skips

Todo:

* Weighting for shop items
* Somehow the finalizing etching should truly know if an enemy is going to die (rather than just checking their health is above the damage)
* Duplicate items show as X2 etc

Enemy move

MOVERESPONSE:

1. check etching 1 – damage returns new DAMAGE

item 3 – adds 3 damage

etching 4 multiplies damage

DAMAGERESPONSE

enemy – when damaged spawn new enemy

SPAWN

ADD TO ACTIVE ENEMIES

item 4 – when enemy spawned damageit

2) CHECK ETCHING 2 – put on poison