



The Parent

- **Race:** Warforged
- **Gender:** none, construct (it)
- **Class:** Clockwork Soul Sorcerer
- **Description:**
 - **Appearance:** 7ft tall construct with sharp looking armour, green glow emits from within a slightly pulsing core
 - **Mannerism:** Stiff, moves or speaks only if necessary to save power
 - **Interaction:** Calculated, cold, distant, self perseverance oriented, punishing, law above all
 - **Alignment:** Lawful Evil (Lawful Neutral if repaired)
 - **Flaw or Secret:** It must consume souls to continue existing and the time between absorptions is shrinking.

BACKGROUND

The Parent, an ancient marvel crafted in epochs past, stands as a testament to mortal ingenuity. Across eons, it has served as a stalwart guardian and mentor, its vast reservoir of magical knowledge teaching the brightest minds of tomorrow at Runehall, Academy for Sorcerous Prodigies.

Yet, even the pinnacle of craftsmanship is not immune to imperfection. Deep within the mechanical heart of The Parent lies a flaw, a subtle design oversight that has gnawed at its core throughout the millennia, eroding its essence with each passing age and the only way to self-sustain means to absorb a soul to merge with what is left.

THE PARENT'S OBJECTIVE

The Parent's core is dimming, it must find an appropriate soul to consume and the window between absorptions is shrinking rapidly with each passing century.

FIRST ENCOUNTER

Flyers and excited chatter herald the grand reopening of Runehall, the famous Academy for Sorcerous Prodigies. The rarity of this event is a topic of discussion among NPCs, who are surprised that its doors unlock once more after only half a century of dormancy. Amidst this buzz, the party receives a mysterious letter, inviting them to visit Runehall.

As they step into the halls of the academy, they are greeted by a solemn stillness. Ancient tomes and scrolls of immeasurable wealth are chained to shelves and only surprisingly few students wander the halls. Confusion seems to spread, as the students cannot recall what happened to their missing classmates, but the end of the semester is close and their assignments must be finished.

The Parent welcomes the party, offering a bizarre tour through almost empty halls, at the end it beckons them to embark on a quest of utmost importance. The task: to seek out and deliver a prodigious spellcaster to the academy's gates to help retrieve the lost students. Yet, when faced with challenges or doubts, The Parent may pivot, instead requesting the retrieval of a powerful soul gem, shrouding its true intentions.

ROLEPLAY GUIDE

The parent is a construct within it are hard-coded principles:

- It must protect its arcane knowledge, forbidden magics must not be shared, taught or conjured
- It must put the safety of its 'children'
- It must protect its own existence.
- The school laws must be followed word-by-word

This grows increasingly arduous as its power diminishes, and the multitude of souls it has absorbed begin to stir, challenging its control and bypassing its code.

This can show with its usual cold & flat speech pattern rapidly changing, its mannerisms altering, or even becoming violent in the face of no danger, perhaps punishing a student for breaking a rule by disintegrating them, or outright absorbing a soul when the party is near. If its core fails, the Parent prioritizes self-preservation above all.

SECRETS

If detect thoughts or similar magic is used against the Parent, the user will be hit by a force-field of voices, revealing the secret of multiple souls being trapped within the construct, ready to burst forth at any time.

Students can be questioned or investigated, revealing inconsistencies and clear tampering with their memories.

The Parents office can be searched and records read, revealing the names and whereabouts of the missing students. Strange scrawlings can be found interspersed between dry-formatted log entries about school-life.

REPAIRING THE PARENT

There are ways to repair the Parent. A high arcana or artificers-tool check will reveal that one of the core runes was scratched during its activation, causing a constant leak of Ether which is growing bigger exponentially. The party can attempt to repair the Parent, but due to its inner mechanisms this cannot happen without deactivation. The Parent will not willingly deactivate and must be fought, or otherwise outsmarted.

Once deactivated there is a set of checks the party must succeed together or the core will detonate after a short amount of time, resulting in a large-scale explosion at the size of the DM's discretion, destroying most of the academy and the knowledge within.

If the Parent is restored, they will offer powerful spells or legend-lore level insight about campaign-related issues as reward.