About HeroQuest

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Heroquest was started in 1986 by Mark Roberts. Our headquarters have always been in Gloucester, UK, where we have an office to handle all your enquiries, and co-ordinate all the details of our live role-playing events!

Larp Events

We run events throughout the UK ranging in duration from weekends to 6-day events. The longest event we've ever run lasted 11 days.

Currently we run one event each calendar month - each of which can cater for basic adventurers up to experienced Heroes.

There are 2 types of Heroquest events :

- Special Event
- Quests

Throughout the warmer months of the year, the events are hosted at a variety of locations across the UK, including Candleston Castle Campsite, an amazing 100-acre site specifically set up for live action role playing events -the ruined castle was even used by the BBC when filming an episode of Merlin! For the cooler months of the year, we utilise sites that provided heated accommodation!

Each event is a complete adventure itself, as well as being part of a detailed campaign. Each character has the freedom to act as they wish, and their actions could influence future events.

The Heroquest Game

The Heroquest system is set in a specific world, the world of Orin Rakatha . You take on the role of a person - a character - in this world and for a time, live as that persona. The decisions and actions of the character are your decisions and your actions. The consequences and repercussions of those decisions and actions will follow your character from adventure to adventure.

Most importantly, we want you - and everyone there - to **have fun**. This is true for the player characters, non-player characters (
 monsters
) and the referees as well.

The Heroquest system is a co-operative campaign system. We assume that the characters will collaborate rather than working against each other. There is no problem with having some friction in the party - this spices things up and injects good role-playing opportunities. However, ultimately, we look for everyone to pull together against the common enemy.