

# Dinos For Quest – Vol 1

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References to spells and abilities from the Quest Game Book include page number citations in the following format, with D referring to page numbers in the Quest Digital Game Book and P referring to page numbers in the physical version:

CHARGE (D36 / P57)

The NPCs contained in this material were developed using the NPC Design Toolkit, NPC Stat Generator, the NPC Size & Experience section and the NPC Features found in Monster Manifest Version 1.3 by J.N. Butler.

References to material from Monster Manifest, such as NPC features, include page number citations in the following format:

STOUT (P16 MM)

The page numbers refer to the digital version of Monster Manifest, which is available here: [jbutlerart.itch.io/monster-manifest](https://jbutlerart.itch.io/monster-manifest)

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A note on scientific accuracy:

*Though all the NPCs featured in Dinos For Quest are named for actual prehistoric creatures, this supplement is not designed to be a textbook.*

*Research has been conducted into the creatures that inspired these NPCs, including their habitats, diets and behaviours. However, in the field of paleontology there are very few theories regarding specific animals that are universally accepted.*

*Because it would be impossible to present an absolutely factual depiction of the real world creatures, creative license has been used to reach a balance between accuracy and entertainment.*

*Though these NPCs do include details that reflect scientific theories regarding their namesakes, the driving force behind their creation was—first and foremost—the desire to produce interesting additions to gameplay both in terms of mechanics and narrative.*

# NEOVENATOR

“Keep your distance and, for the love of Gods, don’t surprise her.” - Bellina Pix, Travels Among the Saura.

Height: 8 feet.

Length: 25 feet.

Weight: 3,300 lbs.

Diet: Fish and small aquatic mammals and reptiles.

Habitat: Rivers, swamps and coastal regions.

Neovenator is a large solitary ambush predator that hunts along the banks of rivers, swamps and lakes. Occasionally the species has been spotted on beaches, hunting along the water’s edge.

To catch prey Neovenator submerge their snouts and use special sensory organs to detect movement through water. When targets are close, Neovenator snap at them with powerful jaws.

These creatures have also been known to feed on carrion. During winter Neovenator have been observed on the outskirts of settlements looking for opportunities to scavenge.

When faced with threats Neovenator are more likely to flee than fight. However, when cornered, they are capable of injuring or killing humanoids.

34 HP — 6 ATTACK

MINION — HUGE (P10 MM)

FIERCE (P13 MM) — STOUT (P16 MM)

# DIPLODOCUS

“The head was in the west and tail in the east, such was the size of the beast.” - Lidoo, Lidoo’s Voyages.

Height: 36 feet.

Length: 85 feet.

Weight: 44,000 lbs.

Diet: Leaves and other soft plants.

Habitat: Plains.

Diplodocus are massive herbivores with a long necks and even longer tails. Diplodocus use their long tails to stabilize themselves as they rear up to eat leaves from the very tallest of trees. In addition to being used to reach high tree branches, Diplodocus’ necks have an offensive purpose, too. During mating season, rivals bludgeon each other with their heads, generating tremendous torque through their necks. These battles can be fatal, but most end with one creature bowing to the other.

Diplodocus are not known to be aggressive towards other creatures. However, due to their size and length they can pose great danger. When Diplodocus walk their tails swings side to side like a pendulum. These 45-foot long tails can easily destroy most objects that stand in their way.

“There are few places as frightening as the shadow of a yawning Diplodocus.” - Bellina Pix.

Herds of Diplodocus can include up to a dozen creatures. However, during migration season groups converge to create mega herds that can include hundreds of creatures. These migrations come during the rainy season, with Diplodocus searching out floodplains where they can drink vast quantities of water. Diplodocus also use mega herds as safe places to give birth. Young Diplodocus have little defense against predators. However, elders are skilled at protecting them. When threatened, Diplodocus form a defensive ring around juveniles and use their spine-covered tails to fend off attackers.

64 HP — 6 ATTACK

MINION — COLOSSAL

SIEGE DAMAGE (P16 MM) — STOUT (P16 MM)

# CENTROSAURUS

“CRACK went their skulls as the bulls of the herd battled for supremacy.” - Lidoo.

Height: 6 feet.

Length: 18 feet.

Weight: 2,200 lbs.

Diet: Plants, mostly shrubs and tubers.

Habitat: Swamps and rivers.

Centrosaurus are plant eaters who live in herds that can include up to twenty individual creatures. Centrosaurus have a well earned reputation for being both territorial and ornery.

Centrosaurus perfect their charging skills by battling each other for mates. They utilize this skill when defending their herd from predators and anything else that gets too close.

In addition to being fast runners Centrosaurus are surprisingly good swimmers. They are known to paddle through rivers and swamps and even dive underwater to feed on aquatic plants.

34 HP — 4 ATTACK

MINION — HUGE (P10 MM)

CHARGE (D36 / P57) — STOUT (P16 MM)

## MICRORAPTOR

“These winged jewels of the canopy are a sight to be treasured.” - Bellina Pix.

Height: 2.5 feet.

Length: 4 feet.

Wingspan: 3.5 feet.

Weight: 2.2 lbs.

Diet: Small birds, mammals and reptiles.

Habitat: Jungles.

Microraptor live most of their lives in trees within small family units. They hunt primarily in trees, too, swooping from branch to branch to pierce squirrels and lizards with their sharp talons.

Though they are somewhat ungainly, Microraptor can fly over short distances and catch birds in mid-air.

Microraptor pose no threat to humanoids. Historically they have been hunted for their impressive plumage. Their iridescent feathers reflect purples, blue and green hues when they flit between shafts of sunlight.

2 HP — 1 ATTACK

COMMONER — SMALL

EVASIVE: FLY — PACK TACTICS (P15 MM)

# QUICK REFERENCE

## NEOVENATOR

34 HP — 6 ATTACK

MINION — HUGE (P10 MM)

FIERCE (P13 MM) — STOUT (P16 MM)

## DIPLODOCUS

64 HP — 6 ATTACK

MINION — COLOSSAL

SIEGE DAMAGE (P16 MM) — STOUT (P16 MM)

## CENTROSAURUS

34 HP — 4 ATTACK

MINION — HUGE (P10 MM)

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## MICRORAPTOR

2 HP — 1 ATTACK

COMMONER — SMALL

EVASIVE: FLY — PACK TACTICS (P15 MM)

## ENCOUNTER IDEAS

### **Neovenator**

A fisherman's body is discovered in the reeds. Townsfolk connect the ghastly discovery with recent sightings of a lone Neovenator. Adventurers are sought to exterminate the creature. However, at least one person in town doesn't think this story adds up. They point to the wounds on the victim as well as a feud within the town that few are privy to.

### **Diplodocus**

Trade along the Great Spice Road has been halted. Caravans are backed up in all directions. The reason? A sickened Diplodocus is prone along one of the road's vital junctions. Some traders are growing more angry and bloodthirsty by the day, threatening to cleave a path right through the animal. However, others wish to petition the worldly and resourceful folks along the road for help diagnosing and then treating the stricken creature.

### **Centrosaurus**

An adorable baby Centrosaurus bounds out of the bush and into the lap of an adventurer. A sweet encounter turns into a grave situation when the rest of the herd arrives and takes immediate action to protect the curious youngster from a group of strange looking humanoids. Shelter from the rampaging herd is limited, a stand of somewhat climbable trees is the only good option.

### **Microraptor**

Hunting Microraptor is illegal in the Amberlight Jungle, but it still happens. A group of poachers are discovered to have killed a pack of the creatures for their ornate and valuable feathers. One of the poachers has also taken an egg, viewing it as a snack for later. A caring adventurer might take that egg and do what's necessary to see it hatch. Then, with Microraptor known to imprint on the first creature they see, that adventurer might be graced with a new companion.