

# Picklemonger Trade Manual

Version 1.3

Owner:

# Picklemonger Trade Manual

Version 1.3

Owner:



### === 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 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

### === 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 per serving

**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 pickles, then they can no longer use this effect. If the consumed pickles are 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 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 malturn root, or 1 red/gold fynch oil reagent. For a jar of blue pickles, 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 Pickles 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.