Keywords	Meaning	Example
Duration	How many servings a status effect lasts.	Duration: means it lasts 1 serving
Protect	Temporary health. You lose 1 protect per serving	10 Protect will block 10 Damage. Loses 1 Protect per serving
Lifesteal	Gain health equal to Damage dealt this way	3 damge means gain 3 health
Weak	Duration X. When weak, reduce outgoing Damage by 50% round up	An outgoing attack that does 6 (or 5) Damage now does 3
Resist	Duration X. Reduce incoming Damage by 50% round up	An incoming attack that does 6 (or 5) Damage now does 3
Generate	Randomly create a basic ingredient of the flavor	Generate 1 sweet gives 1 basic sweet ingredient
Lock out		
Draw		
Restore		
Damage		
Bulk	Every other serving, gain 1 strength	X damage up T1, 2X damage up T2, 3X damage up T3
Strength	Strength X. Every outgoing attack does X more damage until the end of battle	An outgoing attack that does 6 Damage now does 6+X damage
Instant	Does not consume a serving	
Serving	1 recipie played	
Foraging	Draw 1 ingredient, consume 1 serving	

Name	Tier	Effect		
runc		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	
		Calif o random ingredients at the start of your second turn	Turns	
		At the start of your 4th turn, deal 30 damage to a random enemy	Turns	
			Turns	
	S	Double all damage of the 4th recipe in a turn		
	3	When you kill an enemy, draw an ingredient  At the end of combat, heal 3 health	Servings	
			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	
	В	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?
		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	_	
	F	- 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
	Α	using your ultimate grants you 3 resist	Servings	
	В	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	Α	Once per combat, if your health drops below 50% health, gain 15 protect	Servings	One time effect? every serving?
	С	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	
	Α	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 ingredents used during the 3 servings	ack programm	ning
	F		ask programm	-
	S	After every 3rd attack recipe the next recpie becomes instant	ask programm	ning
		After every 10th recipe used gain 1 max health		
	S	When an enemy is killed, gain strength 1.	Anton and a	
	S	If an enemy has shield do double damage	take out secon	
	S	If you beat an encounter in less than 10 servings, gain 5 max health		nd in less than 25 servings, I'd take out second half and decrease serving count
	S	Double your healing and damage taken		happen every combat, its annoying to keep track
	A	After casting 25 recipies deal 15 damage to all enemies	phrasing weird	d, 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.		ge 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 programm	ning
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 Programn	ming

Pandora's box of spices	С	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	С	This garnish cannot be removed. Bosses have 15% less health.	Check with Programming!			
	В	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				
	В	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?			
	Α	Rest spots heal for 100% max health				
	В	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!			
	Α	Start of Combat, Gain 1 all spice				
	В	Gain 3 random ingredients at the start of your 10th serving				
	Α	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				
	Α	Gain 2 strength (permanent)	Tone down to 1 damage I think? It seems a little strong if you get it early			
	В	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				
Jsing 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.					
f an enemy has shield do double damage					
f 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).					
oroken glass: lose half of max health, deal double damage.					
f 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					

4 A Lace 12 health CR lace After health CR allow Respect  6 A Just 12 health CR lace After health CR allow Respect  7 A Pight on Ellis and got an addronout recours CR leave  8 A Just 2 health CR allow Respect to the CR and CR
9 A Fight as Eitle and get an additional treasure OR leave 10 A Unity particular the Design of Month of the Search
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15 A Randomize all of your current gameless or take 10 Gamage 19 A Take 1 Otten ingredents (your bag int 1) spe All spice (repeatable) 29 A Take 1 Otten ingredents (your bag or hour bag of the spe All spice (repeatable) 29 A Randomity change the ingredents of your bag 29 Player gets to draw from the deck 3 times. Pull randomy from the list 29 A Randomity change the ingredents of your bag 29 Player gets to draw from the deck 3 times. Pull randomy from the list 20 Cash 10 ingredents 20 Cash 10 ingredent
19   A   Convertification ingredents in your bag into 1 year All spice (repeatable)
28 A Nandromy Change the Ingredient of your bag Pleyer gists to draw from the deck 3 times. Pull randomly from the list - Take 20 durange - Take 10 durange
24 A Randomly change the ingredents of your bag.  Player gets to draw from the deck 3 times. Pull randomly from the list - Take 20 damage - Take 10 damage - Heaf Full - Take 20 damage - Heaf Full - Take 10 damage - Heaf Full - Gets and 10 max health - gain 3 displace, gain 1 cap get 3 rottens - gain 10 max health - gain 3 displace, gain 1 cap get 3 rottens - gain 10 max health - gain 2 displace, gain 1 cap get 3 rottens - gain 2 displace, gain 1 cap get 3 rottens - gain 2 displace, gain 1 cap get 3 rottens - gain 2 displace, gain 1 cap get 3 rottens - gain 2 displace, gain 1 cap get 3 rottens - gain 2 displace, gain 1 cap get 3 rottens - gain 2 displace, gain 1 cap get 3 rottens - gain 2 displaced in 4 cap get 3 rottens - gain 2 displaced in 4 cap get 3 rottens - gain 2 displaced in 4 cap get 3 rottens - gain 2 displaced in 4 cap get 3 rottens - gain 2 displaced in 4 cap get 3 rottens - gain 2 displaced in 4 cap get 3 rottens - gain 2 displaced in 4 cap get 3 rottens - gain 2 displaced in 4 cap get 3 rottens - gain 2 displaced in 4 cap get 3 rottens - gain 2 displaced in 4 cap gain 3 displaced in 4 cap gain 5 cap gain 6 cap.
Player gets to draw from the deck 3 times. Pull randomly from the list - Take 20 damage - Take 10 damage and 10 damage or lose a Samage or lose or los
Tuttion A Gain 6 rotten for 1 exp. stackable Maybe unbalanced  2 B Destroy a random recipe and get a Camish OR Spend 1 All Spice Get a Camish OR Spend 2 Double Ingredients Get 3 Camish OR Spend 3 Double Ingredients Get 3 Camish OR Spend 3 OR Ingredients Get 3 Camish OR Spend 7 Basic Ingredients Get 4 Camish OR Spend 3 OR Ingredients Get 4 Camish OR Spend 5 Take 10 June 10 Ju
2 B Destroy a random recipe and get a Gamish 5 OR Ingredients OR 3 Double Ingredients, or 1 all spice or Leave Spend 1 All Spice Cet a Camish OR Spend 2 Double Ingredients Get a Gamish OR Spend 2 Double Ingredients Get a Gamish OR Spend 3 OR Ingredients Get a Gamish OR Spend 7 Basic Ingredients Get a Gamish OR Spend 7 C GHeat to Full or Get a Random Reciple 12 C Spend 6 Index of Full or Get a Random Reciple 12 C Spend 6 Index of In
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- 1 fight/ tier 1
F - map 1 version of one of the bosses / tier 3
F gain tier 2 gamish but you cant see enemy intent for the next 3 combat encounters
F lose 90 gold or go through a fight
Trails: gain an uncmmon relic after beating a challenge run  F Draw 1 less card for 5 turns/ gain the draw 1 extra every turn card relic
Trails: gain an uncmmon relic after beating a challenge run  F Any turns where your hand has 3 of the same type of card take 3 damage (10 turns)/ pre-selected ingredient garnish
1 Will tall of the same type of care talled 5 damage (16 tall of persons).
Bag limiter: you bag now has a limit, pay 8 health to increase it by 10, repeatable. After winning a fight, your upgrades automatically have a 2x and an all spice ingredent
F automatically have a 2x and an all spice ingredent  Chaos Event: Start the next 3 encounters with -1 strength, gain 1 permanent strength after the 3 encounters.
F automatically have a 2x and an all spice ingredent  Chaos Event: Start the next 3 encounters with -1 strength, gain 1 permanent strength after the 3 encounters.  Chaos Event: The next 4 encounters, enemies have double health. After 4 encounters, gain a garnish granting you 200% damage
F automatically have a 2x and an all spice ingredent  Chaos Event: Start the next 3 encounters with -1 strength, gain 1 permanent strength after the 3 encounters.

	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 ingredents used	
	F	SideTrack: For Every enemy killed gain 5 ingredents, or gain 1 all spice per enemy killed	
Fullfilling 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 ingredents. 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 suppresion	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	sacrifce 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	
Sacrifical 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		
sacrifce 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 respec 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 ingredents in your bag into 1 type All spice (repeatable)		
Take 1 rotten ingredient, gain 1 all spice (repeatable)		
Randomly change the ingredents 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		