Name	Tier	Effect		
	3	Start of Combat, Gain 1 all spice	Servings	
		At the start of combat, gain 4 protect	Servings	
	3	All damage of all recipe deal 2 more damage	Servings	
		At the start of combat, generate a random basic ingredient	Servings	
	3	If you were to die, instead set your health to 1. Discard this Garnish	Servings	
		Ignore the first time you take damage in combat	Servings	
		Gain 3 random ingredients at the start of your second turn	Turns	
			Turns	
		At the start of your 4th turn, deal 30 damage to a random enemy	Turns	
		Double all damage of the 4th recipe in a turn	Turns	
	S	When you kill an enemy, draw an ingredient	Servings	
		At the end of combat, heal 3 health	Servings	
	2	Increase the max amount of the permanent health upgrade to 4	Servings	
		When you ult, draw 2 ingredients	Servings	
		At the end of combat, gain 2 additional ingredients	Servings	
		Gain 1 resist at the start of combat	servings	
		Increase the number of recipe choices by 1	Servings	
		Rest spots heal for 60% max health	Servings	
		Start the fight with pre-selected ingredient every fight	Servings	
		Gain 3 protect at the end of your turn	Turns	
		Every 10th recipe heal 4 health	Servings	
		Get 1 reroll for recipies during recipe drops	Servings	
		At the end of every mini boss/ Boss incerase the player max hp by 1	Servings	
	B	Gain 1 resist everytime you play 5 recipes	Servings	I would half both these numbers?
	F	every 2nd ultimate cast deal 4 damage to a random enemy	Servings	Seems too... weirdly niche but uninteresting
	D	After 25 recpipes gain your ultimate unlock criteria	Servings	Seems fine but how does it work with combo?
	F	symmetry counting, does multiple things depending on the number of recipes played by the end of this turn - 0 recipes, gain 2 all spice - odd recipe count: take 2 damge - even recipe count gain 6 protect	Turns	Too complex I feel
	F	watered-down: gain a permanent resist and a permanent weak. Discarding 20 ingredients removes the weak and every 20 ingredients discarded after that gains you a permanent strength	Servings	Seems Very unfun, sorry brendon
	A	using your ultimate grants you 3 resist	Servings	
	B	anytime you use a damaging recipe deal 1 damage to a random opponent. doesn't generate ingredients	Servings	Specify it doesnt generate an ingreident otherwise its op
	F	At the start of the fight pick a flavor it has a high chance of showing up on one of the enemies	Servings	Ask Programming
	F	guarantee a choas event on the map your on, gain 6 max hp	Servings	Whats a chaos event?
Orange Zest	S	Add 1 duration to all duration effects casted	Servings	
Peppercorn	A	Once per combat, if your health drops below 50% health, gain 15 protect	Servings	One time effect? every serving?
	C	at the end of every serving randomize the enemy flavors, doesn't work on bosses	Turns	
	F	Migraine: at the start of your turn, take 2 damage, gain 10 protect at the end of your turn	Turns	
	A	Using a recipe with 2 or more flavors heals you for 4 health. (Any doesn't count as a flavor)	Servings	Same comments as the copy below
	F	Every 3 servings gain protect equal to all of the ingredients used during the 3 servings	ask programming	
	F	After every 3rd attack recipe the next recpie becomes instant	ask programming	
	S	After every 10th recipe used gain 1 max health		
	S	When an enemy is killed, gain strength 1.		
	S	If an enemy has shield do double damage	take out second half	
	S	If you beat an encounter in less than 10 servings, gain 5 max health	Most fights end in less than 25 servings, I'd take out second half and decrease serving count	
	S	Double your healing and damage taken	Jusrt make it happen every combat, its annoying to keep track	
	A	After casting 25 recipies deal 15 damage to all enemies	phrasing weird, just say after casting 40 recipies deal the damage	
	S	Every fourth recipe deals 1.5x damage.		
	D	Reduce the cool down of your ultimate by 2 servings anytime you play a "defense" recipe.		
	F	Everytime you attack an enemy without killing them take 4 damage. Your attacks deal double damage.	the self damage would be doubled too, oopsies :)	
	F	If you've seen an enemy before deal 50% more damage to it, if not deal 25% less damage to it.	ask programming	
Flavor Shuffle	F	At the start of the fight you are allowed to shuffle the flavors of the enemies, this effect doesn't effect bosses.	more UI	
	S	The ingredient given after combat is upgraded (basic -> dual type, dual type -> all-spice).	Ask Programming	

Pandora's box of spices	C	At the end each serving, randomize the ingredients in your hand.	
Sprinkles	F	Sweet ingredients are dual type.	
	F	Sour ingredients are dual type.	
	F	Bitter ingredients are dual type.	
	F	Savory ingredients are dual type.	
	F	Spicy ingredients are dual type.	
Bug Caviar	C	This garnish cannot be removed. Bosses have 15% less health.	Check with Programming!
	B	Heal 2 hp when moving to a new space on the map.	
	S	broken glass: lose half of max health, deal double damage.	I think we should set the max health isntead of subtracting? its something that is either busted or kills you otherwise
	S	If you were to die, instead set your health to 1. Discard this Garnish	
	B	Apply 5 weak to all enemies at the start of combat	This feels a little strong since thats basically apply weak every 2 turns. What do you think?
	A	Rest spots heal for 100% max health	
	B	At the end of every Elite/ Boss fight, incerase the max hp by 2	Can buff to 2 max hp i think since it doesnt happen very often!
	A	Start of Combat, Gain 1 all spice	
	B	Gain 3 random ingredients at the start of your 10th serving	
	A	Gain 2 protect at the end of every serving	prob can buff this to every 3 servings
	S	When you ult, generate 2 random ingredients	
	A	Gain 2 strength (permanent)	Tone down to 1 damage I think? It seems a little strong if you get it early
	B	Every 4th serving, Any dmg dealt during the 4 servings of combat gets converted into protect	During first 4 maybe? Cool idea check with programming
	F	Migraine: every other serving, lose 1 health, and gain 4 protect	can we swap to every serving and a smaller trade off? its cool but having to remember every 5th servings is a bit hard to keep track of
Cook Timer	S	At the start of every fight, all enemies gain a serving.	
	F	The first time you lose health in combat, gain 15 protect	
	S	Gain 1 strength every other serving. Lose all strength when taking damage from enemies	

When you kill an enemy, draw an ingredient		COMPLETED
using your ultimate grants you 3 resist		WASN'T LISTED, BUT IS IMPLEMENTED IN GAME
Add 1 duration to all duration effects casted		DONE BUT NEEDS TESTING
Once per combat, if your health drops below 50% health, gain 15 protect		Veto'd in interest of time by Brendon
Using a recipe with 2 or more flavors heals you for 4 health. (Any doesn't count as a flavor)		
After every 10th recipe used gain 1 max health		
When an enemy is killed, gain strength 1.		
If an enemy has shield do double damage		
If you beat an encounter in less than 10 servings, gain 5 max health		
Double your healing and damage taken		
Every fourth recipe deals 1.5x damage.		
The ingredient given after combat is upgraded (basic -> dual type, dual type -> all-spice).		
broken glass: lose half of max health, deal double damage.		
If you were to die, instead set your health to 1. Discard this Garnish		
Rest spots heal for 100% max health		
Start of Combat, Gain 1 all spice		
Gain 2 protect at the end of every serving		
When you ult, generate 2 random ingredients		
At the start of every fight, all enemies gain a serving.		
Gain 1 strength every other serving. Lose all strength gained from this garnish when taking damage from enemies		
At the start of combat, gain 8 protect		
Gain 3 random ingredients at the end of your 5th serving		
At the start of your 20th serving, deal 30 damage to a random enemy		
At the end of combat, heal 3 health		
Draw an extra card every 3 times you forage		
At the end of every Mini Boss/Boss, increase your max health by 1		