Encounter Builder Patch Notes

V2.15

## Patch Notes 2.15

### Additions

* Added Wild Beyond the Witchlight and Fizban’s Treasury of Dragons Races
* Added error trapping to the add a creature form
* Added an “assisted” mode for adding hp to help with formatting

### Changes

* Adjusted column widths in Encounter tab to make buttons look better
* Changed label of the “Clear Defeated Enemies” button to better reflect what it does

### Bug Fixes

* Fixed clear function. Now it clears the correct cells.
* Fixed issue where changing the condition on the encounter builder wouldn’t update the player manager
* Fixed issue with current hp not populating on main playersheet