

Our backstory

About Side Quest

Our mission is to create an environment where children can relish in the excitement and wonder of table top games while building their imaginations, making friends, and picking up some useful skills along the way.

As experienced educators, we see the countless learning opportunities available through using an engaging springboard like that of a role playing game. Think of all the wonderful ideas, rich vocabulary, complex problems and relationships built that one could come across stealing a treasure from a dragon's horde!

Meet your party



Ryan Caddell

Ryan is a former Illustrator, and Teacher, bringing years of experience in design, technology and education.



Mike Fenner

Mike is an experienced and innovative educator and specialist in literacy development for Senior Primary Schools.



Scan the QR code to find out more at www.side-quest.co.nz







Get ready to roll initiative!

Your adventure begins


A week-long Dungeons & Dragons adventure for children aged 8-12. A fun and dynamic fantasy-themed programme, where every quest is a lesson!

In this programme, our adventurers will go on an adventure to the jungles of Chult, a perilous playground for Amazonian warriors and fearsome dinosaurs, and home to tribes of lizardfolk. The party must find the stolen relic of the lizardfolk clan and return it to its ceremonial home before the island plunges into everlasting night!

-  Mt Eden Village Centre Hall
449 Mount Eden Road
-  September 22nd -26th
(Week 1, Term 3 Holidays)
-  9am - 5pm structured programming.
7.30am early dropoff | 6pm late pickup.
-  \$480 per child (inc GST).
Includes dice, activity books, custom 3d printed miniatures and more.

Have a young adventurer in need of a quest this term holiday?

Contact us

-  hello@side-quest.co.nz
www.side-quest.co.nz
-  027 518 2035

Mt Eden Village Centre Hall

September 22 - 26



side quest

The Stolen Serpent's Eye

An adventure-filled school holiday programme for children aged 8-12

www.side-quest.co.nz



Where every quest is a lesson

Attendees will design their character from the ground up & will launch themselves into a week-long narrative adventure. Students will work in groups with an experienced Game Master to go on quests, battle monsters, and work towards the big goal of their narrative week. Will they be able to pull it off? Only if they are crafty and brave, and the dice roll in their favour.

A personal set of dice, a custom model, and an activity workbook for every attendee, plus prizes up for grabs throughout the programme

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Monday 22nd

- **Tabletop gaming 101** -learn about Dungeons and Dragons, and how tabletop gaming works.
- **Design your Character** -walk through the character creation process and discover your inner hero!
- **Miniature Creation** -use 3d modelling software to create your very own miniature.

Tuesday 23rd

- **Creating a backstory** -flex your creative writing muscles by writing a compelling backstory for your character.
- **Session Zero** -Your introduction to our story, set in the Jungles of Chult.
- **Illustration Workshop** -learn the tricks of the trade from a published illustrator

Wednesday 24th

- **Miniature Painting Workshop** - learn how to paint like a pro and get your minis tabletop ready.
- **Adventure Time** - Continue your story in Chult as a feud between the lizard people and the Jungleborne Halflings (think Frodo Baggins riding a dire wolf) intensifies.



Thursday 25th

- **Chance to Hit** - Learn the math behind the game and level up your combat ability with our guide on probability.
- **Downtime** -What does your character do on their day off? Forge new weapons? Learn new skills?
- **Battle Royale** -Who will be the victor when the adventurers enter the arena?

Friday 26th

- **Side Quests** -Walk through exercises left to complete with our staff.
- **The Climactic Finale** -the brave adventurers draw their story to a close. Will they manage to return the lost relic and save the day?
- **Storytime** -shared lunch and a movie to wrap up our week of adventuring.



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