Creature data:

* Ability scores
* Armor class
* Feats
* Hit point maximum
* Known cantrips
* Languages
* Proficiency bonus
* Proficiency with armor
* Proficiency with skills
* Proficiency with tools
* Proficiency with weapons
* Resistances
* Saving throw proficiencies
* Size
* Speeds

There are a bunch of EventListeners for pretty much every effect in the game

When an event is called, it cycles through all the EventListeners

EventListeners with lower priority (less important) are called first

If there was any change to the event, repeat the cycle