

[illegible]

	F	Game of chance: Randomize your character and recipes or take 15 damage. Randomizing grants 2 random garnishes							
	F	Gain 1 all spice for every 10 ingredients used							
	F	SideTrack: For Every enemy killed gain 5 ingredients, or gain 1 all spice per enemy killed							
Fulfilling Food	F	Select a 1 cost in recipe from a selection of 3, if not take 4 damage.							
	F	Pick one of 2 garnishes, the player has a chance to reroll but it takes 10 ingredients. Multiple rerolls get more expensive (10-12-..)							
	F	Chaos Event: Take 6 damage every time you ult. After 3 encounters you no longer take damage, and reduce ult cost by 20%.							
	F	Chaos Event: disable all garnishes for 4 encounters, at the end of the 4th encounter gain this garnish							
	F	Chaos Event: reduce all healing by 50% for 3 encounters, at the end of the 4 encounters all defensive recipes gain 50% extra potency							
	F	Loot goblin battle. (the loot goblin's only action is to flee in 5 servings and if killed, drops some rare stuff)							
Kitchen Fight	F	(next fight enemies will have double damage, the player will gain double the drops) or leave							
Level suppression	F	Suppress a leveling path on a player's level tree and gain 3 exp	Ask Programming						
logic puzzle/ quiz	F	Quiz the player, on thier stats (bag size, garnish number, something simple) (if they get it right, gain a garnish, if not, take 5 damage)	Ask UIUX						
Well balanced	F	If you have a recipe from every flavor, heal for full. If not Pick a recipe from a selection of 4.	Ask Programming						
	1 S	Chance getting a Garnish: Take 2 Damage and 30% chance to get a garnish -> Take 4 Damage and 50% Chance to get a Garnish -> Take 6 Damage and 75% Chance to get a Garnish -> Take 7 Damage and get a Garnish							
Dedicated Rest Event	S	Heal 40% HP or gain 2 Max HP							
	S	Increase your max hp by 2, take 8 damage (Repeatable)							
	S	Add 5 rotten veg to your deck or take 20 damage							
	S	sacrifice 20 health, gain a garnish that adds a serving at the start of every fight. (a 1 serving lotus flower)							
	S	Remove a basic ingredient from your bag, but lose 2 max health. After doing this 3 times, gain an all-spice. (Repeatable)							
	S	Gain a skill point. and gain 2 rotten Vegetables or leave							
Respec	S	Gain 5 rotten to respec your tree							
Sacrificial Alter	S	lose 10 max health gain a random garnish (Can repeat)	Define Stackable						
	Tier	Event							

Chance getting a Garnish: Take 2 Damage and 30% chance to get a garnish -> Take 4 Damage and 50% Chance to get a Garnish -> Take 6 Damage and 75% Chance to get a Garnish -> Take 7 Damage and get a Garnish				
Heal 40% HP or gain 2 Max HP		COMPLETED		
Increase your max hp by 2, take 8 damage (Repeatable)				
Add 5 rotten veg to your deck or take 20 damage				
sacrifice 20 health, gain a garnish that adds a serving at the start of every fight. (a 1 serving lotus flower)				
Remove a basic ingredient from your bag, but lose 2 max health. After doing this 3 times, gain an all-spice. (Repeatable)				
Gain a skill point. and gain 2 rotten Vegetables or leave				
Gain 5 rotten to respect your tree				
lose 10 max health gain a random garnish (Can repeat)				
Lose 12 health OR lose 4 Max health OR a lose Recipe				
Lose 10 ingredients or Fight an enemy				
Fight an Elite and get an additional treasure OR leave				
Jump straight to the Boss OR don't				
Goblet of fire: Take 3 damage gain a change to get new recipe increase damage taken by 2 everytime the player rerolls				
Randomize all of your current garnishes or take 10 damage				
convert 6 random ingredients in your bag into 1 type All spice (repeatable)				
Take 1 rotten ingredient, gain 1 all spice (repeatable)				
Randomly change the ingredients of your bag				
Player gets to draw from the deck 3 times. Pull randomly from the list - Take 20 damage - Take 10 damage - Heal Full - Gain 10 ingredients - lose 10 ingredients - gain 10 max health - gain 5 all-spice				
Fight an Enemy and gain an extra experience, or leave				
Gain 6 rotten for 1 exp, stackable				