

# Bestiary Bible

*The ultimate guide to  
enemies in the game*



# Types of enemies



## *Normal*

Common enemy that is the main content of the game



## *Elite*

Mini-bosses. Serves as a mini climax. 2-4 in a map



## *Boss*

Final enemy in an area. Should be challenging. 1 per map

Combat should always be  
with 2+ enemies. We want to  
provide multiple options for  
ingredient generation





01.

**Normal**

# World 1 Configurations

Green = also in World 2 bucket

- 2x Jello Slime, 1x Charging Slime
- 1x Weak Slime, 1x Charging Slime, 1x Jello Slime
- 3x Jello Slime
- 1x Weak Slime, 1x Splitter Slime
- 2x Jello Slime, 1 Weak Slime
- 2x Lamb Chop
- 1x Charging Slime, 1x Lamb Chop
- 2x Jello Slime, 1x Lamb Chop
- 1x Nature Valley Bar, 1x Lamb Chop
- 2x Charging Slime, 1 Weak Slime
- 2x Lamb Chop, 1x Weak Slime
- 2x Nature Valley Bar, 1x Charging Slime
- 1x Nature Valley Bar, 2x weak slime
- 2x Heat Candy, 1x Charging Slime
- 2x Heat Candy, 1x Jello Slime
- 2x Heat Candy, 1x Lamb Chop

# World 2 Configurations

Blue = also in World 1 Bucket; Red = also in World 3 Bucket

- 2x Charging Slime, 1 Weak Slime
- 2x Lamb Chop, 1x Weak Slime
- 2x Nature Valley Bar, 1x Charging Slime
- 1x Nature Valley Bar, 2x Weak slime
- 2x Heat Candy, 1x Charging Slime
- 2x Heat Candy, 1x Jello Slime
- 2x Heat Candy, 1x Lamb Chop
- 3x Heat Candy
- 3x Lamb Chop BBQ
- 3x Nature Valley Bar
- 2x Charging Slime, 1x Lamb Chop
- 3x Jello Slime, 1x Weak Slime
- 2x Heat Candy, 1x Lamb Chop, 1x Jello Slime
- 2x Lamb Chop, 1x Nature Valley Bar
- 2x Lamb Chop, 1x Weak Slime, 1x Jello Slime

# World 3 Configurations

Green = also in World 2 Bucket

- 3x Heat Candy
- 3x Lamb Chop BBQ
- 3x Nature Valley Bar
- 3x Jello Slime, 1x Weak Slime
- 2x Heat Candy, 1x Lamb Chop, 1x Jello Slime
- 2x Charging Slime, 1x Lamb Chop
- 2x Lamb Chop, 1x Nature Valley Bar
- 2x Lamb Chop, 1x Weak Slime, 1x Jello Slime
- 2x Nature Valley Bar, 1x Weak Slime, 1x Lamb Chop
- 2x Nature Valley Bar, 1x Weak Slime, 1x Charging Slime
- 1x Nature Valley Bar, 1x Lamb Chop, 1x Heat Candy, 1x Weak Slime
- 4x Nature Valley Bar

# 1. Food Slimes



## *Basic*

The individual concepts are simple, no complex individual concepts



## *Complexity in combination*

Depth in gameplay comes in changing what combination we fight these characters in



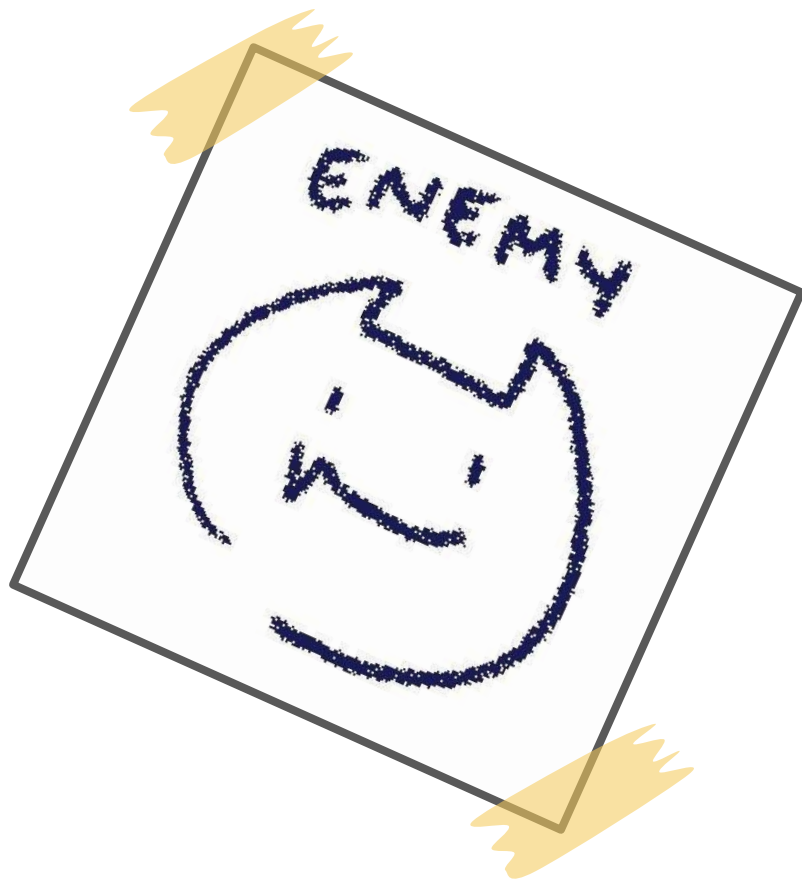
# Jello Slime

- Health
  - 18 - 20 / 24 - 26 / 30 - 32 hp
- Moves
  - 50% chance to do 6 / 9 / 12 damage (6 servings)
  - 50% chance to destroy 1 / 2 / 2 ingredients (3 servings)



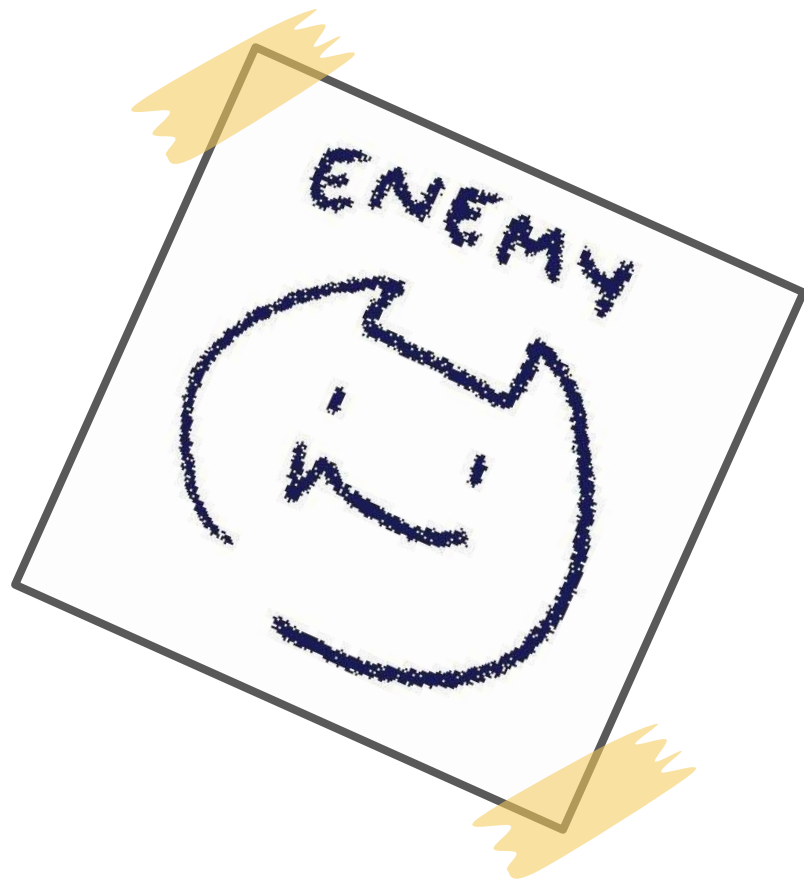
# Charging Slime

- Health
  - 20 - 24 / 28 - 32 / 36 - 40 hp
- Moves
  - **Map 1:** Do 20 Damage (9 servings / 7 servings / 5 servings)



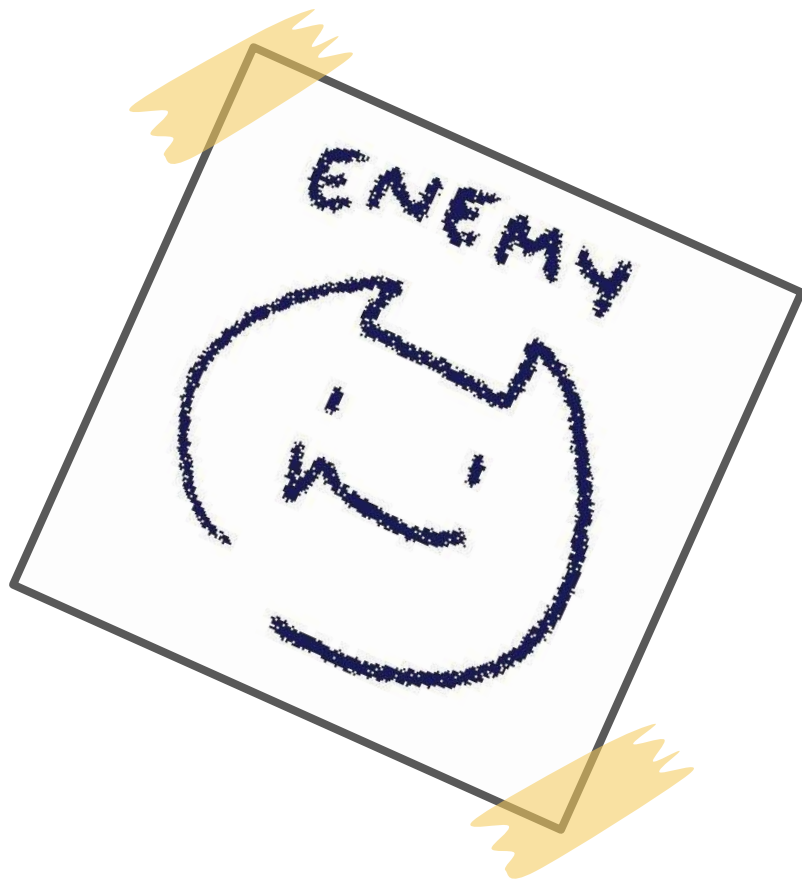
# Weak Slime

- Health
  - 12 / 16 / 20 hp
- Moves
  - Deal 4 damage, apply 1 / 1 / 2 weak (4 servings)



# Splitter Slime

- Health
  - 16 / 20 / 24 hp
- Moves
  - On death spawn in 2 copies of the splitter but with half max health. A splitter slime with  $\frac{1}{4}$  of first slimes' max hp or below can't split.
  - Do 2 / 3 / 3 damage (2 / 2 / 1 servings)



## 2. Lamb Cultist



### *Power over time*

Gain more power as  
the fight moves on

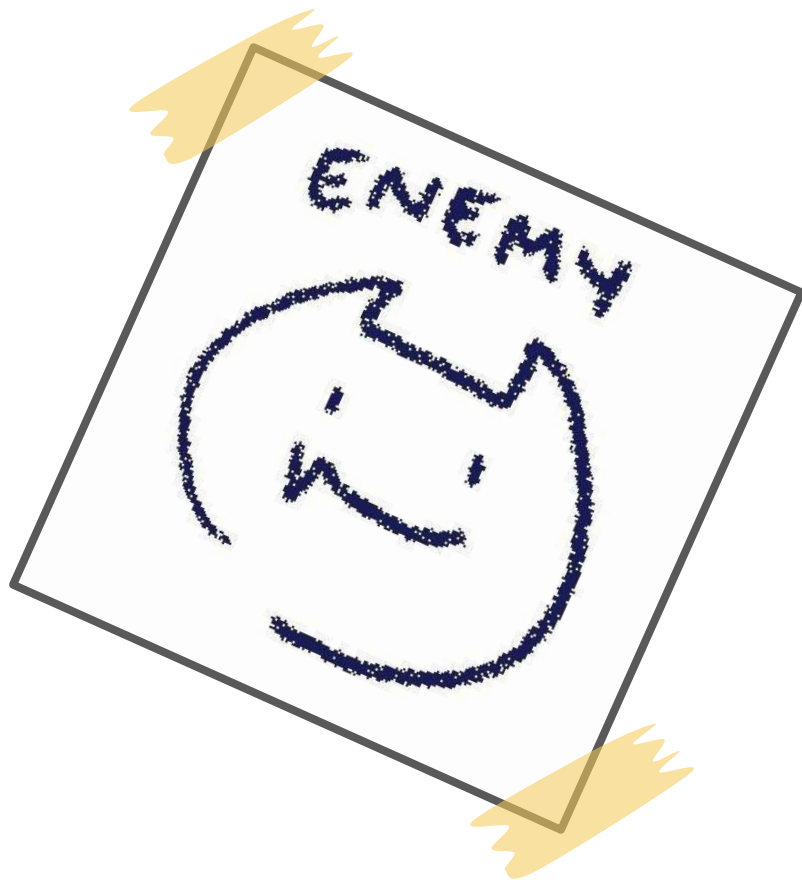


### *Cultist*

These are lamb  
(chops) to the  
slaughter, they should  
invoke that image

# Lamb Chop BBQ

- Health
  - 23 - 26 / 32 - 35 / 43 - 46 hp
- Moves
  - Cast bulk (6 / 5 / 4 servings)
  - Deal 6 / 7 / 8 damage (4 servings)



### 3. Snack Bars



#### *Status effects*

These enemies are about inflicting and gaining status effects

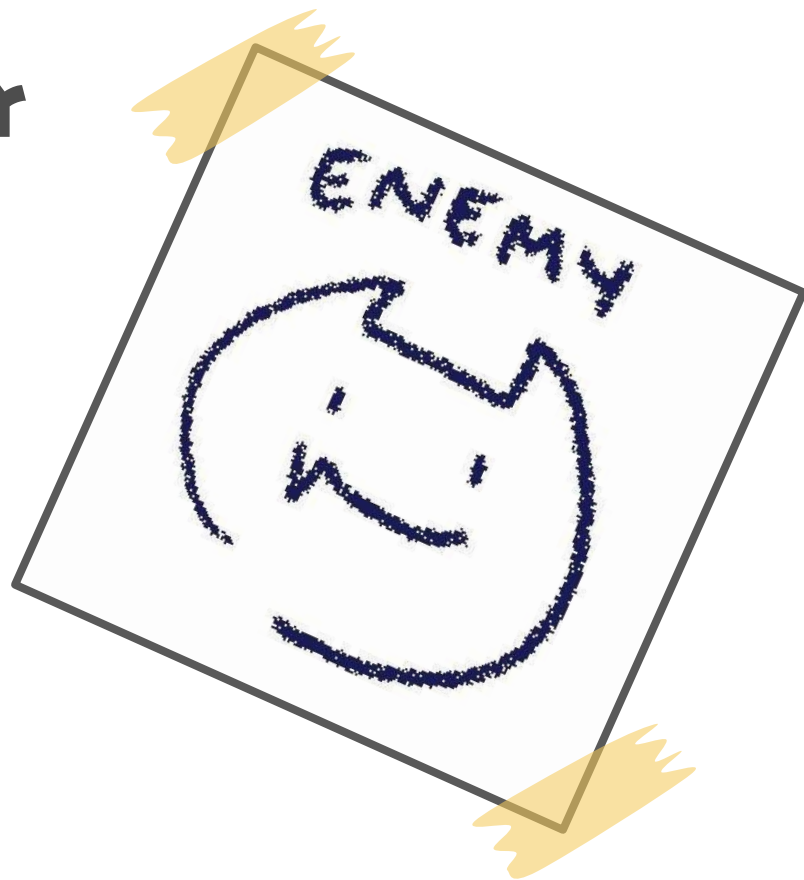


#### *Brain Bender*

The player should have to think to decide the best way to approach these enemies

# Nature Valley Bar

- Health
  - 15 - 20 / 20 - 25 / 25 - 30 hp
- Moves
  - Passive: gain 2 / 3 / 4 Protect start of serving
  - 75% chance to do 6 / 8 / 10 damage (5 servings)
  - 25% chance to apply weak 2 (3 servings)





## 4. Rots



### *Bad Ingredients*

These enemies are about giving bad ingredients or messing up the ingredient bag

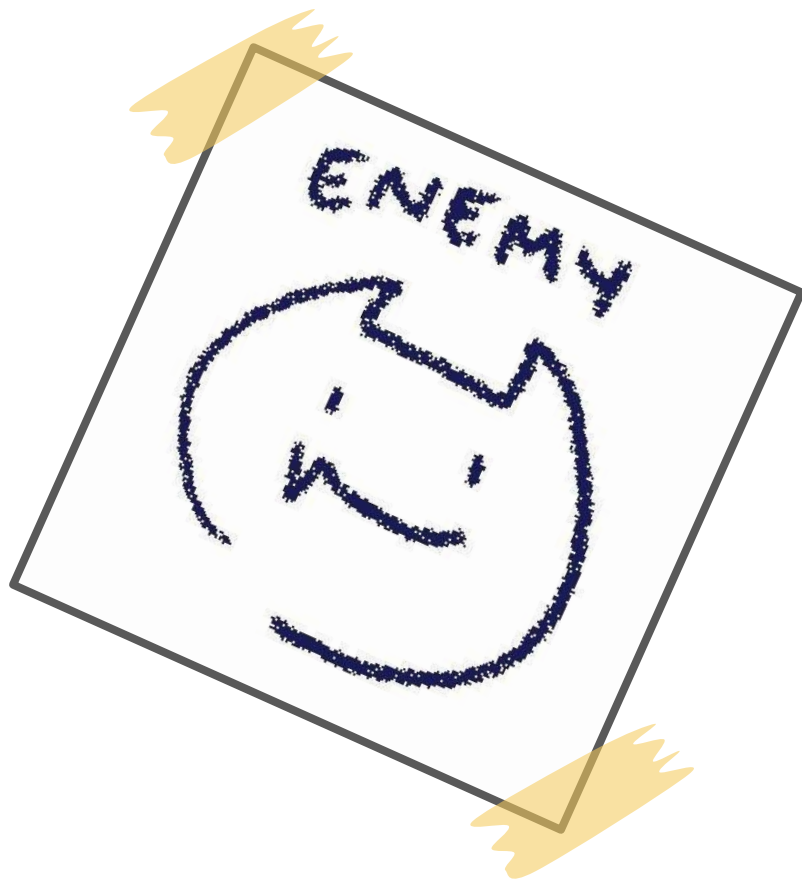


### *Long Lasting*

These enemies have larger impacts after the fight is over

# Rotten fruit

- Health
  - **Map 1:** 54-63 hp
- Moves
  - 50% chance to do 4 damage and apply weak (4 servings)
  - 50% chance to add 3 **rotten (3 servings) vegetable** to bag
    - **Rotten vegetable:** if this ingredient is in your hand at the end of a turn, discard it (No flavor)



# Configurations

- 3x Vegetable Rot

## 4. Miscellaneous



### *Random effects*

These enemies are  
Don't fit the mold and  
will put a bit of flavor  
into the game

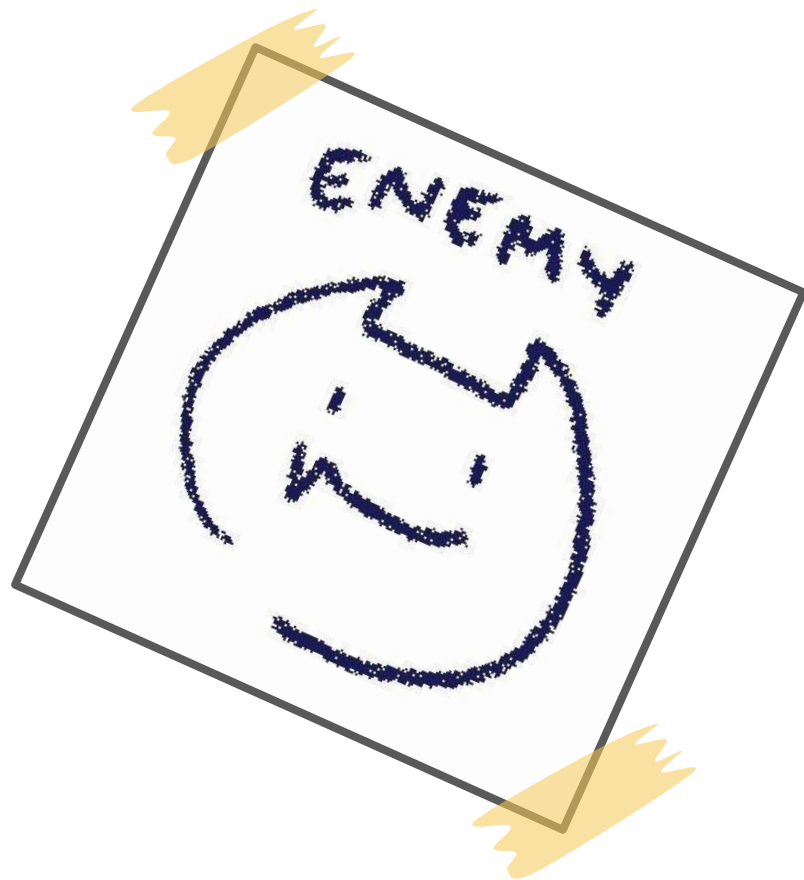


### *Lineups*

Line ups with these  
can be difficult to  
balance

# Heat candy

- Health
  - 18 - 24 / 25 - 31 / 32 - 38 hp
- Moves
  - Passive: on death heal the player 6 hp
  - 50 % chance to do 4 damage and inflict weak 1 (4 / 3 / 2 servings)
  - 50 % chance to do 6 / 8 / 10 damage (4 servings)





02.

**Elite**

# 1. Mama Egg



## *Spawn minions*

This elite is about spawning minions to aid in their fight



## *Protect*

The egg can not attack, so it summons

# Mama Egg

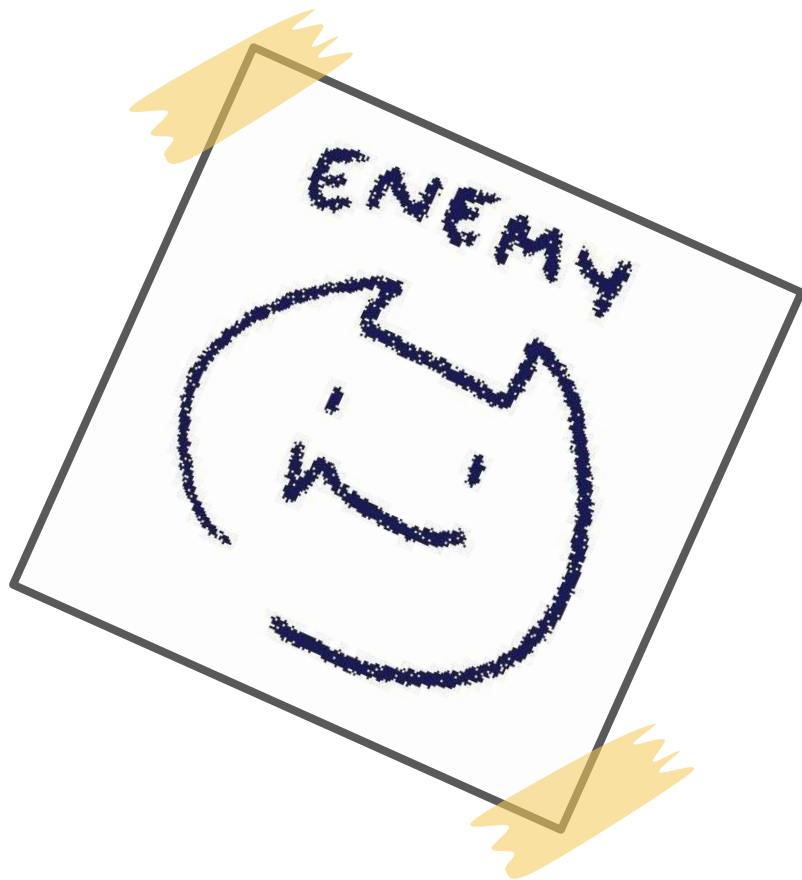
- Health
  - **Map 1:** 72 hp
- Starts with 2 chickens
- Moves
  - Summon a chicken minion if max enemy count has not been reached (2 servings)
  - Otherwise
    - 75% Give all ally Chickens strength 1 (3 servings)
    - 25% apply 3 weak (5 servings)





# Chicken Minion

- Health
  - **Map 1:** 10-12 hp
- Moves
  - 25% Deal 1 Damage (1 serving)
  - 25% 1 weak (2 servings)
  - 25% Gain 5 protect (3 Servings)
  - 25% Restore 8 health to Mama Egg (3 Servings)



## 2. MealReadyRations



### *Domino effect*

This elite is the definition of self preservation. It'll kill it's minions to live/ do attacks.

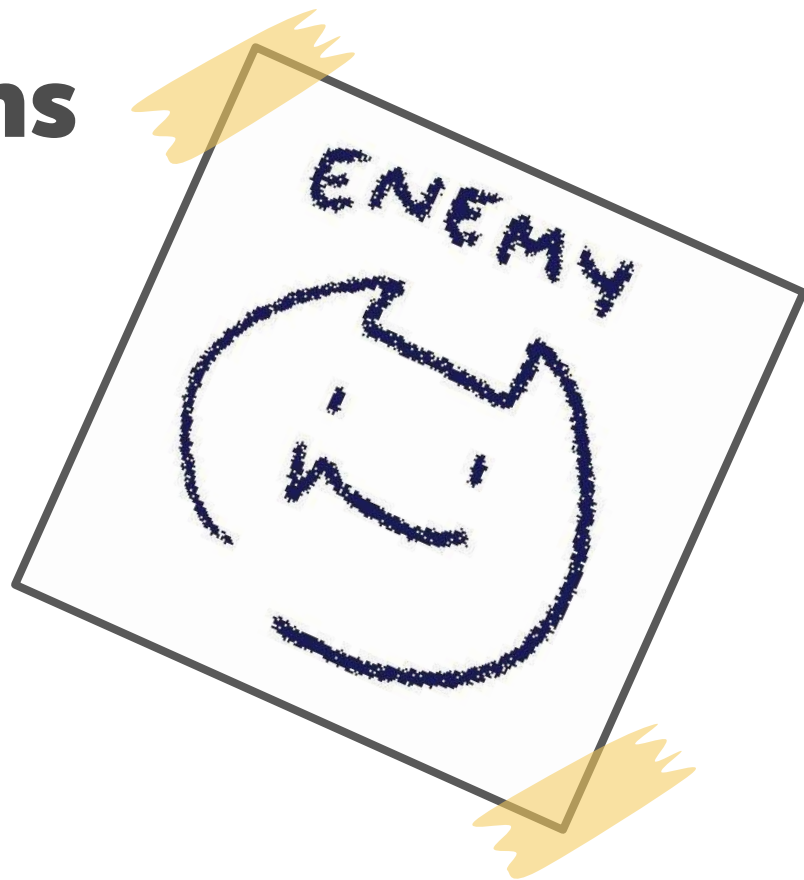


### *Remove the cans*

This elite uses it's minions as a resource to do massive damage and healing. Kill them ASAP.

# MealReadyRations

- Health
  - **Map 1:** 80-85 hp
- Moves
  - Spawns in with 2 minions/ cans
  - After 30 servings, blow up, dealing 100 damage
  - Randomize through the list
    - Gain 15 protect (5 servings)
    - Give all 5 protect (3 servings)



# Cans

- Health
  - **Map 1:** 50-60 hp
- Moves:
  - Passive: After 16 servings, explode, dealing 30 damage
  - 75% Gain 10 protect (5 servings)
  - 25% Apply weak 3 (6 servings)

### 3. Hotshot Hotpot



#### *Even Heating*

Spread the damage around and keep their tempers cooled to avoid being overrun with damage

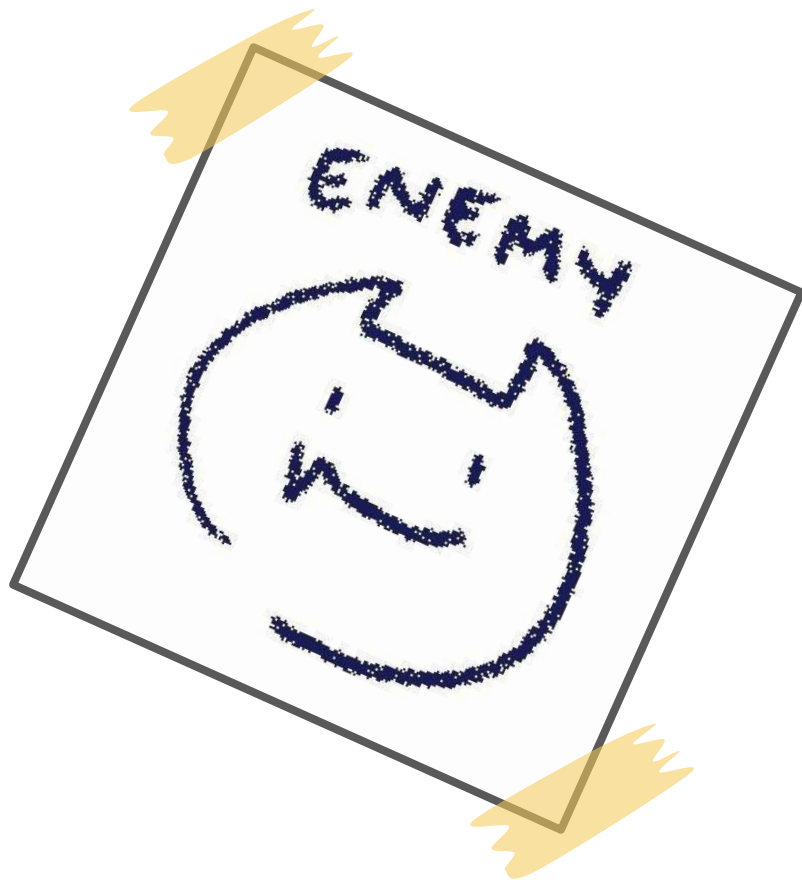


#### *Ingredient Risk*

Players must weigh the benefits of keeping these elites in check over choosing enemies for optimal ingredients

# Hotshot Hotpot

- Amount: 3x
- Health
  - **Map 1:** 30hp
- Passive: Bulk. If this was attacked during the serving, lose Strength 2.
- Moves
  - Choose randomly
    - Deal 5 damage, gain protect equal to damage dealt (6 servings)
    - Gain 12 protect (4 servings)
    - Deal 3 damage. Gain Resist 2. (5 servings)



# Hangry Burger



## *Fury of the Fallen*

When one falls, the others power up to avenge their comrades



## *Explosive Finish*

Spread your damage out to bring them all low, and finish them in one turn before any can power up

# Hangry Burger

- Amount: 4x
- Health
  - **Map 1:** 34 hp
- Passive: Damage increases by 2x whenever a Hangry Burger dies
- Moves
  - Choose randomly
    - Deal 4 damage (8 serving)
    - Gain strength 1 and give strength 1 to an ally (6 serving)
    - Deal 2 damage. Lifesteal. (7 servings)







03.

**Boss**

# 1. Bitter Boss



## *Personality*

- Snobby
- Snarky
- Moody
- Serious
- Only I am important to Edo
- Perfection complex



*De*

*Th*

# Stage 1 Info (Iteration 1)

- Health
  - **Map 1:** 200 hp
- Starts with 2 Cherleks on field and 25 protect
- Passive: Fall of Icarus
- AI
  - When below 50% health, switch intent to Diabolic Devotion. If successful, switch to phase 2
  - If no Cherleks, use Summon Cherlek
  - Otherwise equal chance (No Diabolic Devotion)
- Moves
  - Fall of Icarus
    - Gain 5 Strength for 10 servings. In 5 servings, gain 3 weak
  - Diabolic Devotion (servings: 3)
    - Boss eats all Cherlecks on Stage, regaining health equal to sum of life eaten
  - Summon: Cherlek (servings: 3)
    - Summons Cherlecks
  - Dandelion Devils (servings: 4)
    - Do 4 Damage, apply 3 weak
  - Waste Not (servings: 6)
    - Deal 10 Damage

# Cherlek Info

- Health
  - **Map 1:** 24-36hp
- On death, drop 3 random ingredients
- When Cherlecks sacrifice themselves, they revive in 1 turns
- AI
  - Equal chance of all moves

- Moves
  - Idealistic Admiration (servings: 2)
    - Heal Boss 4hp
  - Love Naivety (servings: 3)
    - Give Boss 1 Resist
  - Foolish Martyr (servings: 4)
    - Sacrifice self. Summon a Cherlek



# Stage 2 Info (Enraged)

- AI
  - Passive: Immolation
  - Round 1+:
    - If no Fallen Cherlecks, use Summon Fallen Cherlek
    - Otherwise equal chance
- Moves
  - Immolation
    - When this status effect ends, Deal 666 damage (Duration: 25)
  - Diabolic Devotion (servings: 3)
    - Boss eats all Cherlecks on Stage, regaining health equal to sum of life eaten
  - Summon: Fallen Cherlek (servings: 3)
    - Summons Fallen Cherlecks
  - Dandelion Devils (servings: 4)
    - Do 4 Damage, apply 3 weak
  - Waste Not (servings: 6)
    - Deal 10 Damage

# Fallen Cherlek Info



- Health
  - **Map 1:** 12-18hp
- On death, drop 3 random ingredients
- When Cherlecks sacrifice themselves, they revive in 1 turns
- AI
  - Equal chance of all moves
- Moves
  - Enraged Adoration (servings: 2)
    - Deal 4 Damage
  - Hate Personified (servings: 2)
    - Destroy 1 Ingredient
  - Sinful Sacrifice (servings: 3)
    - Sacrifice self. Place 3 Rotten vegetables in the Player's Bag

## 2. Spicy Boss



### *Personality*

- Jokester
- Irritable
- Passionate
- Brave
- Vigilant
- Will probably step on you
- Her way or the highway
- 



### *De*

Spicy -> Negative  
Drawbacks -> No  
Action comes without  
a price  
Broil -> Let her hit you  
-> Her way or the  
highway

# Stage 1 Info (Iteration 1)

- Health
  - **Map 1:** 80 hp
- 
- Passive: Attack twice
- AI( every 6th serving)
  - At 0 health, Go to phase 2
- Moves
  - Enflamed: deal 2 damage to the attacker, Duration: 4 servings.(4 servings)
  - Spawn a Ghost pepper (servings)
  - Deal 4 Damage. If Burned, do 8 instead (3 servings)
  - Deal 4 Damage. If not Burned, apply 2 Burn (2 servings)
  - Gain 2 strength. Duration 5 (3 servings)



# Ghost Pepper Info

- Health
  - **Map 1:** 11-17hp
- On death, drop 3 burned ingredients
- AI
  - Equal chance of all moves
- Moves
  - asd
    - Apply 2 Burn (3 servings)
  - asd
    - Deal 6 Damage(4 servings)
  - Meltdown
    - Deal 100 damage to self. Apply 10 Burn( 5 servings)

# Stage 2 Info (Iteration 1)

- Health
  - **Map 1:** 75 hp
- 
- Passive: Overheat. Spawn 1 ghost pepper a turn
- AI
  - Pick 2 of the 5 moves (every 6th serving)
- Overheat: If Health is reduced to 1, change intent to Heal to full. Can not be reduced below 1 hp. When this effect is over, burn out. Duration: 17 servings
- Moves
  - Fiery rain: Launch 4 attacks that can land on any other entity on the field, each hit does 4 damage (6 servings)
  - Spawn 2 Ghost pepper (4 servings)
  - Deal 6 Damage. If Burned, do 10 instead (5 servings)
  - Deal 6 Damage. If not Burned, apply 3 Burn (4 servings)
  - Playing with Fire: take 6 burn (4 servings)
    - Burn a recipe
    - Bashville Hot Chicken

### 3. Sweet Boss



#### *Personality*

- Empathy
- 



*asd*

# Stage 1 Info (Iteration 1)

- Health
  - **Map 1:** 200 hp
- Start with 2 minions on the field
- Passive: Tea, Time and testimony
  - Sweet Boss and the player enter a trial. After 5 servings, the character with the most missing health is healed for 5 hp
- AI
  - When below 40% health at the start of Sweet Boss' turn switch to phase 2
  - Choose move randomly
- Moves
  - Share the Pain (4 servings):  
Redistribute damage totals to be the same amongst all allies
  - (4 servings) Convert 10 hp into a 10 protect for all allies
  - (7 servings): Heal all minions equal to damage taken while this move is charging.
  - (3 servings): Spawn a minion

# Minion Info

- Health
  - **Map 1:** 30 - 36hp
- On death, drop 3 random ingredients and heal the player 5 hp
- Passive: Everytime this minion takes damage, heal Sweet Boss for 5 hp.
- AI
  - Equal chance of all moves
- Moves
  - (6 servings): Deal 7 Damage
  - (7 servings): Deal 4 Damage. Lifesteal
  - (5 servings): Deal 5 Damage, gain 5 protect

# Stage 2 Info (Iteration 1)

- If less than 2 minions, spawn up to 2 minions
- Passive: Tea, Time and Testimony, Trial
  - Start the trial when entering the phase. The character with the least missing health after 15 servings is Guilty. (maybe take damage equal to missing health?)
- AI
  - Choose randomly
- Moves
  - Share the Pain (4 servings):  
Redistribute damage totals to be the same amongst all allies
  - (4 servings): Convert 10 hp into a 10 protect for all allies
  - (7 servings): Heal all minions equal to damage taken this turn
  - (5 servings): Spawn a minion

## 4. Savory Boss



### *Personality*

- Laid-back, then Serious
- Playful



### *Bulking*

He quickly becomes a looming threat in Stage 2 from Strength and Bulking Bludgeon

# Stage 1 Info (Iteration 1)

- Health
  - **Map 1:** 140 hp
- Start with 2 minions on the field
- Passive: Yoink
  - Every 5th ingredient gained (through both generation and foraging) is stolen by Savory. (This carries over between turns)
- AI
  - Savory's first attack is always Bulking Bludgeon
  - If there is one minion or less, Savory is 50% more likely to choose Spawn 2 Minions as his next attack
  - (move to stage 2 when at 50% health)
- Moves
  - Food Coma (3 servings): Heal Savory for 25hp and give Savory resist 2. Savory does nothing for 5 servings.
  - Chuck Steak (4 servings): Deal 10 damage to the player and give them one savory ingredient.
  - Oil Slash (6 servings): Deal 6 damage 2 times.
  - Bulking Bludgeon (6 servings): Deal 3 damage. Repeat for each time this attack has been used in the fight.
  - Spawn 2 Minions (5 servings).



# Stage 2 Info (Iteration 1)

- Health
  - **Map 1:** 140 hp
- If there is one minion or less, spawn some until there are 2 minions.
- Passives:
  - Every 5th ingredient gained (through both generation and foraging) is stolen by Savory.
  - Get Gains: Whenever Savory steals an ingredient, Savory gets Strength 1 (if a savory ingredient is stolen, grant Strength 2)
- AI
  - Choose randomly
- Moves
  - Needs more Flavor! (2 servings): All recipes cost 1 extra savory ingredient for 5 servings.
  - Heal & Steal (4 servings): For every ingredient in the player's hand, Savory heals 10 health.
  - Oil Slash (6 servings): Deal 6 damage 2 times.
  - Bulking Bludgeon (6 servings): Deal 3 damage. Repeat for each time this attack has been used in the fight.
  - Spawn 2 Minions (5 minions).

# Minion Info (Oil Wyverns)

- Health
  - **Map 1:** 18 - 23 hp
- AI
  - Equal chance of all moves
- Moves
  - Oil breath (4 servings): Deal 4 damage, does double damage to protect.
  - Munch (4 servings): Deal 6 damage and steal an ingredient from the player. Give the stolen ingredient back when the player hits this minion.
  - Caramelize (5 servings): Deal 6 damage and permanently transform one of the player's ingredients into another (prioritizes All-spice ingredients).

## 5. Sour Boss



### *Personality*

- Fortright
- Assertive
- Directly forward



### *DOT*

Don't let the damage  
over time stack

# Stage 1 Info (Iteration 1)

- Health
  - **Map 1:** 210 hp
- Start with 2 minions on the field
- Set player's citrus stack to 4
- passive:
  - You can't see the enemies intent for the next turn unless you attack it.
- Moveset (randomly choose between the moves)
  - Add 4 stacks to citrus stack
  - Freeze: don't generate ingredients this turn
  - Venom: Inflict this effect on a recipe and add 1 citrus stack for every turn the recipe isn't used. Once used delete the venom stack from it
  - Do 4 damage and add 3 citrus stacks
  - spawn 2 minions

# Stage 2 Info (Iteration 1)

- Health
  - **Map 1:** 220 hp
  - Heals to full
- Start with 2 minions on the field
- Set citrus stack to 6
- passive:
  - You can't see the enemies intent for the next turn unless you attack it.
- Moveset (randomly choose between the moves)
  - If the player has 6 or more citrus stacks do 8 damage, if not do 2 damage and add 3 citrus stacks
  - Poison Spray: First time you play a new recipe this turn, gain 1 citrus
  - spawn 2 minions
  - Heal 15 per minion
  - Gain 4 stacks per minion

# Snake Minion Info

- Health
  - **Map 1:** 30hp
- Passive: When hit points are reduced to zero, die and respawn the next turn with 1 extra health
- On death, generate 2 random ingredient for the next 2 turns
- AI: select randomly from the moveset list
- Moves set
  - Poison bite: Do 5 damage per turn duration 2
  - Rod of Asclepius: cure the player of poison if so heal the boss for 15 health, if the player isn't poisoned give the boss 20 shield instead
  - Add 3 citrus stacks



05.

**Edo**

# 1. Edo



## *Personality*

- NO CANNIBALISM
- Prideful
- Elitist
- Edo is him



*Prepare to play  
his game*



# Possible passives

- Flavor stack: At the start of every turn edo gains 2/3/4 flavors depending on the stage he's in. The flavors are randomized but he's guaranteed not to get the same flavors in his "draw". It's a combination of flavors not a permutation of flavors
  - Spicy: Edo takes 2 damage and locks one of your recipes
  - Savory: Edo destroys 2 ingredients in your hand
  - Sweet: Edo gains 10 protect at the end of this turn
  - Sour: Edo extends the flavors' effects for an additional turn
  - Bitter: Edo gains a resist until the bitter flavor effect is over
- Flavor mirror: edo gains the flavor effects mentioned previously but instead of them being random they are gained off of the last recipe edo is hit with/ the player uses.

# Stage 1 Info

- Health
  - **Map 1:** 100 hp
- Moveset (randomly choose between the moves)
  - Tomeset: Edo prepares for a turn and hits the player with final gimbapit
  - Laser stun: Lock a recipe for 2 turns
  - Mage hand: take 4 ingredients if it has any allspice do 4 damage per allspice taken, if not do apply weak 4 to the player.
  - Transfusion: Give the player 2 all spice, the player takes 8 damage during the next turn
  - Fireball: burn 7 cards in the hand

# Stage 2 Info (Iteration 1)

- Health
  - **Map 1:** 80 hp
  - Heals to full
- Moveset (randomly choose between the moves)
  - 1 in the chamber: edo conjures a magic revolver that has a 1 in 6 chance to do 15 damage and 5 in 6 to do 4 damage
  - Mage hand infusion: Remove/ reset the player's ult
  - Forced magic hand: give the player their ult but make them take 8 damage
  - Boss reflection: based on the bosses killed during run
    - Spicy: gain a burning pepper(if used/ removed from the hand take 3 damage)
    - Savory: reroll the player's hand
    - Bitter: edo does 100% dmg for 2 turns
    - Sour: Take 2 damage for 3 turns or take 8 damage right now
    - Sweet: edo gains 30 protect
  - Spawn in a random enemy from the game
  - Colloponta: lock the player's hand/ deck for a turn

# Stage 3

- Health
  - **Map 1:** 70hp
- Passive upgraded: Edo can't die unless you use 18 recipes
- Edo takes 10 damage at the start of his first turn in this stage and gains strength for the rest of the fight
- Moveset
  - Copy chef; edo uses/ copies 1 random recipe in your deck.
  - Edo spawns in a mini boss
  - Reference stage 2 for the rest of the moves.

## 2. Combiner Slime



### *Personality*

Combines to be an unstoppable force



### *DOT*

Target the right slime or face the consequences

# Stage 1 Info (Iteration 1)

- Health
  - **Map 1:** 70 hp
- Start with 2 minions on the field
- passive:
  - every 4 recipes used do 2 dmg
- Moveset (randomly choose between the moves)
  - set citrus stack to 2
  - citrus stack: do dmg equal to the stack number at the end of each turn
  - mace stomp: do 8 dmg and inflict fragile
  - flail bash: do 10 dmg
  - set citrus stack to 3
  - apply weak and fragile
  - spawn 2 minions

# 5. Reworked Sour Boss



## *Personality*

- Fortright
- Assertive
- Directly forward



## *DOT*

Don't let the damage  
over time stack

# Stage 1 Info (Iteration 1)

- Health
  - **Map 1:** 110 hp
- Start with 2 minions on the field
- Once health drops to 0 move to the next stage
- passive:
  - You can't see the enemies intent for the next 6 servings unless you attack it.
- Moveset (randomly choose between the moves)
  - Do 1 damage every serving (lasts 7 servings) (every 6th servings)
  - Do 3 damage every 4 servings( lasts 17 servings) (every 7th serving)
  - Gain 10 protect every 6th serving (lasts (22 servings) (every 6th servings)
  - Freeze: don't generate ingredients during the next 3 servings(every 5th servings)
  - Heal 5 health to all allies every 5 servings (lasts 15 servings) (every 5th serving)

Note: DOT could be canceled by killing the minions



# Stage 2 Info (Iteration 1)

- Health
  - **Map 1:** 110 hp
- Start with 2 minions on the field
- passive:
  - You can't see the enemies intent for the next turn unless you attack it.
- Moveset (randomly choose between the moves)
  - Do 4 damage every 2 servings (lasts 5 servings) (every 5th serving)
  - Minions Gain 15 protect every 4 servings(every 4th serving)(can't recast until it expires)
  - The boss and it's minions Gain 1 strength every 7 servings (lasts 18 servings)(every 8th serving)
  - Freeze: don't generate ingredients during the next 3 servings
  - spawn 2 minions
  - Sour Bomb Set: Charges for 8 servings deals 2 damage per recipe played during the charge time.(4 servings)
  - Stone stare: Disables your passive for 4 servings. (Every 6th servings)

Note: DOT could be canceled by killing the minions

# Snake Minion Info

- Health
  - **Map 1:** 15hp
- Passive: When hit points are reduced to zero, die and respawn with 1 extra health. Respawns after 4 servings with a +3 to it's max health
- On death, generate 2 random ingredient for the next 2 turns and remove DOT stacks.
- AI: select randomly from the moveset list
- Moves set
  - Poison bite: Deal 1 damage every 5 servings ( lasts 20 servings)(every 4 servings)
  - Gain protect equal to missing health every 4 servings( lasts 10 servings) every 5th serving)