

Knights of Solomon

You are one of the keepers of the sacred seals of Solomon and his secrets. You know of the magical rituals and powers of the hidden schools of knowledge that modern man have long forgotten. You work with hunters of the shadow who fight the things that go bump in the night.

Knights of Solomon use their plans gather information and to protect against the forces of the shadow and other evils. They can also use limited magical spells gleamed from forgotten tombs. Most of these spells and rituals are wards and enchantments or summoning rituals.

Proficiencies

Saves: Dexterity and Intelligence

Skills: Choose two from Arts and Crafts, Insight, Investigation, Intimidation, Medicine,

Perception, Performance, Persuasion, Social Sciences, Streetwise, and Survival.

Equipment: Basic Equipment

Equipment Recommendations

Equipment Pack: Mystic Pack or Everyday Pack

Weapons: Hand gun, Dagger



Level Talents

1	Researcher, Ritualist
3	Plan Enhancements
5	Plan Enhancements
7	Plan Enhancements
9	Plan Enhancements

Knights of Solomon

Talents

Researcher. Granted at 1st level. As a knight you are trained to find information and hidden knowledge you can add half your proficiency bonus, rounded down, to any Wisdom or Intelligence skill check you make that doesn't already include your proficiency bonus.

Ritualist. Granted at 1st level. You can do any spell from the schools of abjuration and Conjunction as a ritual even if that spell does not have the ritual tag. Necromancy while in theory could be done is forbidden by most all of the knights, but there have been exceptions to this rule throughout the years.

Most all Knights start with a number of minor quick rituals (cantips) that take almost no effort and very little material components, minimal verbal, and semantic movements to do. You can start with a number based off your intelligence modifier, and can add more as you discover them though out your career as a Knight.

Knights Plans

Hex slinger

You can put Hexes on others and on objects and places. This can be done in many ways

with bags placed on the person with components that require a bit of genetic material. When placed on an object it only affects the person that is holding it. Put on a place can cause many affects determined at the time of the ritual.

3rd: You use a hex bag to place a curse upon a person who in possession of the bag or within 90 feet of it. You can be any distance from the target to invoke the activation of the bag but this requires you to perform a ritual to cause the affect. The target will start to take 1d6 Necrotic damage per round until dead or if you stop performing the ritual or are interrupted in doing so.

5th: You now can place this upon a piece of personal clothing or an object and it no longer requires a bag, but faint magical symbols can be revealed through a detection ritual or with any type of magical detection affects. This just like the other requires you to perform a ritual to cause the affect. If you stop performing the ritual or are interrupted in doing so the affect ends.

7th: The hex now can affect an ability score of you're choosing and the target is affected as if paralyzed condition. This just like the other requires you to perform a ritual to cause the affect. If you stop performing the ritual or are interrupted in doing so the affect ends. Also you can make a Hex bag that can confer upon holder as long as in their possession no detection affect for a day after which the material components

need replenished as well as the magic that is imbued in it. The target can't be targeted by any divination magic or perceived through magical scrying sensors. But this doesn't prevent you from mundane means of detection. Each bag has to be custom made for the person and requires 10 minutes to make and a skill crafting DC 15, if this skill fails the crafter will not know the bag is useless.



9th: The hex can now affect an area but requires hex bag per each 100 square feet to affect, and can affect anyone entering said areas. The affects can be varied and need not be detrimental, but can cause blinded, Deafened, Frightened, poisoned, or stunned. This is in addition to affecting any two ability scores and causing necrotic

damage if it is the will of the person hexing the location. This just like the other requires you to perform a ritual to cause the affect. If you stop performing the ritual or are interrupted in doing so the affect ends. You can now also create a hex bag to help in a specific task such as a skill check, this bonus is equal to the proficiency bonus of the Knights base bonus. If this is not used within 8 hours it is lost, this ability can be used again after a long rest.

Alchemist

Through the ancient knowledge of alchemy you have learned how to imbue magical energy into items and release it at your foes. This can be a wand, a staff or an amulet or something fitting with the more modern times such as a pen, a hockey stick, or even a pair of sunglasses. Whatever the object it has to fit with the affect that it is imbued with, detecting magical auras a pair of sun glasses or a magnifying glass. Shooting a witch bolt of energy a pen or laser pointer would suit in a pinch. Once the energy is used the object becomes unusable and requires the imbuing ritual again to contain the magical energy. Most energy spells can be made into the form of a potion and the range of the spell become that of the thrown object, so drop a fire explosion at your feet and well you get the point. The save DC is 10 + ability modifier for all the spell like affects.

3rd: you can make any spell you know of the invocation school into a potion, the level is based off your characters level.

These potions have a shelf life of one day per level of character until they become useless and the magic dissipates.

5th: You have learned to put enchantments into potions and into liquid form, this can be slipped into drinks or thrown at the target in to affect upon impact as long as they are within 5 feet of the impact. These potions only retain their full potency for 8 hours.

7th: The ability to imbue potions has increased, the impact radius increases to 10' potency is now 15 hours. You have also learned to make some primitive ammunition as well such as sling shot rounds and arrows. This ammo is not as powerful as the thrown potions and are smaller so only do the damage and effects of ones at 5th level.

9th: At this point you can create ammo for more modern weapons such as shot guns and hand cannons rounds such as .50s and .45 magnums as the bullets are large enough to hold the energy. In the case of a gun or shot gun this can severely damage the object and make it even useless for mundane things like firing normal ammunition. So if you roll a one with a fire arm that has magical imbued round with magic, it could explode in your hand causing the magic to affect you or others around you. The only affects that can be imbued into shot gun or large hand gun rounds are those of the energy type acid, lightning, fire, cold or other instant evocation rituals you may know. The range depends upon the

range of the weapon you are using the damage is 2d6 no save for the damage if you hit the target, but if you miss or hit an area the damage is (for a shot gun: 6d6, radius is 20' and requires Dexterity save DC 15) for a hand gun (3d6, radius is 10' and requires a dexterity save DC 10) .



Watcher

As a watcher your job is to know about how to kill the creatures of shadow and the weapons needed to do so. You are more of a trainer and instructor not really a hunter type.

3rd: If faced with a situation vs a creature you can spend a round and determine a weakness or a means of escape from it. This gives you an advantage on an attack roll or a skill checks your choice. In the case of the attack you by pass any resistances and do damage directly to the creature causing it to lose the remaining actions for that round, If used on a skill check it can let the person hid from the creature and remain undetectable. This ability can be used after

a short rest, in any case the affect can be resisted DC is 10 + ability modifier.

5th: Right tool for the job: Given enough time and resources you can usually find a way to end a creature with a single item such as a stake made from a specific type of metal or wood and such. This requires 3 successful skill checks, material components, a library, and time to do this. There is always a chance you may already have it stashed on you or somewhere nearby. This chance is 4% per/level, failure on this roll means you do not know how to kill the creature with a single item.

7th: Inspire, through your instruction and words of encouragement you can inspire up

to 5 friendly allies within 30 feet, giving them 2d4 inspiration dice, that can be used together or separate. The ally can roll the dice and add one die or both the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the inspire dice, but must decide before the DM says whether the roll succeeds or fails. Once the inspire dice are rolled you have 10 minutes to use them before they are lost. This ability is gained back after a long rest.

9th: Magical heirloom, you have obtained a magical device that is only usable by yourself, this device is usually in the form of a bracelet, necklace, brooch, belt, ring, glasses, or some other form of jewelry or small item like a gem or such. The exact specifics should be decided by the player and DM and is up to their level of magic in their game. The item if drained of magic or taken or lost requires a rebinding ritual that after 24 hours will imbue the item or reform the item from the parts you have or in the case of stolen if on the same plane will summon it to you. If the item is not on the same plane or in a heavily warded area you instead know the location of the item, but not how to get there or what is warding or protecting it.

Guardian

As a Guardian you are more on the warding and protections of people or places from demons, angels and other things of evil or from other planes. Your focus is on



abjuration magic and spells you have researched over you time in the Knighthood.

3rd: you can protect a person from being possessed by inscribing a magical symbol, this is a tattoo and as long as it remains intact that person is warded. You are also familiar with the ritual chant to drive out demonic spirits the DC is 10 + your ability modifier + your proficiency bonus, to resist.

5th: Enochian Glyphs, your warding can now be extended to a location and can now include Celestials as well. The writing of the symbols takes an hour to complete on the location; times may be longer depending upon the area you are warding. The DC is 10 + your ability modifier + your proficiency bonus, to resist.

7th: Glyphs and wards, You can now add another creature such as fey, and such to the wared area. Also a warded person can be temporarily tattooed with further protection from one of the following.

- Can add another creature beside demon, granting disadvantage on melee attack rolls against the target.
- The person can't be charmed or frightened.
- Immunity vs on creature's inflection such as being turned into a vampire or werewolf.

These tattoos are temporary (10 minutes upon activating or triggered) and after triggered cannot be applied again until 24 hours have passed.

9th: Blood magic, You have learned to use your blood to power powerful symbols that can drive out unwanted planer creatures such as Celestials, demons, and others determined at the time of the inscription. The DC is 10 + the ability modifier + proficiency bonus. Other blood sigils, wards, and symbols of power have to be obtained from hidden tombs and other old texts and books long forgotten, these are left up to the DM and player to do.

