

SEALED HORROR

Every day, the world is in danger because of the great monsters people call horrors. Fiends from the deepest hells, alien fey, the spirits of those long gone; the most efficient way people found to prevent these attacks is by sealing these horrors within mortals. You are one such mortal, protecting the world from the evil locked within you.

SEALED HORROR SPELLS

Sorcerer Level Spell

1st	<i>protection from evil and good</i>
3rd	<i>arcane lock</i>
5th	<i>magic circle</i>
7th	<i>death ward</i>
9th	<i>dispel evil and good</i>
11th	<i>forbiddance</i>

The Sealed Horror Spells are for use with [/u/SwordMeow's Tweaked Sorcerer](#). If you plan to play the PHB sorcerer, ignore the Sealed Horror Spells.

THE SEAL

Beginning when you choose this origin at 1st level, a terrifying powerful creature that has been sealed inside of your body for years has finally manifested its power. You choose the creature type of the sealed horror within you. You are a humanoid, but you count as a creature of that type for the purposes of spells and features which reveal your creature type. You can speak, read, and write one language of your choice associated with your sealed horror.

Creature type Damage type

aberration	poison
fiend	fire
ooze	acid
undead	necrotic
fey (unseelie)	cold

Additionally, when you cast a sorcerer spell that deals damage, you can choose to change its damage type to the damage type associated with your sealed horror.

PANICKED PUSH

Starting at 1st level, you have learned how to fend off the enemies using the monster within. When a creature enters a space within 10 feet of you, or starts its turn there, you can use your reaction to allow your horror's form to momentarily manifest and strike. Make a melee spell attack. If it hits, the creature takes damage equal to your sorcerer level of your horror's associated damage type and is pushed 10 feet directly away from you.

MONSTROUS STANCE

Through the mockery of the being within, you have uncovered how to strike terror into the hearts of your foes with nothing but your posture.

Starting at 6th level, you gain resistance to the damage type associated with your sealed horror. Also, at the start of your turn, you can use your bonus action and expend all of your movement to strike a terrifying pose. Each creature of your choice within 60 feet of you that you can see and that can see you must make a Wisdom saving throw against your spell



save DC, succeeding automatically if it is immune to being frightened. On a failure, the creature can't willingly move closer towards you, and it takes extra damage of your horror's type equal to your Charisma modifier when damaged by your sorcerer spell. These effects last until the beginning of your next turn.

ONE OF THEM

Also at 6th level, whenever you make a Charisma check when interacting with creatures of the same creature type as your horror's, your proficiency bonus is doubled if it applies to the check.

SUPPORT FROM WITHIN

At 14th level, the horror within understands that its survival necessitates your survival. You gain your choice of one of the following features, depending on which represents your horror the best:

- **Manifested Monster.** You can cast the spells *find familiar* and *find steed* at-will without expending a spell slot. Whenever you cast either of these spells in this way, its creature type is same as your horror's, and it is a physical representation of the horror from within.
- **Omniglot.** You are always under the effects of *comprehend languages* spell, and you can cast the *zone of truth* spell at-will without expending a spell slot.
- **Psychic Mind.** You can cast the spells *command* and *detect thoughts* at-will without expending a spell slot. If a creature succeeds on saving throw when targeted by one of these spells, you can't target that creature again with the spell until it finishes a long rest.
- **Wall Runner.** You are always under the effects of *feather fall* and *spider climb* spells, and your speed increases by 15 feet.

• **Weird Form.** You can cast the spells *disguise self* and *alter self* at-will without expending a spell slot, and you can eerily mimic sounds you have heard, including voices. A creature that hears the sounds can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

• **Wild Kinship.** You can cast the spell *speak with animals* at-will without expending a spell slot, and your AC can't be lower than 18, no matter the armor you're wearing.

BROKEN ENMITY

The horror within is no longer your prisoner. You have made a pact with it, and now you can call for the mightiest of its powers whenever you want to.

When you reach 18th level, you no longer age, can't be aged magically, and can't die of old age. The spells imprisonment and seal are added to the sorcerer spell list for you. If you are ever under the effects of the imprisonment spell, you can choose to end it using your action.

Finally, you can release fraction of your horror's power, damaging all who deserve it. When you use the Monstrous Stance feature, you can use your action to expend 5 sorcery points, damaging all those who failed its saving throw. Each of these creatures must make a Constitution saving throw, taking an amount of damage equal to 70 minus its distance from you in feet on a failed save, or half as much damage on a successful one. This damage is of your horror's associated creature type.

CREDITS

Made by Proph, [/u/darude11](#). Huge thanks to helpful people from DoMT, especially GenuineBeliever, SwordMeow, and to all the helpful folks from the comment section!

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THE HORRORS

Humanity was never safe due to the existence of massive monsters in the multiverse. Without an effective defense, the civilization as we know it would be gone by now. At first, they attempted to deal with the horrors by killing them, but eventually they found a more efficient way, one that would allow them to harness the power of these great terrors. The sealing spell, that is supposedly eternal.

SEALBEARERS

An individual who has one of these horrors sealed within them tends to have various names in the different cultures, but the one they usually prefer is sealbearer. Being a living prison to one of these monsters is both a blessing, and a curse.

The biggest, most significant benefit anyone could think of is the power source within the sealberer, the sorcery that comes from the eternal prisoner. Another benefit is the protection provided by the monster, seeing how it understands that if its sealbearer dies, it dies too. When the body of the sealbearer is weakened, the prisoner can temporarily control its prison to guide it to safety. The sealbearer knows however that these blessings come at a cost. It is in constant contact with the horror who can mock, persuade, or even drive its sealbearer to madness. What's worse is that the monster within is revealed to magic and others of its kin, who can even eventually accept the sealbearer as one of them.

THREE KEYS

The monsters of the multiverse eventually learned about the technique mortals were using on their kin, and adapted. The more intelligent beings started to research secrets of the sealing spell, and eventually came up with three well protected ways of breaking the spell that is, according to the humans, eternal. They trade these keys with each other, keeping them away from prying eyes of other monsters unless they deserve them, and hidden from any mortals.

Because if mortals found out, they could possibly counter these last few guarantees of freedom.

The first key is the Key of Age. When the mortals cast the spell, they know it requires a child that is no older than 3 years old. Unbeknownst to them is the fact, that if a child that's too young is used, the monster can easily consume its undeveloped mind, replacing it permanently.

The second key is The Rite Key. If the child finds out about the ritual used to seal the monster inside it before its maturation, the monster will be able to easily gain control of its body, swapping places with the child and imprisoning it within its mind for the rest of its life. The ritual's exact procedure is however so mentally scarring even to the imprisoned horror, that its mind is forced to forget its exact nature within one week. This is why the ritual is still unknown between the monsters.

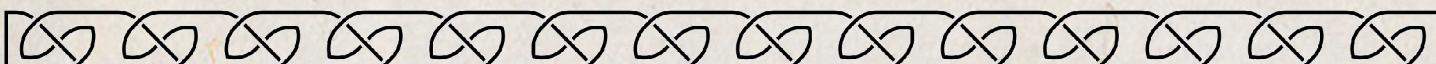
The final key is The Life Key. If the one who has the horror sealed within them conceives a baby, the horror can choose to move into the child's body. Once that happens, the mother immediately loses the powers granted by the horror. Such children tend to be called Beastmarked, for it is much easier for the horror to take control of the newborn child through the use of the Key of Age.

Whether there are more keys to freedom or not is not yet known to the monsters. But these three keys are enough hope for them to believe that escaping the eternal prison is possible.

IMPRISON THE HORRORS

When including the great monsters in your world, consider what monsters would be the most likely to attack the civilization and why. Are they destroying humanity because of their biological needs? Is this a way for them to assert their dominance over the humanity? Or is there a deeper reason? Are these monsters only big animals that can talk, do they have their own society, or do they live on their own?

Ask yourself these questions when you include the Horrors in your world, and how they would influence the creatures, architecture, civilization, and culture of your world.



SEAL

9th-level abjuration

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a humanoid that's 2 years old or younger and wasn't used as a component for this spell yet, an expensive necklace with various gems on it worth at least 500 gp per Hit Die of the target)

Duration: Eternal

You seal a creature that you can see within range of a type other than beast or humanoid into a young child. The target must make a Wisdom saving throw, with the DC modified by how well you know it and the sort of physical connection you have to it as listed below. The target automatically fails its save if it is unconscious. On a failure, it is sealed within the humanoid used as a component by the spell; if it succeeds, it is immune to your casting of this spell if it is cast again. While affected by the spell, the imprisoned creature doesn't need to breathe, eat, or drink, and it doesn't age. Any attempts to magically locate or perceive the sealed creature result in the humanoid carrier being located or perceived instead.

Knowledge	Save Modifier
Secondhand (you have heard of the target)	+5
Firsthand (you have met the target)	+0
Familiar (you know the target well)	-5

Connection to Target	Save Modifier
A figurine that resembles the target or its possession	-2
Body part, a foot, a hand, an arm, or the like	-4
A willing descendant or ancestor of the creature	-10

The humanoid used as a component of this spell becomes a 1st-level Sealed Horror sorcerer after the maturation time, if the creature sealed within it is of CR 20 or higher.

CUSTOM HORROR

You can make your own Horror by following these guidelines: First, choose the nature of your horror, and from that determine its creature type. The horror's creature type can't be humanoid or beast. Then, pick one damage type of your choice from the following: acid, cold, fire, necrotic, poison. Finally, determine the personality of the horror

BROKEN ENMITY ALTERNATIVE

At DM's discretion, if you are facing too many foes, and considering distances for all of them would be too much work, the feature can deal 35 damage to each creature instead.