



Shepherd's Pie



Honey Glazed Ham



Stuffed Pumpkin (vegetable can vary)



Roasted Chicken



Grilled Salmon



Squid Ink Pasta (fish can vary)



Ratatouille



Steak and Potatoes



Vegetable Noodles (vegetable can vary)



Roasted Mutton Chops



Pasta with Mutton Chops



Spaghetti & Meatballs



Bacon & Eggs



Melon Juice



Apple Cider



Hot Chocolate



Ramen Noodles/Noodle Soup (black thing is dried kelp)



Baked Cod Stew



Pumpkin Soup



Fried Rice



Fish Soup (fish can vary)



Vegetable Soup



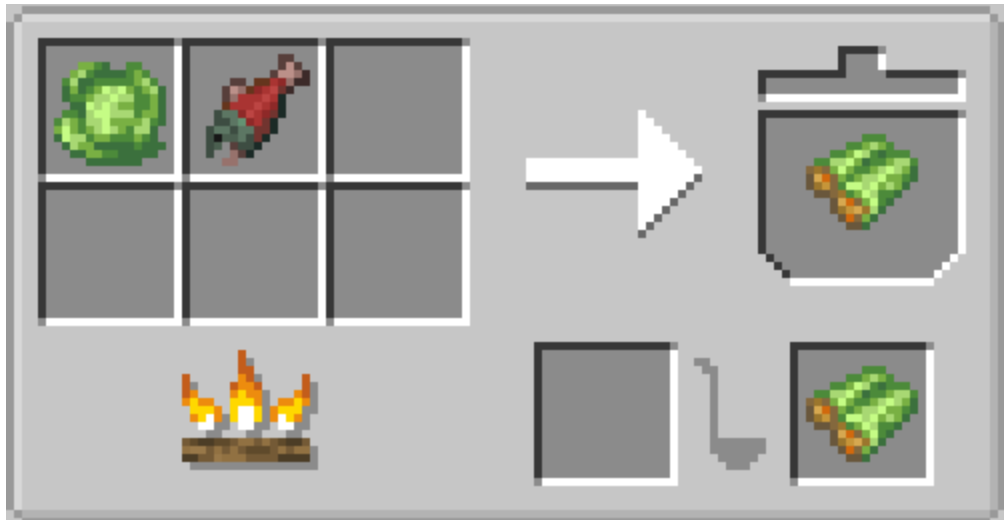
Chicken Soup



Beef Stew



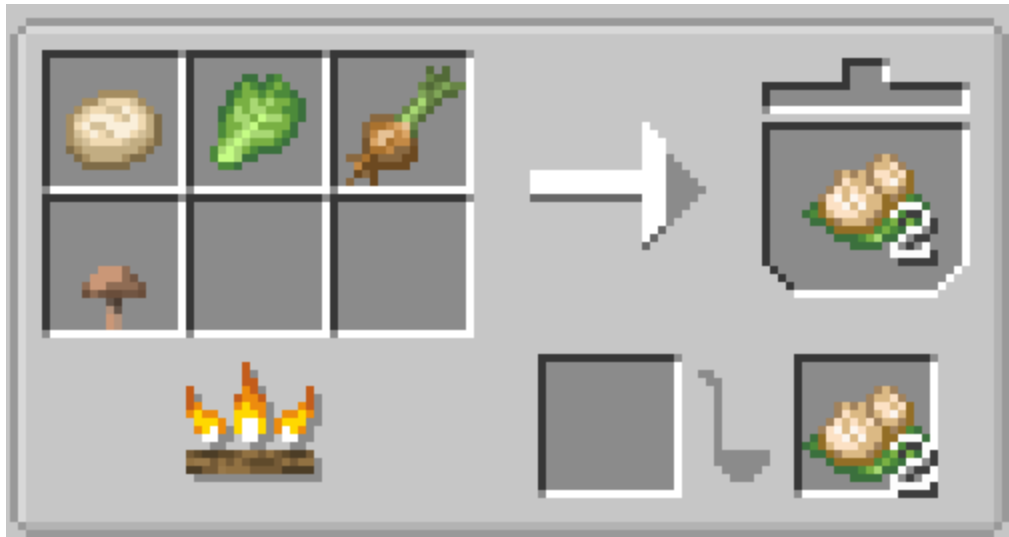
Cooked Rice



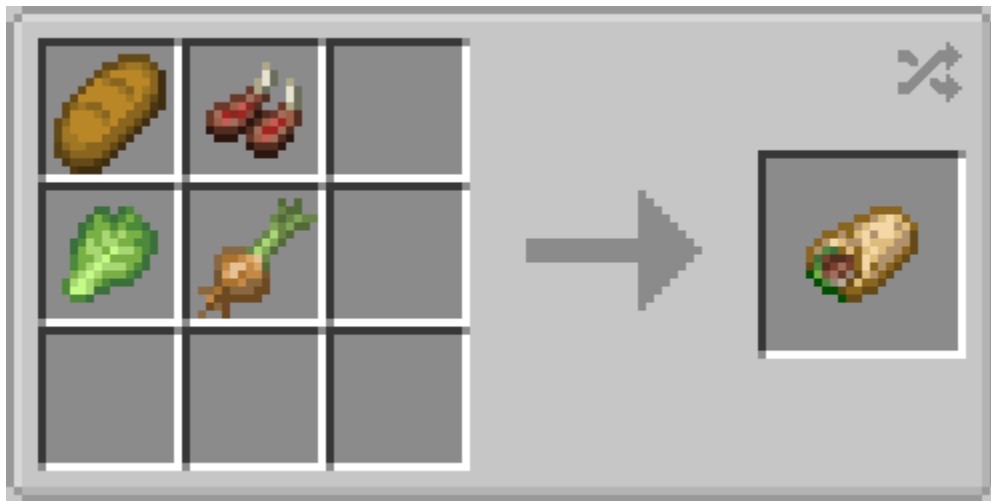
Cabbage Rolls (item in fish slot can be literally any meat)



Stuffed Potato



Dumplings (YAY!!!)



Mutton Wrap



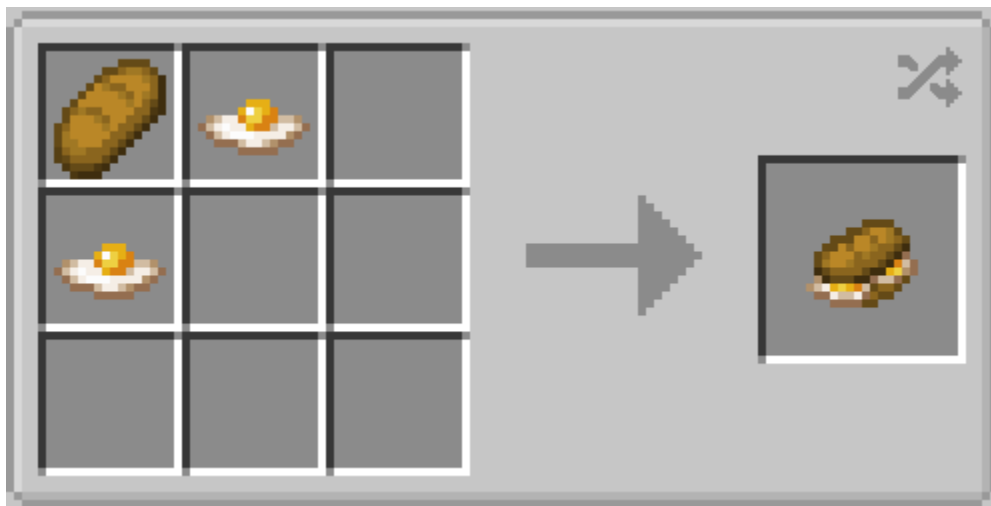
Bacon Sandwich



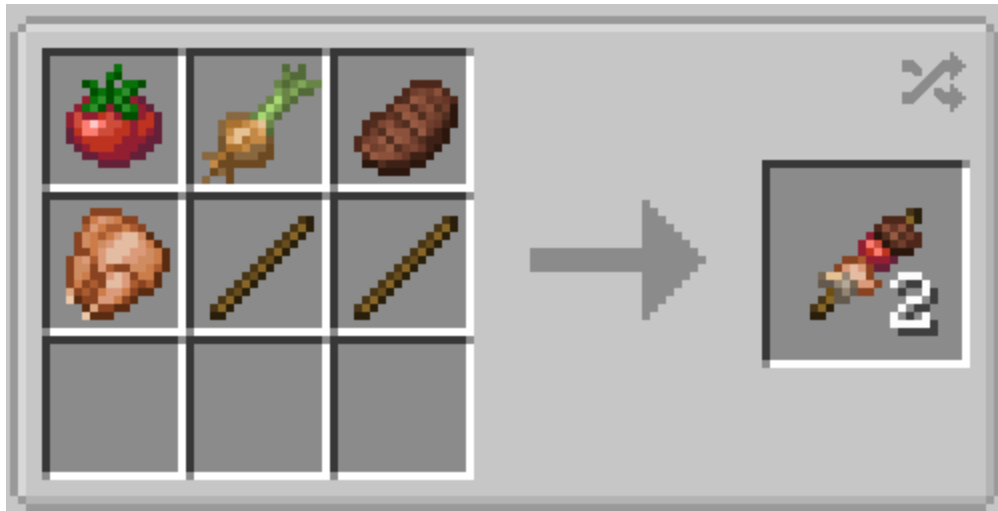
Hamburger



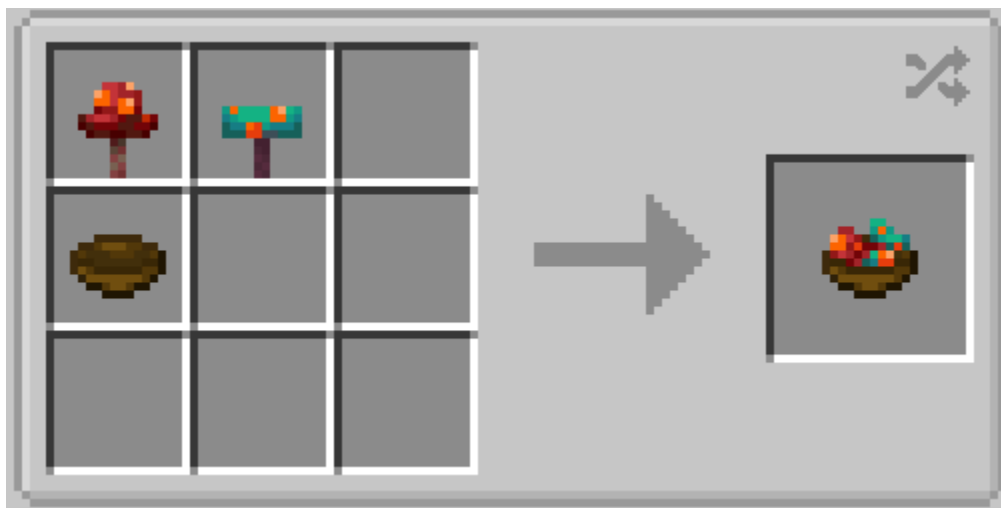
Chicken Sandwich



Egg Sandwich



Barbecue on Stick



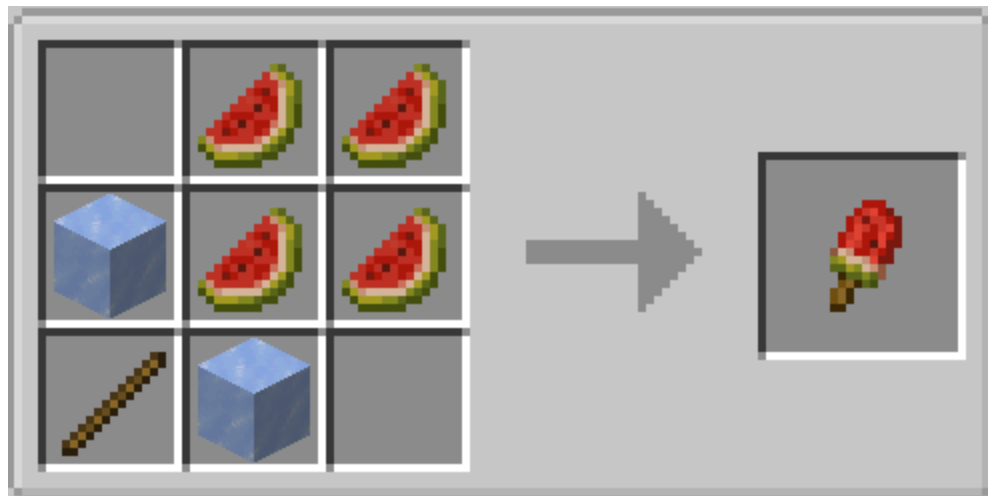
Nether Salad



Mixed Salad



Fruit Salad



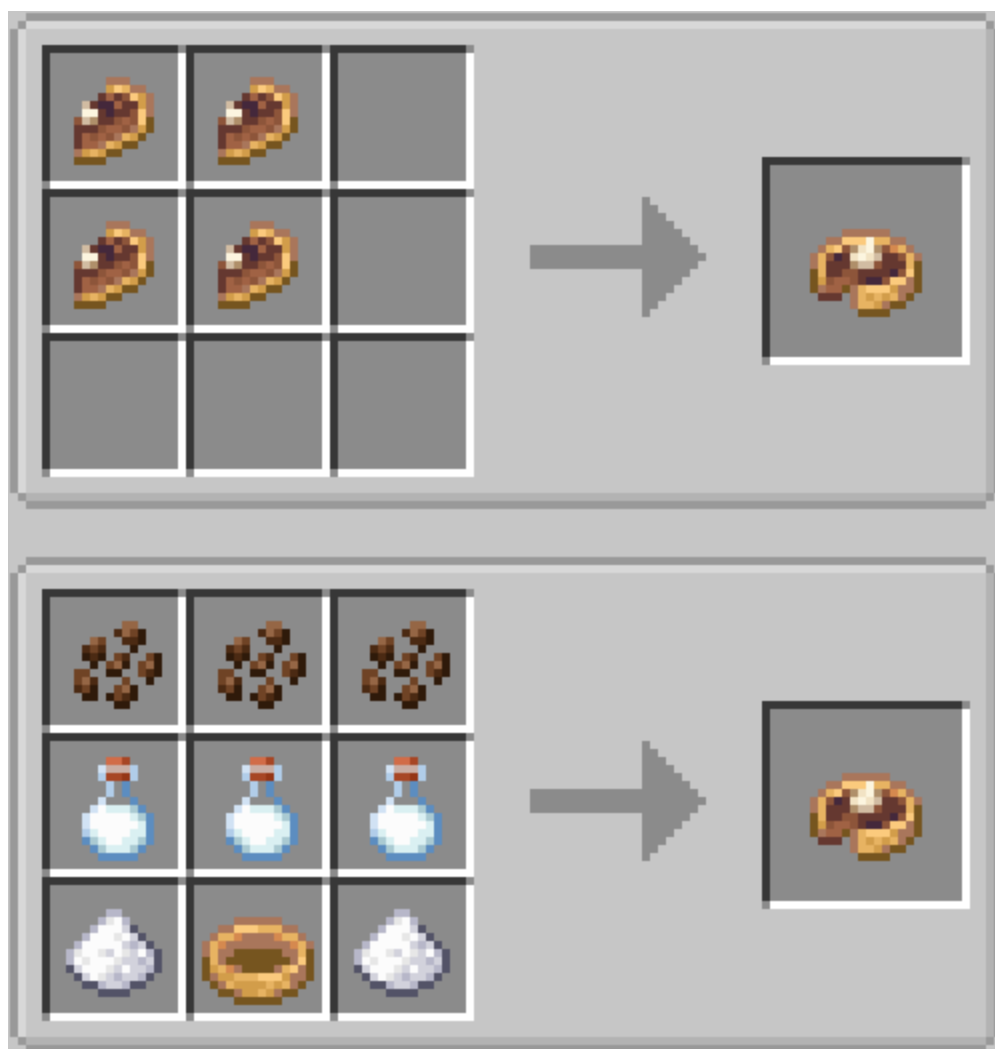
Melon Popsicle



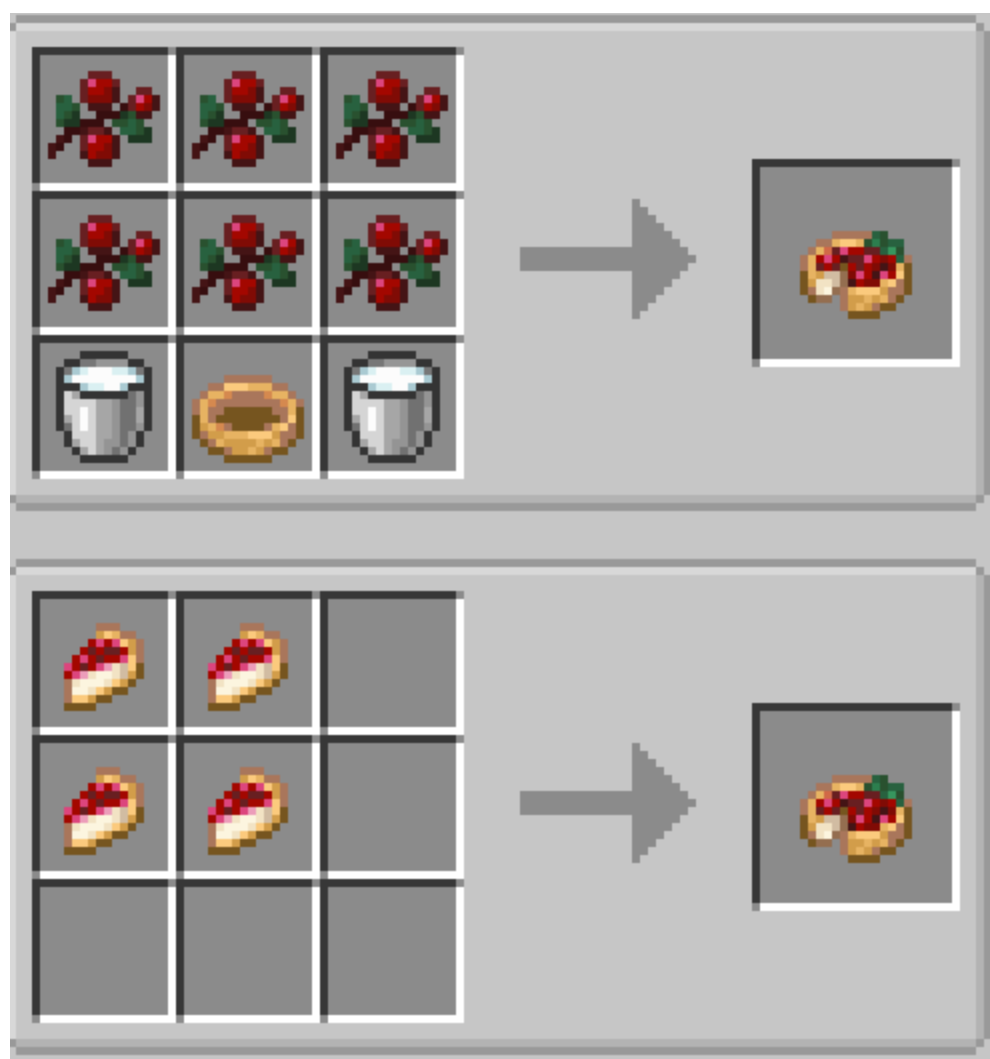
Honey Cookie



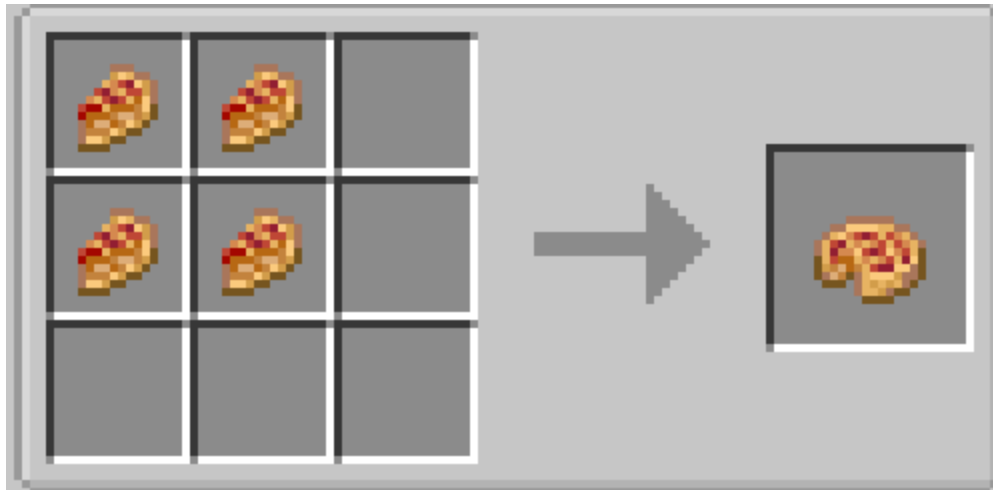
Sweet Berry Cookie



Chocolate Pie (NOTE FOR ALL PIES: ALL PIES CAN BE CUT USING A KNIFE)



Sweet Berry Cheesecake



Apple Pie



Pie Crust

EFFECTS

Nourishment:

Nourishment **prevents players from losing hunger or saturation through exhausting actions, such as running, jumping and attacking mobs**. This effectively extends the hunger bar beyond its saturation limit, delaying the time before players need to eat again.

Comfort:

Comfort **makes players immune to cold (Slowness) and sickness (Hunger and Weakness)**. When first applied, these effects are immediately removed from the player, and cannot be reapplied by any means (not even commands) until Comfort wears off.