



HeroQuest

The Trial of the Iron Gate — Player's Manual

A single-player browser dungeon-crawl by Tronsoft Games. Version 1.0.0.

The Quest Before You

Deep beneath the hills, behind an ancient Iron Gate, the Warlock Lord marshals his monstrous servants. You command a small band of heroes sent to end his threat. Fight through his dungeon, cut down his minions, claim what treasure you can, and strike down the Warlock Lord himself. Then — and only then — race back to the gate and escape with your lives.

This manual explains everything you need to play. The in-game tutorial (<docs/tutorial.html>) offers a shorter quick-start with a picture legend of every token.

How You Win (and Lose)

- **Win:** first slay the Warlock Lord, then move any surviving hero onto the escape stair (shown as a green triangle). Both conditions are required, in that order.
- **Lose:** if all of your heroes are reduced to zero Body, the quest ends in defeat.

Choosing Your Heroes

On the setup screen, select from one to four heroes. Every hero is defined by four values:

- **Body** — life force. Reach zero and the hero falls.
- **Mind** — mental resolve; spellcasters lean on it.
- **Attack** — the number of combat dice rolled when attacking.
- **Defend** — the number of combat dice rolled when defending.

Hero	Body	Mind	Attack	Defend	Special
Barbarian	8	2	3	2	Strongest attacker; no spells.
Dwarf	7	3	2	2	Disarms known traps automatically.
Elf	6	4	2	2	Fights well; knows one spell school.
Wizard	4	6	1	2	Frail; commands all three spell schools.

A Barbarian-and-Wizard pair is the classic starting duo; a full four-hero party is the most forgiving.

Taking Your Turn

Play alternates between the heroes' phase and the monsters' phase. During the heroes' phase, activate each hero in turn. A hero may move and take one action, in either order.

Moving

Select a hero and they roll two dice for movement. Tiles you can reach light up blue; click one to travel there. You may spend some movement, take your action, then spend the rest. Opening onto a new room reveals the entire chamber.

Actions (choose one)

- **Attack** a monster on an adjacent tile.
- **Search for Treasure** while standing in a room (once per room).
- **Search for Traps** to reveal hidden traps in or near your room.
- **Cast a Spell** (Elf and Wizard only).

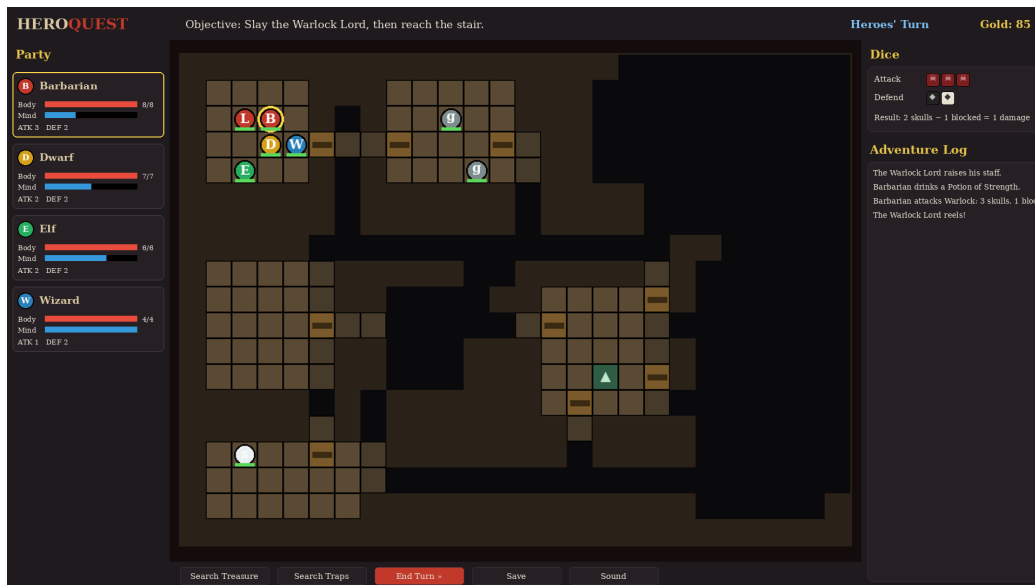
When you are finished, press End Turn. Every living monster then moves toward the nearest hero and attacks if it is adjacent.

Combat

Attacks are resolved with special dice. The attacker rolls a number of dice equal to their Attack value; every skull is a potential wound. The defender rolls dice equal to their Defend value; heroes block on white shields, monsters block on black shields.

Damage equals skulls rolled minus shields blocked, and is never less than zero. Each point of damage removes one Body. A monster at zero Body is slain; a hero at zero Body falls.

Because damage is swingy, numbers matter: attacking with two heroes in one turn is far safer than trading blows one at a time.



The party corners the Warlock Lord. The escape stair is visible to the south-east.

Treasure, Potions, and Traps

- **Gold** adds to your party's total.
- **Healing Potion** restores up to 4 Body; drink it from the hero card.
- **Potion of Strength** grants +2 Attack dice on your next attack — ideal against the boss.
- **Traps** deal damage when triggered. Search for traps to reveal them; the Dwarf disarms known traps automatically as he moves onto them.

Spells

The Wizard commands spells from the Fire, Earth, and Air schools; the Elf commands one school. Each spell may be cast once per quest. To cast, click a spell on the hero card and then click a valid target.

Spell	School	Effect
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Ball of Flame	Fire	2 damage to one monster.
Fire of Wrath	Fire	1 damage to one monster.
Heal Body	Earth	Restore up to 4 Body to a hero.
Rock Skin	Earth	Bonus attack die (courage) to a hero.
Sleep	Air	A monster loses its next turn.
Swift Wind	Air	Grant a hero extra movement.

Exact spell availability depends on which heroes you bring.

Strategy and Saving

- Screen the Wizard behind your fighters; with 4 Body he is easily slain.
- Focus fire — remove a monster entirely before ending your turn.
- Save offensive spells and the Potion of Strength for the Warlock Lord.
- Clear a room's traps before marching the party across it.
- After the boss falls, move wounded heroes toward the gate without delay.
- Use the Save button anytime; resume later from the setup screen.

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