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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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19   A   Convertification ingredents in your bag into 1 year All spice (repeatable)
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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 - gain 2 displaced - gain 2 displaced - gain 3 displaced - gain 4 displaced - gain 5 displaced - gain 4 displaced - gain 5 displaced - gain 5 displaced - gain 5 displaced - gain 5 displaced
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F - Your health can't fill up above 18 (10 turns) at the end of every turn gain 3 protect  Run a gauntlet of fights where you get but the futher you get through the list the higher the garnish tier you get - 1 fight/ tier 1
- 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 to define grant and the same type of care talled the same type of care talled type
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				