Encounter Builder Patch Notes

V2.14.1

## Patch Notes 2.14

### 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
* Added VGtR Races and creatures
* Added natural armor options to player sheet
* Added slot for constitution modifier on player sheet

### 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

## Patch Notes 2.14.1

### Bug Fixes

* Minor user reported bug fixes

### Additions

* Added a “Clear Defeated Enemies” button to the encounter builder
* Added double click functionality to the encounter browser