subtype (demon)

Track C6 – Giant Crocodile

- Same corrections as APL 9 Track A2

Changelog for APL 10

Encounter 1B – Triceratops

- Dex: corrected from 9 (+1) to 9 (-1)

Encounter 2B – Banshee

- Same corrections as APL 5 Encounter 2B

Encounter – Fire Elemental

- Same corrections as APL 9 Encounter 3A

Encounter 3C – Arcanaloth

- Corrected STR from 20 (+5) to 17 (+3)
- Corrected DEX from 11 (+0) to 12 (+1)
- Corrected CON from 19 (+4) to 14 (+2)
- Corrected INT from 12 (+1) to 20 (+5)
- Corrected WIS from 10 (+0) to 16 (+3)
- Corrected CHA from 15 (+2) to 17 (+3)
- Damage Resistances: Corrected 'nonmagical weapons' to 'nonmagical attacks'
- Languages: corrected from telepathy 60 ft. to telepathy 120 ft.
- Corrected 4th level spell from greater invisibility to dimension door
- Corrected 5th level spell slots from 3 to 2

Encounter 6B – Chuul

- Same correction as APL 5 Track B5

Encounter 8B – Phase Spider

- Same corrections as APL 7 Encounter 8B

Track A5 – Barghest

- Added missing 'Condition Immunities poisoned'

Track B6 – Spectator

- Corrected 'lawful evil' to 'lawful neutral'

Track C5 – Young Red Shadow Dragon

- Claw: corrected +11 to hit to +10 to hit

Track C6 – Shield Guardian

- DEX: corrected from 18 (-1) to 8 (-1)