



d30 Quills (for Scroll Writing)

Source=animal from which quill was attained **Category**=magical and extraordinary quills are required to write scrolls (ordinary quills may not) **Frequency**=rarity of quill type

Average Cost=average cost for pinion/choice feather already prepared for writing **Bonus**=bonus to chance of success when attempting to scribe (any) magical scroll

Increase to Spell Effect=enhancement to effect of spell when scroll has been successful scribed; "#x"=duration increase; "+# level"=increase in effect as if scribe is higher in level

QLL1: PREPARED QUILLS (FOR WRITING SCROLLS)

Roll	Source	Category	Frequency	Avg. Cost	Bonus	Increase to Spell Effect
1	axe beak	extraordinary	uncommon	13 g.p.	±0%	
2	cockatrice	magical	uncommon	540 g.p.	+5%	hold person/animal (2x), all "stone"-related spells (+1 level)
3	crane, giant	extraordinary	rare	40 g.p.	±0%	
4	eagle, giant	extraordinary	rare	115 g.p.	±0%	
5	falcon, small	ordinary	rare	5 g.p.	—	
6	falcon, large	ordinary	uncommon	6 g.p.	—	
7	flightless bird	ordinary	common	1-3 g.p.	—	
8	griffon	extraordinary	uncommon	145 g.p.	+1%	
9	harpy	magical	rare	95 g.p.	+1%	charm spells (2x)
10	hawk	ordinary	common	5 g.p.	—	
11	hawk, giant	extraordinary	uncommon	23 g.p.	+0%	
12	hippogriff	extraordinary	rare	65 g.p.	+1%	
13	lammasu	magical	rare	635 g.p.	+8%	invisibility spells (2x), protection from evil (2x), cure wounds (+1 level), all divination spells (2x)
14	owl	ordinary	uncommon	7 g.p.	—	
15	owl, giant	extraordinary	uncommon	45 g.p.	±0%	
16	owlbear	extraordinary	uncommon	85 g.p.	+1%	
17	pegasus	extraordinary	rare	140 g.p.	+2%	
18	peryton	magical	uncommon	460 g.p.	+1%	protection from normal missiles (2x)
19	phoenix	magical	very rare	11,600 g.p.	+15%	all fire and flame-related spells (2x or +1 level, at DM's discretion)
20	raven	ordinary	common	2 g.p.	—	
21	raven, giant	extraordinary	rare	64 g.p.	+1%	
22	roc	extraordinary	uncommon	250 g.p.	+1%	all growth and strength spells (1.5x)
23	shedu	magical	uncommon	540 g.p.	+5%	divination spells (2x), temporal stasis (1.5x)
24	sphinx, andro-	magical	very rare	3,800 g.p.	+7%	gust of wind (+1 level), fear (2x)
25	sphinx, crio-	extraordinary	rare	1,025 g.p.	+3%	spells related to animal communication/friendship (2x)
26	sphinx, gyno-	magical	rare	1,550 g.p.	+5%	
27	sphinx, hieraco-	extraordinary	rare	570 g.p.	+2%	
28	stirge	extraordinary	uncommon	7 g.p.	+2%	
29	vulture	ordinary	common	17 g.p.	±0%	
30	vulture, giant	ordinary	very rare	42 g.p.	+2%	