Encounter Builder Patch Notes

V2.13

## Patch Notes 2.13

### Additions

* Added magic item lookup to the loot table
* Added Icewind Dale creatures
* Added Icewind Dale magic items
* Added Icewind Dale spells
* Added button to add new blank loot table

### Changes

* Gave each spell scroll level its own entry in the magic item table
* Corrected case in creature size column on the Enemy Library tab.
* When adding creatures removed code to clear the source to simplify workflow when adding multiple creatures.
* Removed numeric restriction on AC box in “Add A Creature” form

### Bug Fixes

* Corrected user discovered bug that caused push/drag/lift and carry capacity values to be flipped.
* Fixed crash where the loot generator would crash if a non-standard item is entered.
* Fixed some minor typos