

Picklemonger Trade Manual

Version 1.3.1

Owner:

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=== Trade Description ===

The Picklemonger is someone who has an almost unhealthy obsession with pickled food. Whether it be crunchy mini pickles, massive juicy pickles, or some off the wall 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

=== Time & Actions ===

Generate Tips

Time: N/A

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

Infuse Pickles

Time: 1 Minute of active roleplay per serving + 10 minutes of brine time
(Max 10 Servings per Jar)

Action: A Picklemonger can add powerful reagents to their mixtures, infusing the food. These pickled food items must be consumed entirely to have an effect. If a Picklemonger runs out of pickled food, then they can no longer use this effect. If the consumed pickled food is soon after expelled from the eater, then their bonus is reversed. While subtracting hit points and mana for this reversal, if the character does not have enough hit points or mana available then the character takes an open light wound to their torso. If the character already has a light wound on their torso, then this is upgraded to an open mortal wound.

To infuse 1 jar of pickled food, the pickle monger must spend 1 minute per serving pretending to mix herbs, spices, and reagents together. (Max 10 Servings per Jar) The jar must then sit for 10 minutes to allow the pickled food to brine to completion. For a jar of red pickled food, the monger must use up 1 pineed sap, 1 fae leaf, 1 malturn root, or 1 red/gold fynch oil reagent. For a jar of blue pickled food, the Monger must use up 1 moon flower or 1 blue/gold fynch oil reagent. Infused pickle jars retain their effect until the end of an event. 1 Jar of Pickled Food has a maximum of 10 "consumable" pickled food items/charges.

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