

# A BERRY GOOD TIME!

A Pre-written Adventure



## The Story

Queen Toadstool is sorely missing her Aunt and Uncle's cooking, but alas they are off in a far away realm! As friends of the Queen, you take it upon yourselves to find and bring to her a mysterious, magical berry said to taste like anything you desire. You set off into the rolling hills near the castle in secret, hoping to surprise her...

## Before You Start

**A Berry Good Time** is an adventure that takes places in a fantasy land filled with **castles and magic** for:

- **1 to 4 Players**; and,
- **1 Adventure Guide**

Playtime: 60 to 90 minutes

Sessions: One to Several

# NOMVENTURE

A Kid's RPG!

## Introduction (Adventure Guide)

Our adventure today takes place in a fantasy Queendom far, far away!

If you or the players have not already done so, you should read either the **Nomventure: Primer** or **Nomventure: The Big Book** together before the players create (or adopt) their Noms!

This adventure will feature 3 **Scenes** and various characters along the way, using **only the rules for Tests**.



## Mods

**A Berry Good Time** does not include Mods by default, but should you decide to do so, is **compatible with any Mods**.

They can be enabled or disabled at any point along this adventure.

## Scenes (Adventure Guide)

**A Berry Good Time** is broken down into 3 **Scenes**, and every scene starts with a few lines for the Adventure Guide (AG) to read to your Noms or to use as inspiration.

Then, we tell you which characters are there, why, and what they want.

Finally, every scene comes with an **Event Table** for how it might play out! The topmost suggestion is our recommendation, but you can choose any of the options we've provided, make up your own, or use the **Adventure Mixer** (see below!)

## The Adventure Mixer

The Adventure Mixer (AM) is an optional system that will add an element of randomness in how a scene plays out.

To use this system, you will need to assemble an AM by doing the following:

- Grab 5 **Yays** and 5 **Nays** cards;
- Put them together into a single deck; and,
- Shuffle it!

Now, whenever a scene begins, the AG will do the following:

- Draw 2 Cards from the AM; then,
- Compare the amount of Yays & Nays to the corresponding entry in the scene's table!

Do not read the result aloud to the players, remove the drawn Cards from the AM, then play through the scene!





### Tips for NPCs

- When in doubt, think about what the NPC might be good or bad at, then decide the difficulty with that in mind.
- If the NPC does not feel like the correct fit, you can always introduce other ones! Keep in mind that all the NPCs we mention in the table could potentially appear, or, you can invent new NPCs entirely if you're feeling creative!
- If you are still having trouble, tell the player the Difficulty is 3 to keep the game moving.



### Adventure Guide Characters (NomPCs/NPCs)

Every Scene has **Adventure Guide Characters** (or NomPCs for short and NPCs for even shorter!).

If you are the AG, you will decide how they act or what they say. Take time to read about them in the scene before starting. Don't worry about getting them "right" or about changing them on the spot—that is part of the fun!

**Sometimes a Nom will be at odds with your NPC. When that happens, a Test occurs!**

Only the player, and not the AG, draws cards from the **Check Deck!**



### General Tips for Everyone!

#### (AG) No One Is Talking!

When you have set a scene or introduced an idea, but no one is talking, try looking around the table and picking a Nom and ask them what they do next. (Better yet, pick the player that has not had the limelight in a while!)

#### (AG) There's Nothing Left to Do!

If everything in a scene has been played out, it is time to move onto the next! Consider what has happened, then talk a little about what has changed with the players. It does not have to be a lot. For example, a sentence or two about how the weather starts to change or maybe how the Noms are feeling hungry as they move along can tell us about time passing between scenes.

#### (AG/Nom) I'm Not Sure What I Should Do!

Ask questions! Especially if you aren't sure of something yourself. "What do we think the NPC thinks of this?" or "what do you think happens when you try that?" are great questions that can get other Noms and even the AG involved!



# A BERRY GOOD TIME!

The Adventure Starts Now!





# THE SCOUT & THE GOBWIN

A Berry Good Time - Scene 1

## [AG] Read This Aloud First!

You are at the bottom of a very tall hill. All around you can see the green of the forest and hear all the birds singing their song as if excited to see you! If the stories are true, then this is the very hill that you will find the magical berries on. You walk off the path and begin to climb the hill...

(Stop Reading Aloud Here!)



## Tips for Starting Off

**General Tip:** You can ask the Noms to describe themselves at this point to kickstart any roleplaying as they walk up the hill, looking for berries.

**Emotions Mod:** If you're playing with this enabled, then you should also ask everyone how they're feeling and let every player write down their 1st Emotion on their Hero Card as well.

## Adventure Guide Characters

There are 2 NPCs in this scene:

- **Pinecone**, a scout whose job right now is to find a safe place for a picnic with the rest of his friends. He's a little lost and, even worse, he's lost the kite he uses to communicate with the others! They are **shy** and **worried**.
- **A Gobwin!** Gobwins are small with bushy tails, and talk to one another with strange noises that the Noms would not understand. The gobwin stands between Pinecone and his kite, and is very **squirrely**, running away if a Nom gets too close, too fast.

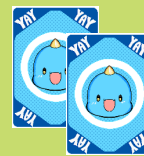


## Event Table

## AM Draws

### Pinecone and the Tree

The Noms arrive on scene to Pinecone looking up at a really tall tree and wondering out loud about what to do next.



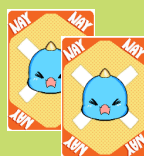
### Gobwin Takes Flight

The gobwin flies overhead on the Pinecone's lost kite, very scared!



### Pinecone is Hiding

Pinecone is currently hiding in some bushes with a few ouchies after trying to climb the nearby tree where his kite is stuck!



## When Does the Scene End?

You'll know this scene is over when the party has moved on, and the Noms have dealt with the gobwin, talked to Pinecone, fetched the kite, or something along those lines!

Your own experience may have gone in a completely different direction—and that's okay too!

## Suggestions:

- **Gobwin:** From trying to offer it food to just catching up to it, there are plenty of ways to handle the gobwin, who should show up in the scene sooner than later!

Once the kite is retrieved or the gobwin sent away, that is a good time for **Pinecone to tell them about how the berries** they seek are hidden by magic and show themselves to those of pure heart!

- **Pinecone:** The Noms might want to invite Pinecone along, but with how Shy he is and Worried about his own friends, it would be really hard. **The Test would be 2 pulls.**

- **Emotions Mod:** Pinecone is not very brave, but in helping them get over their fears, a Nom can Erase or Transform an emotion they are feeling through comforting Pinecone.

- **General Tip:** Use language like "Yes, but...". It's a great way to let more Noms in on the Limelight!

It is always up to you as the AG to decide how well a Test goes for the Noms.

For example, if one Nom says they climb a tree to reach the kite and they **Win** their Test, it might be that they manage to get it; but the way back down is blocked by the gobwin! That's when you turn to a new Nom and ask what they do.

Continue to King of the Hill (p. 6)...





# KING OF THE HILL

A Berry Good Time - Scene 2

## [AG] Read This Aloud First!

You march up the hill where the trees all around become shorter and fewer between. The warm summer wind blows, and you can smell something delicious in the air! Up ahead, you see three little forts made of sticks and old, smelly blankets.

(Stop Reading Aloud Here!)

## Tips for Starting Off

**Emotions Mod:** If you're playing with this enabled, now might be a good time to ask the Noms how they are feeling about what comes next. Then, have them either transform an Emotion already on their sheet or add a new one.

**Trouble Mod:** If playing with this enabled, a Nom trying to sneak past the forts and fails can Win, but the Trouble is that the way back will have bandits! The Noms haven't been spotted yet, but now it will be hard for them to keep going up the hill or sneak around!



## Adventure Guide Characters

There are 4 NPCs in this scene:

- **King Jam**, leader of a band of raccoons, he's **loud** and he **likes to play pranks and games**. He and his band were chased up the hill by a pack of Woofles after he stole their favorite chew toy!
- **Jelly** is Jam's younger sister. She **likes to read**. She is **Scared** and has a **toothache**.
- **Band of Raccoons:** there are more of them than they are of you! They have **sticky fingers** that make it easy to take things.
- **[Optional] Woofles** are dogs that roam the forest. They play **ruff** and have a mighty **bork!** They are here to find their fetch toy before the Dire Woof notices it's gone!

(The woofles can be scary for some players, and so, are optional.)

## Event Table

## AM Draws

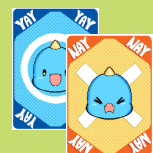
### Jelly's Trap

Jelly hides inside one of the forts while the other raccoons are away. The Noms can hear her worrying about her tooth. As they get close, she drops a cage, trapping some or all of our Noms inside.



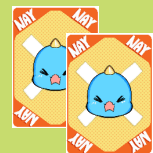
### Surrounded!

The Noms arrive at an empty camp, then find themselves surrounded by King Jam and his bandits! His stomach growls as he demands food from our Noms!



### Woofle Scout

The bandit camp seems empty for now, but as the Noms approach they find a woofle sniffing about! She borks at them but is clearly afraid!



Boo boo go bye-bye!



## When Does the Scene End?

This scene is over when the party have found a way to move past the bandits to continue up the hill.

There are plenty of ways for the Noms to get out of this one, from helping the raccoons with the woofles to fixing Jelly's toothache, or even challenging the King to a game.

If asked, however, the raccoons know nothing about the berries the Noms seek. But King Jam and Jelly might (see p. 8)!

## Suggestions:

- **General Tip:** Noms are more than the Traits on their sheet! If the players want to help Jelly with her toothache, but no Nom present can directly help with ouchies, then maybe magic or perhaps even some scrounged up leaves can help with the pain!
- **General Tip:** Be open to new uses of a Trait or even entirely new skills that aren't present on the Hero Sheet to reward imagination!
- **General Tip:** It's okay if the Noms sneak by this scene entirely, and may even be recommended for players with shorter attention spans!
- **Emotions Mod:** At this point, the Noms may have a few Emotions. Find a way in the scene to organically remind the players that they can help one another with how they feel and can sometimes even earn a bonus for doing so!

A good time for this is if they are captured by Jelly in a trap or have a quiet moment while playing games with King Jam.

Continue to Berry Tasty (p. 8)...



# BERRY TASTY

A Berry Good Time - Scene 3

## [AG] Read This Aloud First!

Finally! You make it up the hill! The top of the hill has a couple of trees and a few bushes, and smells like the kitchen back at home. But wait! Where are the berries?

(Stop Reading Aloud Here!)



## Tips for Starting Off

**Puzzles & Snags:** The magical berries are **magically hidden!**

In this adventure (and future ones), you might consider this a **Puzzle**—or something the Noms have to figure out!

Some adventures you run will have only one answer to a puzzle, but it is often better to just introduce the snag and let the Noms explore and try things out.

In this case, our “snag” is that the berries are only revealed to those of “pure heart”.

When Noms explore, you should be open to their ideas being the answer all along—“pure of heart” can be a vague and big concept! Keep it simple. This is a call you have to make.

We suggest making this call based on what is most interesting and fun. Give everyone room to talk about their ideas, then quietly pick one as they test them out.



## Adventure Guide Characters

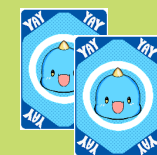
There are 3 NPCs in this scene:

- If **Pinecone** is here, he can remind us that magic hides the berries. He can help find the spot where they hide, but not with the magic.
- If **King Jam** and **Jelly** are here, they can help give clues based on what Jelly has read before or any items the Noms think they need from what King Jam has in a bag they brought.
- **[Optional]** The **Tinyrasque** is a giant tortoise that sleeps atop this hill. He’s slept so long that this bush of berries has grown on its back!

## Event Table

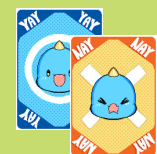
### From Above!

A magical bird flies in from above and lands on a branch where we see a nest of hatchlings crying for food but the bird has none!



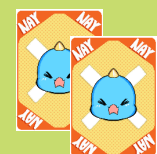
### Bork & Berry

As the Noms arrive, they see the Dire Woof playing with a pup and the bush of berries appearing with every bork! The doggos make a break before the bush fades away again.



### The WURLD NIBBLER!!!

**[Use with either of the above]** When the berries are revealed, a Tinyrasque is revealed! The bush sits on its shell and as it stands, the berries are shaken off... and it begins to nibble at it.



## When Does the Scene End?

This scene is over when the Noms have collected the berries (it’s a Win even if they only grab one!)

You can describe how they return to the Queen and how thankful she is. If time allows, you might even play this out as its own scene if you’d like.

(In fact, a future adventure might be to gather more ingredients so that the Queen can have a special cake made for a party with the Noms!)

Whatever the adventure, you can prep your ideas just like we have or just make it up on the spot! Some people like to plan things out to help them run adventures. There is no wrong way to go about it, but remember that being an Adventure Guide should be fun, so be careful not to do too much that it stops feeling exciting to be an AG.

## Suggestions:

- **General Tip:** Bringing in the Tinyrasque is a good way to let a character who prefers physical traits to shine! But play doesn’t have to get rough. Noms can use their keen eyes to notice that the Tinyrasque is slow to turn around and can be a teamplayer by using this information to the party’s benefit.
- “Pure of heart” can mean showing kindness. The Noms might help the magical bird feed their chicks, play with the Dire Woof, or resolve either their own, or each other’s Emotions.

The End!





# CREDITS

& Speshul Thanks!



## Publishing

Nomnivore Games Inc.



### Derek Chung

Creative Director, Game Designer, Writer, Graphics Designer, Editor, & Psychological Consult



### Jin Shim

Artist



## Special Thanks (& Our Friends)

### Mental Health, Education & Accessibility:

William Nation (John-Hopkins University), Guardians Mental Health, Video Game Clubs of America, AbleGamers, Geek Therapeutics, & Board Game Academics

**Charities:** Cookie Brigade, Board Games for the Better, Tabletop Oahu

**Creatives:** Tasty Peach Studios, The Story Engine, Jason Anarchy Games, Jolene Khor & MimicByte

**Playtesting & Community:** Aloha Adventurer's Guild, Tabletop Oahu, Laiat Lauren, MeoKillian, SkirtchtheGoodly, Josh Bound, Mikah Funk, & Joshua Abramsohn

**Even Specialer Thanks** (to irritated significant others & our fur babies): Dyson (a.k.a. Rex & Woofle), Angela Abeyta (a.k.a. the Nat 20 in Kerby's Life), Diane Kinney (a.k.a. MomBot), Winnie (a.k.a. Criminal Mastermind) & the Zoo Crew, Nickolas Hogan (a.k.a. Distal), & Atticus (a.k.a. Atti).



### Kerby Lambert

Game Designer, Writer, Editor



### Kate Kinney

Production Manager, Graphics Designer



## Printing

JiMiAgency



### Brittnay Hess

Writer, Graphics Designer, Editor