



# **The Sweet Road to Redemption**

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# CandyQuest: The Sweet Road to Redemption

Your hero awakes in a strange land. The air is full of sweet aromas, and the sky is full of color. A road paved with brightly colored stones extends before them. Something about this place is familiar, yet the ethereal glow in the air is more foreboding than welcoming. Is this a dream, or a nightmare? Your hero has no other option than to move forward on their journey. They see a locked door not far ahead. Perhaps it is a way out?

## Rules

**CandyQuest: Road to Redemption** is a single player adventure for the game HeroQuest that uses the board and components from the 2025 edition of Candy Land. Both the 1990 and 2021 versions of HeroQuest will work for this adventure. The scenario is designed for one lone hero to traverse the road through Candy Land and face the **Nightmare Demon** that awaits them at the castle. No game master is required to play. Normal HeroQuest rules apply, with a few small changes to accommodate this unique scenario.

Players may choose to play with either a new hero, or a pre-existing character from their cadre. **If you are playing with a pre-existing hero, you may NOT use any items from your inventory (weapons, potions, etc.) that were not found during this adventure, as the story takes place within a dream.**

- Bi-colored spaces on the board count as one space.
- Players may not move the opposite direction of any arrows printed on spaces.



*Examples of bi-colored spaces and arrows*

- The **Gummy Mountain Pass** counts as one space.
- Monsters may move any direction over any space.
- Players may use the “pass through rock” spell only if they are moving to an adjacent space with no significant gap.



*Examples where “pass through rock” may be used*

- For the purposes of looting, each space counts as an individual room.
- There are no traps.
- There are no secret doors.
- Once a door is opened, any existing monster on the other side of the door becomes active.
- Active monsters must always advance toward the player and attack on their turn when possible. The monster closest to the hero always moves and/or attacks first.
- If a wandering monster is encountered while looting a room, place the monster on the nearest unoccupied space BEHIND the hero.

## Set Up:

1. Remove the **Mummy** and **Gargoyle** cards from the monster card pile. Set them aside for reference. **The Candy Land Kid** pieces symbolize the ghosts of the hero's past, as such, they will have the same stats as a **Mummy**.
2. The **Gargoyle** will symbolize the **Nightmare Demon** who guards the castle at the end of the journey. The **Nightmare Demon** has the same stats as the **Gargoyle**.
3. **The Monster Card Pile** - Shuffle the remaining monster cards and place the stack face down near the game board. If the hero encounters a wandering monster while looting, draw the top card from the pile to determine which kind of monster the hero will encounter. Re-shuffle the monster card back into the monster card pile when the monster has been killed.
4. **The Treasure Card Pile** - Remove all gold, traps, and items except for potions from the treasure card deck. Shuffle the remaining cards (5 wandering monsters, and 5 potions) and place them face down near the board. Draw from this pile when searching a room for loot. Reshuffle wandering monster cards back into the pile after drawing. Potion cards must be discarded after use.
5. **The Artifact Pile** - Shuffle "Ring of Fortitude" the "Phantom Blade" and the "Talisman of Lore" artifact cards and arrange them face down next to each other (like Three Card Monty) beside the game board near the **Candy Castle**.
6. **Closed Doors** - There are five closed doors on the map. Place the doors on the line between the spaces where these area signs on the Candy Land board touch the track. "Peanut Butter Chocolate Mill" "Gummy Mountain" "Lollipop Fields" "Candy Castle" & "Peppermint Forest."

*See example on next page*



*Example of where doors should be placed*

*Continued on next page*

7. Place the **Candy Land Kids** on the candy spaces indicated on the board.
8. Place the **Nightmare Demon** on the Candy Castle. When it moves, the rainbow bridge will count as its first space.
9. Prepare your character sheet and arrange your spells, hitmarker tokens, and dice within easy reach however you like.



Example of a fully prepared game

# **It is time to start your adventure!**

## **The Story**

Your hero awakes in a strange land. The air is full of sweet aromas, and the sky is full of color. A road paved with brightly colored stones extends before them. Something about this place is familiar, yet the ethereal glow in the air is more foreboding than welcoming. Is this a dream, or a nightmare? Your hero has no other option than to move forward on their journey. They see a locked door not far ahead. Perhaps it is a way out?

### **The First Door**

The heavy oak and wrought iron of this door have been seized together by decades of rust and lichens. As you try to force the latch the dank wood begins to disintegrate upon the surface, and soft pieces of rot fall to the ground at your feet. The stench emanating from the ground around this passage is at odds with the sweet facade of the realm in which it resides. A sudden deep groan, like that of a giant who has been relieved of great pain, erupts from the door as it begins to melt away before you. The wood crumbles and the iron rusts away as though centuries were passing in moments. Not even the stone frame remains as the path is now clear before you.

Already you are faced with a choice. The forked path before you is marked with ancient runes which, once passed over, deny any traveler the chance to recant their decision. The wind carries with it a faint cry from the path ahead. Is there a soul in need of rescue, or a fiend in search of prey?

### **The Second Door**

Reeling from their encounter, the hero must press on, but at what cost? Their mind stumbles through memories of adventures past.

“That creature, it was as though it knew me.” they think, “Was that the visage of one I vanquished, or one I failed to defeat? Why should it haunt me so?”

It is at this moment that the realization strikes the hero. This was one they had failed to save. The thirst for adventure can always lead to unintended consequences. What of the families of those who fall during the glorious campaign? Is there any valor in the starvation of children turned orphans?

Guilt passes over the hero like a hot flush. They consider any and all possible lives that their exploits may have touched, for better or for worse. The voices of those who they failed to protect echo in their mind, and the volume is maddening. The sweet perfume of this wondrous land of delicious delights begins to rise from the very ground beneath the hero's feet. How can such dark sadness pervade in such a realm of beauty? What is the source of this sorrow? Driven by this question, the hero gathers their wits and resolves to continue their journey.

It is time to see what lurks ahead...

### The Third Door

It is clear that this is some sort of penance for transgressions of the past, but for what purpose? Is this a dream or the abyss? It is certainly not the realm of waking life. So many horrors lurk within a place of such a delectable disposition that it overwhelms the senses. On the horizon a castle can be seen. Faint, and illuminated with a ghostly glow, it is the only hope for answers. The hero must keep moving. Stopping to loot for supplies gives time for any unsavory creatures haunting this road to converge and attack. But sometimes, it is a necessary risk.

### The Fourth Door

These are not visions of the past. This is not the afterlife. The demons faced in this area were most definitely using some sort of glamour or charm to appear as they did. Whatever this place is, the creatures here use memories to haunt their victims. The hero knew the faces of those who just fell before them. Those faces were very familiar. Those faces had been burned to ash long ago. This is no dream, it is a nightmare. There is no time to slow down. The castle at the end of the road may be the only way out.

### The Fifth Door



The hero has arrived at the final gate. From here, they can see the source of all darkness within this realm. A **Nightmare Demon** has taken up residence in this castle of confectionary delights. Knowing now that the journey has all been within their own mind, the hero resolves to rid the land of this demonic inhabitant, and free themselves from their own torment.

**Nightmare Demons** are parasites that feed on the fear, guilt, and sadness of their prey. Using a person's own memory to elicit suffering is how the demon feeds. They often visit victims at night, but may also strike at those who use reality altering intoxicants or potions. This one has inflicted itself upon you in a dream. Face him now, and pray you survive to see another sunrise!

## **Epilogue**

### **(Defeat)**

The hero, drained of morale and parched to the bone, drops to a knee. The sickly sweet air of this wretched place pierces their lungs like a bramble. There is no comfort for them left in this world. The faces of those whom they have killed and failed to protect continue to haunt them; gnawing at the edges of reality, and calling their name. Their voices rise like a chorus in the hero's mind, echoing within the glass walls of their fragile sanity. The terror is overwhelming. Their wounds seep slowly as their body grows colder. The voices continue to scream and cry. The hero drops to the ground, wishing for a swift end which they will not receive.

The foul Nightmare Demon will dine on every succulent morsel of despair that can be wrung from the hero as they beg for death. The hero's suffering will be a monument to the power of the dark regime of terror that engulfs Candy Land. All those who live under the reign of the tyrannical Nightmare Demon will bear witness to the decadent pageant of agony as it unfolds over the course of a thousand years.

In the waking world, of course, those who knew the hero will believe that they simply passed away peacefully... in their sleep...

## **Epilogue**

### **(Victory)**

The demon lies in the ash of its own ruin. A piteous creature, devoid of a soul, it shudders its last breath. Candy Land is free of the evil that plagued it, and slowly the rightful inhabitants emerge from hiding to gaze upon the hero who fought for their salvation. The radiant Queen Frostine descends from her tower, freed from the clutches of the demon, and embraces the hero as an honored friend.

"The demon has been banished!" She declares admiringly, "I cannot imagine the terrors you faced along your journey here. My kingdom is forever indebted to you."

The hero is perplexed, "Your majesty, why have I not awoken from my slumber?"

Queen Frostine answers with a smile, "Because this is not the conclusion of your adventure, you have yet to be rewarded."

"But if this is a dream," the hero replied, "then there is no reward you can offer that is greater than my release from it. I wish to wake up and be free."

"You will, but his royal majesty King Kandy would like to bestow an honor upon you."

The Queen gestures toward the entrance of the castle, from where King Kandy himself emerges. The King strides solemnly towards the hero and places three small ornate wooden boxes at their feet. He steps back, bows deeply, and speaks.

“In these boxes are three artifacts from your world that once found their way into ours. I would like you to choose one. Take it, along with my thanks. When you touch your prize the enchantment will take you home.”

The hero reaches down and selects a finely crafted wooden box adorned with carvings that remind them of their childhood homeland. The warmth of nostalgia washes over the hero as the air around them seems to thicken and slide across their skin like tepid water. The rush builds and the hero's mind wanders to childhood delights and memories of a simpler time in their life. The joy and excitement radiate like a flame, washing out all of their other senses until all that remains is the glow.

Air fills the hero's lungs like a squall tearing through a ship's sails. The rough gasp they make as they rise, almost violently, from a peaceful slumber startles the nearby wildlife. The hero jumps to their feet, wildly scanning the woods around their camp for interlopers. Disoriented and alarmed, they search for their weapon.

The hero notices an ornate box sitting right on the ground next to where they slept. Where did it come from? There were no unfamiliar tracks near the camp. There is no way this is the same box as in the dream, is there? Perhaps this mystery can be solved by simply examining its contents. The box appears to be carved from some manner of wood that the hero has never seen before. There is a small gold latch on one side. The box opens like a tiny treasure chest, and inside, the hero finds a small magical artifact. Was it really all a dream?

## **Congratulations!**

Your hero overcame their fear and vanquished the **Nightmare Demon!**

You may draw one artifact from the three set by the castle. This artifact will come with you into the real world, and can be used on your next quest.

## **Chaos Mode**

**Chaos Mode** is a higher difficulty scenario for **CandyQuest**. Prepare the game as normal, but shuffle the **Mummy** card into the **Monster Card Pile**. Instead of using the **Mummy's** stats for the **Candy Land Kid** monsters, draw from the top of the monster card pile at the outset of each encounter with a **Candy Land Kid** to determine how difficult the **Candy Land Kid** monster will be. Shuffle the monster card back into the **Monster Card Pile** after it has been killed. Good luck, brave hero!