Fix the next turn button sending two current enemies when it’s clicked mid-turn

Fix the “Rewards” text (both on map and in reward popup)

Lone wolf doesn’t lose modifier ???

Movement modifiers MoveSet at start of turn

Cauterize for modified max health lowers way more than It should

Todo:

* Weighting for shop items
* Turn scheduling
* 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