

# The Blood Queen's Defiance Errata

Updated March 31st, 2020

The following changes have been made to the PDF version of *The Blood Queen's Defiance*. Individual pages are included in this pdf for physical owners to print and paste into their books if they desire.

## What is the Blood Queen's Defiance? (Page 3)

Added note about party of 4th Level characters to "How to Play"

## Q1 Puzzle 5 (page 10)

Improved clarity, grouped tracks and included a DC Survival check to remove groups to improve the puzzle.

## Q1 Combat 3 (Page 17)

Added coin denomination to gp "The drained corpse has 4 cp, 9 sp, 3 gp, and a **scroll of mage armor** (see corresponding item card) in a leather backpack. "

## Q1 Skill Challenge 5 (Page 24)

Added some explanation. "If the party seems to have difficulty, have them recount their recent battles and experiences."

## Q2 Puzzle 2 (Page 48)

Puzzle corrected "PDTRZQ"

ENCODED : ABCDEFGHIJKLMNOPQRSTUVWXYZABCDEFGHIJKLMN  
1ST A=B:O=P: ABCDEFGHIJKLMNOPQRSTUVWXYZABCDEFGHIJKLM

ENCODED : ABCDEFGHIJKLMNOPQRSTUVWXYZABCDEFGHIJKLMN  
2ND A=O:P=D: ABCDEFGHIJKLMNOPQRSTUVWXYZ

ENCODED : ABCDEFGHIJKLMNOPQRSTUVWXYZABCDEFGHIJKLMN  
3RD A=P:E=T: ABCDEFGHIJKLMNOPQRSTUVWXYZ

ENCODED : ABCDEFGHIJKLMNOPQRSTUVWXYZABCDEFGHIJKLMN  
4TH A=E:N=R: ABCDEFGHIJKLMNOPQRSTUVWXYZ

ENCODED : ABCDEFGHIJKLMNOPQRSTUVWXYZABCDEFGHIJKLMN  
5th A=N:M=Z: ABCDEFGHIJKLMNOPQRSTUVWXYZ

ENCODED : ABCDEFGHIJKLMNOPQRSTUVWXYZABCDEFGHIJKLMN  
6th A=M:E=Q: ABCDEFGHIJKLMNOPQRSTUVWXYZ

PDTRZQ=OPENME



# What is The Blood Queen's Defiance?

BQD is a 5th Edition adventure divided into encounters, each of which is placed on cards and distributed among the players. Encounter cards are divided into 5 categories: combat, skill challenge, puzzle, social, wild card (any of the four). An adventure consists of 7 encounters: two are preset and used to introduce and conclude the adventure, and 5 random encounters are chosen by the players.

The DMless system allows DMs to take a break and cut down on burnout. Also, players have agency over their adventure and get to choose the encounter types they enjoy the most.

**BQD is designed for a party of four to five 4th Level characters.**

## How to Play

1. Place the start and end encounter cards (these are printed horizontally) on the table with enough space to place five vertical encounter cards between them.
2. Players are each given 5 cards (assuming 5 players), one of each category. Each card has a description of the scene and a page number which corresponds to an entry in the scenario guide.
3. Players determine an order by rolling a d20.
4. The player who rolls the lowest number will control the start encounter and their chosen encounter. The player who rolled the highest number will control the end encounter, as well as their chosen encounter.
5. Players read through their cards and choose one encounter to place face down on the adventure path.
6. On their turn the player will:
  - a. flip their card
  - b. read the description on the card aloud
  - c. look up the encounter in the scenario guide
  - d. lead that encounter for the group, controlling their character as normal.



## Puzzle 5

*"The goblins must know you're on their trail. Here in the dust you find dozens and dozens of overlapping tracks."*

### Scenario

The goblins have doubled back on their trail, making it difficult to continue tracking them. Let the other party members work on it for a while, let them struggle a little. If they really need a hint, have them roll a DC 12 Perception or Survival check. On a success, tell them some of the smaller number tracks are deeper in the soil. If the party seems baffled, have them make additional DC 15 Survival checks. For each success, they discover that one set of tracks are obviously false trails and can be ignored (Marked below in groups: A, B, C, D)

### Tracker's Dilemma

#### Read the following to the players:

*"After an exhaustive search, you think you've figured out all the comings and goings. The tracks didn't necessarily overlap, so you don't know the order they happened.*

*A dozen shallow tracks come in. Six deep tracks go north. Six shallow tracks come in from the east. Three deep tracks come in from the north. Three deep tracks go west. Six deep tracks go east. Two shallow tracks come in from the north, Four shallow tracks come in from the east. They all head out in different directions, then two very deep tracks come in from each cardinal direction. Two deep tracks come in from the north. Which way did they go?"*

#### DO NOT Read the following to the players:

The smaller numbers are goblins riding on goblin shoulders (at most two) which makes the deeper footprints.

- (A) A dozen come in (+12).
- (A) Six deep tracks go north (-6x2).
- (B) Six come in from the east (+6),
- (B) Three deep tracks come in from the north (+3x2),
- (C) Three deep tracks go west (-3x2),
- (C) Two come in from the north (+2),
- (C) Four come in from the east (+4),
- (D) They all head in different directions (-12).
- (D) Two very deep tracks come in from each cardinal direction (+2x4),
- (D) Two deep tracks come in from the north(+2x2).

The answer is the "Six deep tracks go east" in the middle (-6x2). It's the only one that isn't paired with another. They all leave, and never come back.

### Treasure

In the brush, with a successful DC 13 Perception check, is a single earring (20 sp).

## Combat 3

"You see the body of an elf propped against an elm tree. The thin corpse is ashen pale and its skin clings tightly to its delicate bones."

### Scenario

The elf has been drained by a group of stirges. A DC 15 Medicine check will reveal that the victim died recently (1 or 2 days ago), from multiple puncture wounds, and has been drained of all fluids. After the party finds the body, the stirges return and attack. The creatures are nearly mindless, and as such, have no tactics. They will fight to the death. Use 2 stirges per character.

### Creature(s)

#### Stirge

*Tiny Beast, Unaligned*

**Armor Class:** 14 (natural armor)

**Hit Points:** 2 (1d4)

**Speed** 10 ft., fly 40 ft.

**Challenge** 1/8 (25 XP)

**Senses** darkvision 60 ft., passive Perception 9

**Languages** -

**Blood Drain** *Melee Weapon Attack* +5 to hit, reach 5 ft., Hit: 5 (1d4 + 3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss. The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

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### Treasure

The drained corpse has 4 cp, 9 sp, 3 gp, and a **scroll of mage armor** (see corresponding item card) in a leather backpack.

## Skill Challenge 5

"You encounter a talkative treant writing on a large slab of rock with a piece of chalk."

### Scenario

The treant, known as the Oaken Scholar, is looking for new stories and tales to publish. He offers to tell the party about a shortcut to catch the goblins if they will aid them with his research. If the party seems to have difficulty, have them recount their recent battles and experiences.

### Research Material

**Complexity:** 4 successes before 3 failures

**Difficulty:** DC 15

**Suggested Skills:** Nature, History, Performance

**Success:** The tree helps the party find a shortcut that will help them catch the goblins.

**Failure(s):**

1: He's heard that one. Your next check is made with disadvantage.

2: This is so boring... The party gains one level of exhaustion.

3: The Scholar shows the party the shortcut, but demands 50 gp for its research.

### Creature(s)

#### The Oaken Scholar

*Huge Plant, Neutral*

**Armor Class:** 16 (natural armor)

**Hit Points:** 138 (12d12+60)

**Speed** 30 ft.

**Challenge** 9 (5,000 XP)

**Skills** Arcana +7, Nature +7, History +7

**Damage Resistances** bludgeoning, piercing

**Damage Vulnerabilities** fire

**Senses** passive Perception 13

**Languages** Common, Druidic, Dwarvish, Elvish, Giant, Sylvan

**False Appearance** While motionless, the Scholar is indistinguishable from a normal tree.

**Pacifist** The Oaken Scholar abhors violence and chooses to run away from a dangerous situation animating trees to cover his escape.

**Animate Trees (1/Day)** The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	17 (+3)	16 (+3)	12 (+1)

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### Treasure

The tree gives the party 12 goodberries (as the spell)

## Puzzle 2

*"This room is a small lounge, with a few couches and chairs that have been cut open and searched. On the wall is a safe, the picture hiding it ripped from the wall. Above the safe is the phrase, 'Open Me'."*

### Scenario

Whoever searched this room couldn't unlock the safe, and left it untouched.

The door of the safe is thick iron, and very unlikely to be damaged or pried open. The mechanism cannot be opened by thieves' tools.

### Ratchets and Rotors

The lock mechanism consists of six wheels embedded in the safe door, oriented so that one letter from the alphabet is visible on each wheel at a time, like a combination or luggage lock. The characters must dial each of the six to spell the encoded version of "OPENME". There is a button that can be pressed to then unlock the door if the combination is correct, or clear the lock so the player can start over if incorrect. The letters start on "BAAAAA".

The cypher is a simple substitution, with a trick to it. Each wheel position advances the following wheel's substitution.

Example: In a simple substitution, A=B, B=C, C=D, etc. So, if the player wants O, they should select "P" on the first wheel. Simple. BUT, on this lock, that will cause the next lock to change its substitution to the previous correct letter A=O, B=P, C=Q, etc.

Whenever they change a wheel, tell them the all the following wheels spin and whirl.

The password is: "OPENME"

The code to enter is: "PDTRZQ"

1. "P" : Substitution A=B, B=C, C=D...
2. "D" : Substitution A=O, B=P, C=Q...
3. "T" : Substitution A=P, B=Q, C=R...
4. "R" : Substitution A=E, B=F, C=G...
5. "Z" : Substitution A=N, B=O, C=P...
6. "Q" : Substitution A=M, B=N, C=O...

If the player chooses the wrong letter, it will change the encoding on the next lock, and cause the rest of the word to be incorrect. Once the code is entered, pressing the button will either open the safe, or reset the letters to "BAAAAA".

### Treasure

Inside the safe is a bundle of old love letters, a finely crafted iron figurine of a woman (10 gp), a simple wedding band (5 gp), and a **scroll of detect thoughts** (see corresponding item card).