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		
	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		

Name	#	Type	Description	Notes
	4	A	Lose 12 health OR lose 4 Max health OR a lose Recipe	
	6	A	Lose 10 ingredients or Fight an enemy	
	9	A	Fight an Elite and get an additional treasure OR leave	
	10	A	Jump straight to the Boss OR don't	
	13	A	Goblet of fire: Take 3 damage gain a change to get new recipe increase damage taken by 2 everytime the player rerolls	
	15	A	Randomize all of your current garnishes or take 10 damage	
	19	A	convert 6 random ingredients in your bag into 1 type All spice (repeatable)	
	23	A	Take 1 rotten ingredient, gain 1 all spice (repeatable)	
	24	A	Randomly change the ingredients of your bag	
Deck Of many things		A	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, - gain 1 exp, - get 3 rottens	
Exp gamble		A	Fight an Enemy and gain an extra experience, or leave	
Tutition		A	Gain 6 rotten for 1 exp, stackable	Maybe unbalanced
	2	B	Destroy a random recipe and get a Garnish	
	3	B	5 OR Ingredients OR 3 Double Ingredients, or 1 all spice or Leave	
	8	B	Spend 1 All Spice Get a Garnish OR Spend 2 Double Ingredients Get a Garnish OR Spend 3 OR Ingredients Get a Garnish OR Spend 7 Basic Ingredients Get a Garnish	
	5	C	Gain 1 recipe from Choice of 6	
	7	C	Heal to Full or Get a Random Recipie	
	12	C	Spend 6 random ingredients, heal 50% of your max health, or 3 for 25% of max health	
	16	C	Take 10 damage or lose a Garnish for 3 fights but gain another garnish	
Take-away		C	remove A garnish of your choosing or remove a random one and gain 8 max health.	
	14	D	Gain a random recipe	
Feast or Famine		D	Sacrifice a total of 30 ingredients (in 10 ingredient increments). Give the player 40 ingredients. (shrine of chance)	Im not sure if this is a benefit. what kind of ingredients? DO I get to choose what I sacrifice? Etc
Terrain		D	All paths of the map are randomized, the player gains 6 strength.	Ask Programming, prob too strong
	11	F	Take the apple (all spice) -> gives secret cutscene	
	17	F	Lock out a recpie until the boss room, gain a garnish or leave	ask programming
	18	F	Walking thorns: gain a garnish but at every location before the boss you lose 1 health or leave	
	20	F	take 6 damage and clear your bag of negative ingredients	
	21	F	Restart your run with a new garnish or leave	
	22	F	Gain 3 rotten veg or take 6 damage or put in 3 ghost pepper	Rotten and ghost dont exist yet, just ignore it
	25	F	Sphinx question -> correct, nothing happens, wrong -> take 1 damage and gain sandwhich hat	
		F	Upgrade node: - replace 5 ingredients with or cards - replace 3 ingredients with double cards - replace 1 ingredient with an all spice	
		F	Trails: gain an uncmmon relic after beating a challenge run - Your health can't fill up above 18 (10 turns)/ at the end of every turn gain 3 protect	
		F	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 elite / tier 2 - map 1 version of one of the bosses / tier 3	
		F	gain tier 2 garnish but you cant see enemy intent for the next 3 combat encounters	
		F	lose 90 gold or go through a fight	
		F	Trails: gain an uncmmon relic after beating a challenge run Draw 1 less card for 5 turns/ gain the draw 1 extra every turn card relic	
		F	Trails: gain an uncmmon relic after beating a challenge run Any turns where your hand has 3 of the same type of card take 3 damage (10 turns)/ pre-selected ingredient garnish	
		F	Gain one bulk when you sacrifce 12 health, repeatable.	
		F	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 ingredient	
		F	Chaos Event: Start the next 3 encounters with -1 strenght, gain 1 permanent strength after the 3 encounters.	
		F	Chaos Event: The next 4 encounters, enemies have double health. After 4 encounters, gain a garnish granting you 200% damage	
		F	Randomize your ingredients or lose 6 health	
		F	Chaos Event: Mark all recipes as instant, take 2 damage for each recipe used that wasn't orginally labeled as instant. (Lasts 4 encounters) After the 4 encounters gain the "cook timer" Garnish.	

	Tier	Event							
	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							
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 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 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 ingredients 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				