Patch Notes 2.1

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# Changes

* Fixed CR 6 monsters not pulling up in the encounter builder
* Added individual experience information to the encounter manager
* Added “Award EXP to active players” button which allows you to automatically grant earned EXP
* Added search window for status effects, magic items, mundane items, and random encounters
  + Included random options for items, magic items, and encounters.
* Added monster information
  + If dice are unavailable the encounter generator will use the default information from the monster manual.
* Other minor bug fixes.