

PICKLE MONGER TRADE MANUAL

THIS MANUAL BELONGS TO:

VERSION - 1.2 - 10 EXP

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=== Trade Description ===

The Pickle Monger is someone who has an almost unhealthy obsession with pickled food. Whether it be crunchy mini pickles, massive juicy pickles, or weird pickled food items, the Pickle Monger knows how to make pickled food with properties that can assist others.

=== Equipment Required ===

- Jars full of pickled Food
- Food dye and/or flavorings
- Pickling bucket prop
- Small containers or bundles of herbs, salts, and pickling spices
- Effect Card

=== Time & Actions ===

Generate Tips

Time: N/A

Action: Flip a coin at check-in; a Pickle Monger gains an additional silver if the result is heads, representing their ability to make a little extra currency. Also, if the player takes Profession: Pickle Monger, they gain a +1 bonus when calculating how much money they earn during downtime.

Infuse Pickles

Time: 1 Minute per serving

Action: A Pickle Monger can add powerful reagents to their mixtures, infusing the food. These pickles must be consumed entirely to have an effect. If a Pickle Monger runs out of pickles, then they can no longer use this effect.

To infuse 1 jar of pickles, the pickle monger must spend 10 minutes pretending to mix herbs, spices, and reagents together. For a jar of red pickles, the monger must use up 1 pineed sap, 1 fae leaf, 1 maltorn root, or 1 red/gold fynch oil reagent. For a jar of blue pickles, the Monger must use up 1 moon flower, 1 tippmahn fungus, 1 blue fynch oil, 1 sunspider venom, or 1 grizzleberry acid reagent. Infused pickle jars retain their effect until the end of an event. 1 Jar of Pickle has a maximum of 10 "consumable" pickled food items/charges.

- **Red Food** - The pickle must be infused with red coloring, following the steps above. Consume one egg sized serving to regain 1 Hit Point.
- **Blue Food** - The pickle must be infused with blue coloring, following the steps above. Consume one egg sized serving to regain 1 Mana Point.