

ELZID NATHOLIN'S BOOK OF NOTES & SPELLS

This spellbook is slightly smaller in thickness and dimensions than the standard spellbook and only weighs 2 lbs. It has a thick, cracked, black leather cover with Elzid Natholin's arcane mark upon a death's head embossed in silver filigree. The book holds 66 pages total, but only 21 of them are full of spells and notes, leaving 45 blank ones.

This book was clearly not his main spellbook but a supplemental or traveling book.



SPELLS

1st Level:

- *Cause Fear* (necromancy | XGE151)
- *False Life* (necromancy | PHB239)
- *Ice Knife* (conjuration | XGE157)
- *Ray of Sickness* (necromancy | PHB271)
- *Unseen Servant* (conjuration | PHB284)

2nd Level:

- *Gentle Repose* (necromancy | PHB245)
- *Ray of Enfeeblement* (necromancy | PHB271)
- *See Invisibility* (divination | PHB275)

3rd Level:

- *Animate Dead* (necromancy | PHB212)

CANTRIP NOTES

The margins and other blank spaces between spells includes notes for piecing together how to cast the following cantrips: *Toll the Dead* (necromancy|XGE169) and *Infestation* (conjuration|XGE158). It takes a full day of study/practice to gain a new cantrip (which still counts against the maximum number allowed at your level).

Other Notes

A two-page spread, plus another page of notes, details how to enchant a magical item called *the bag of bones* — a magical pouch or satchel from which the user may draw a unit of skeleton warriors that unerringly obey them. It includes detailed sketches of the process and a bit of the history of the necromancers who have developed similar bags, including the *Bag of Shadows*.

Creating a *Bag of Bones* requires:

- Ability to cast the *animate dead* spell every day of construction.
- Masterwork bag or satchel embroidered with the runes for “spirit” and “walk.”
- The bone shards of at least a score of soldiers who died in battle and were not properly buried.
- The ashes of a burned holy text or scroll
- A vial of unholy water
- Drawing the proper circle (as illustrated) out of ash, bone dust, and blood
- Completed on the night of a new moon or after moonset on the anniversary of an army's battle.
- 5000 gps in various materials (inc. bag above)
- Total time is ten full 8-hour days of ritual crafting modified by the relevant spellcasting ability modifier (to a minimum of one full day).