BARD OF THE NORTH

A Winter Quest

A roleplaying team experience from Bard of the North



Give your team a holiday they'll actually talk about

This December, trade the usual holiday mixer for an afternoon adventure. Your team sits down as a party of heroes in a festive, story-driven winter quest, guided by an experienced Game Master. They solve problems together, make bold choices and laugh along the way.

6 players per table	**3** hours to play	**0** experience needed	**1** shared experience

Why This works for Teams

Real connection, not small talk. A shared quest gives colleagues something to do together, and the conversations happen naturally.

Nobody can solve it alone. Challenges are built so each player holds part of the answer. Teams practise sharing information, listening and building on each other's ideas.

Psychological safety, practised in play. Wild ideas are welcome and failure just makes the story funnier. People speak up when nothing is on the line, and that habit carries back to work.

Titles stay at the door. At the table, a VP and a new hire are equals. Leaders often notice who steps up and who brings the group together.

Inclusive by design. It doesn't center alcohol, introverts get structure instead of awkward mingling, and the winter theme is festive without favouring any one holiday.

The Format

- **About 3 hours, weekday afternoons**
- **Tables of 6, every voice heard**
- **Multiple tables for larger teams**
- **Every table's story is unique**
- **Characters built in minutes**
- **We come to your office (Durham Region and the GTA)**



Dates are limited

Weekday afternoon slots fill quickly through the holiday season. Reach out to book your sessions.

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What's included

- The full facilitated adventure, run by a professional Game Master
- A take-home kit for every player: a set of dice in a pouch and their own character sheet
- The Bard's Chronicle: a keepsake write-up of your table's adventure, sent after the session
- An in-world pre-read to get people curious before the day
- All materials, props, setup and teardown
- A 15-minute facilitated debrief that connects what happened in the game to how your team works
- Your company's in-jokes, values or year's wins woven into the story

Pricing

- $750 per table (up to 6 players, about 3 hours)
- $675 per additional table booked for the same company in December
- Everything above is included. No gratuity, no hidden fees.
- Prices in CAD, plus HST.

For comparison, private group experiences in the Toronto area, such as cooking classes, chocolate making and other hosted workshops, typically run $1,000–$2,000 plus tax for a small team, often with gratuity on top.

Your Game Master

Chris has been running tabletop roleplaying games for over 25 years. He spent 13 years in design leadership, most recently as a Director of Design, building teams from scratch, and has taught at Seneca and Durham College. Today he also works as a career coach, helping people find their voice and their strengths. That mix is what makes his sessions work for any group, including people who have never played before. He knows how to read a room, draw out quieter voices and keep everyone engaged, whether the challenge is a dragon or a deadline.

