

Demon Seal:

A young boy watches as his family is taken from him, powerless to do anything. All he wants to do is save them, all he needs is power. The demon within him laughs, "Very well." The world turns black as he loses control, cast aside from his own body.

A sacrifice from birth, the Demon Seal was used to end the onslaught of a powerful evil demon. They are able to tap into the powers of the one sealed inside of them, at a cost. One false step and the demon could end up in control.

Dark Power:

Demon Seals use the power of the demons in them to overpower their enemies. They are able to give control over to the demon in order to obtain more power. The more they use its power, the more it takes control. Demon Seals must balance the use of this tremendous power so to as not lose their body to the demon.

Suppressed Emotions:

Demon Seals must constantly fight against their demons for control of their own bodies. Times of heightened emotion give the demons an opening. As such, Demon Seals must suppress their emotions to keep their demons in check.

The Demon Seal Table:

Level	Proficiency Bonus	Features
1	+2	Demon Form, Demon Meter, Occupied Mind.
2	+2	demon Enhancement
3	+2	demon Path
4	+2	Ability Score Improvement

5	+3	Demon's Claw
6	+3	Shadow Tendrils
7	+3	demon Path Ability
8	+3	Ability Score Improvement
9	+4	Dark Gauntlet
10	+4	demon Bond
11	+4	demon Path Ability
12	+4	Ability Score Improvement
13	+5	Shadow Ball
14	+5	Minor Demonic Form
15	+5	demon Path Ability
16	+5	Ability Score Improvement
17	+6	Demonic Aura
18	+6	Demonic Destruction
19	+6	Ability Score Improvement
20	+6	Demon Mastery

Class Features:

Hit Points:

Hit Dice: 1d6 per Demon Seal level

Hit Points at 1st level: 1d6 + your Constitution modifier

Hit Points at higher levels: 1d6 (or 4) + your Constitution modifier per Demon Seal level after 1st

Proficiencies:

Armor: a (a) Light, (b) Medium, (c) Heavy armor

Weapons: Simple weapons, 2 martial weapons, unarmed (1d4 + Str or Dex mod)

Tools:

Saving Throws: Constitution, Dexterity or Strength

Skills: Arcana, Deception, Survival

Equipment:

- (a) leather armor, (b) chain shirt
- a martial weapon and a simple weapon
- an explorer's pack

Demon Spell Power:

Spell Saving Throw: 8 + Constitution modifier + proficiency bonus

Spell Damage Modifier: Constitution modifier + proficiency bonus

Demon Form:

Your demon holds immense power. In times of need, you can make a deal with your demon. However, in dire situations or times of heightened emotion, your demon can forcefully take control. When your hit points reach 0, roll a Constitution saving throw (DC 10), Fail, roll a Constitution saving throw (DC 10) at the end of each turn to regain control. In Demon Form you gain a +5 to all stats, +2 to AC and a 1.5 times multiplier to your health and speed, as well as flight.

Demonic Meter:

You are constantly fighting for control with your demon. You have a meter from -100 (you) to 100 (demon). Certain demon skills will raise the meter. The meter goes down by 1 point every hour. You can meditate to lower the meter by 5 per hour. Meditating at churches provides additional bonuses.

Demon Meter Points	Effect
-100	Your demon has no control over you. You are immune to Demonic Takeover.
-50	Your demon has very little control over you. You gain advantage on Constitution saving throws <i>only</i> to stay in or gain control over your demon.
0	None
50	Your demon has some control over you. Roll to stay in or gain control over your demon (DC15). Your demon also begins to have some control over your thoughts.
100	Your demon has a significant amount of control over you. You gain disadvantage on rolls to stay in or gain control over your demon. Your demon has a lot of influence over your thoughts.

Occupied Mind:

Since your mind is occupied by your demon, you are immune to any form of mind control.

Demon's Claw:

At 2nd level, you can attack an enemy with a slash of dark energy. Deal 2d6 necrotic damage to one enemy (this counts as an unarmed attack). Range: 5ft. +6 Demon Meter.

Demon Path:

At 3rd level, decide how you will manifest your demon's power. You gain extra path features at 7th, 11th, and 15th level.

Ability Score Improvement:

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

Energy Infusion:

Starting at 5th level, you can permanently infuse equipment with demonic energy. You can perform a 1-hour ritual once per week to improve one piece of your equipment. +15 Demon Meter

Weapon: 1d6 necrotic damage

Chestplate: 5 damage resistance

Gauntlets: 1d6 necrotic damage to unarmed attacks

Boots/leggings: +5 speed

Helmet:

Shadow Tendrils:

Starting 6th level, as a bonus action to create a tendril made of demon energy that lasts for 1

minute. It can be used to hold items, grab objects, and restrain enemies (15ft). Using a tendril takes no action. When attempting to restrain targeted creature, choose the targeted creature's limb, roll a Dexterity saving throw on success targeted creature is unscathed by the tentacle. Fail, the targeted creature's limb is restrained, at the end of each of the targeted creature's turn roll a Strength saving throw. You gain additional tendrils at 9th, 13th, and 17th level. +5 Demonic Meter per tendril.

Dark Gauntlet:

At 9th level, As a bonus action create a gauntlet of demon energy on one of your arms. While equipped, your unarmed strikes gain 1d6 necrotic dmg. Anytime a melee or ranged attacking enemy succeeds on a hit roll must make a Strength saving throw. On success targeted creature is unscathed. Fail, targeted creature deals half damage. Duration: 1 Min. +5 Demon Meter.

Demonic Bond:

At 10th level, the bond between you and your demon has grown. You gain access to some of the knowledge possessed by your demon. You gain proficiency in History and gain darkvision. If you already had darkvision, its range is doubled.

Shadow Ball:

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Instantaneous

At 13th level, a streak of energy whips from your hand as a ball forms within the palm of your hand. You choose a point as it blossoms into an explosion of energy. Each creature in the 10ft radius sphere centered on the point must make a Dexterity saving throw. On a failed save targeted creatures take 5d6 necrotic damage, or take half as much damage on a successful one. +18 Demon Meter

Minor Demon Form:

At 14th level, your bond with the demon has grown enough that you can access some of the powers of his demon form. As a bonus action, you can transform into a weaker Demon Form. For one minute you gain +2 to all stats, +1 to AC, +25 to hit points and +10 to speed. +25 to Demon Meter.

Demonic Aura:

At 17th level, you have enough absorbed enough of your demon's energy that you emit a demonic aura. You gain proficiency on Intimidation rolls. As a bonus action, you can temporarily increase the potency of your aura. For 30 seconds any enemy within 5ft of you must make a Constitution saving throw. If they fail, they become frightened. At the end of each turn, they must roll a Constitution saving throw to end the fright. +19 Demon Meter

Demonic Destruction:

At 18th level, you have almost mastered the powers of your demon. You gain access to the demon's 2 strongest spells.

Dark Fire:

Conjure demonic fire around one enemy. Deal 4d8 necrotic damage + 4d8 fire damage. They must make a Dexterity saving throw. Success: take half damage. Fail: Take full damage. +22 Demon Meter

Black Lightning:

Fire a bolt of demonic lightning at one enemy. Deal 4d8 necrotic damage + 4d8 electric damage. They must make a Dexterity saving throw. On a failed save, take full damage, or on successful one take half damage. +22 Demon Meter

Demon Mastery:

At 20th level you have mastered your demonic abilities.

You no longer have a Demon Meter. It is instead replaced with Demon Points. You have a maximum of 100 Demon Points. Each use of an ability lowers your Demon Points by as much as it raised your Demon Meter.

You gain the ability to transform into Demon Form at will. Once per long rest, you can transform into Demon Form for 1 minute.

You have two options: befriend your demon, or consume it and its powers.

Befriending the Demon:

By befriendng the demon, you gain access to its knowledge and advice. You gain +2 to Intelligence, Wisdom, and Charisma. You may also consult the demon, who will help you to the best of its ability.

Consuming the Demon:

By consuming the demon, you absorb some of its power into your body. You gain +2 to Strength, Dexterity, and Constitution.

Paths of the Demonic

Your body begins to change as the demon begins to have a large and larger impact on you.

Path of the Body:

You decide to use the power of your demon to crush your foes with overwhelming power.

Demonic Strength:

At 3rd level, you absorb a bit of the demon's energy into your body. You gain a permanent +1 to hit and +2 to damage rolls.

Demonic Armor:

At 7th level, As a bonus action infuse your armor with demonic energy. Gain +2 AC and necrotic resistance. Duration: 1 min. +6 Demonic Meter.

Dark Wave:

At 11th level, you may use your attack action to create a 10 foot-radius wave of demon energy around yourself pushing enemies away. Each creature in the wave must make a Dexterity saving throw. On a failed save take 2d6 of necrotic damage and be pushed back 5ft, or they are left unscathed on a successful one. +8 to Demon Meter.

Demonic Strike:

At 15th level, you may use your attack action, charging forward, your fist encased in demon energy. Deal 5d8 necrotic damage + 3d8 bludgeoning damage (this counts as an unarmed attack). +14 to Demon Meter.

Path of the Mind:

You decide to use the power of your demon to deceive your foes and gain extra utilities.

Demonic Intelligence:

At 3rd level, your mind absorbs a bit of the demon's energy. You gain proficiency on Insight and Investigation rolls.

Shadow Meld:

At 7th level, you gain the ability to traverse through shadows. As a bonus action, you can merge with a shadow you are near. While in this state you are invisible, but cannot move out of the shadows. +6 to Demon Meter.

Dark Fury:

At 11th level, you gain the ability to twist the minds of others. As a bonus action, you may choose one enemy within 30ft of you. They must roll a Wisdom saving throw or be frenzied (attacks any creature, regardless of loyalty). They roll a Wisdom saving throw at the end of every turn to become un-frenzied.

Demonic Sight:

At 15th level, you can tap into the sensing abilities of your demon. As a bonus action, you can give yourself truesight of 60ft for 30 seconds. +12 to Demon Meter.

Path of the Soul:

You decide to forgo increased power from your demon to learn how to better control it.

Demonic Resistance:

At 3rd level, you reject the demon's energy. Your Demon Meter reduces at a rate of -2 per hour.

Purifying Sleep:

At 7th level, you learn how to cleanse some of the demon's influence while resting. You gain an additional -10 Demon Meter during a short rest and an additional -25 during a long rest.

Demonic Rejection:

At 11th level, you are able to forcibly remove the demon out of control of your body. Once per week, you can automatically succeed on a saving throw to keep or gain control of your body.

Protected Thoughts:

At 15th level, you are able to shield your mind from the demon's influence. The demon can no longer affect your thoughts or actions, no matter your Demon Meter.

Split Paths:

At 20th level, having lost the need for protection against the demon, you can choose another path and learn all of their abilities.