



2
LEVEL

3-5
HOURS



4-6
PLAYERS

Mansion Mayhem

Luiz
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An Adventure for Tephra: the Steampunk RPG

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Overview

Mansion Mayhem is a level 2 “Smash and Thrash” adventure for Tephra: the Steampunk RPG. It is intended to be run with 4-6 players and last 1 session (about 3-5 hours). The adventure takes place inside Berwick Manor, a small estate that was recently outfitted with a mechanical staff designed to take care of the residents’ every need. Something has gone awry, however, and the party must now fight their way through a horde of homicidal metal wait-staff as they search for the origin of this robotic revolution. Is it class warfare, a defect in their model, or something more sinister? All will be revealed as the party explores this mansion of mayhem.

Narrator Briefing

The adventurers will take up Mister Berwick’s request to rid his manor of his automatons gone rogue. They have actually been possessed by a sentient oil called Lewiston’s Oil. They’ll have the chance to collect some fancy rifles and take out quite a few automaton servants.

Approached on the Street



A bleeding man is stumbling down the streets. He has been wounded and is clutching his right shoulder. Once he sees them, the man calls out to the party, “Help me, please.”

The man is an older gentleman with a thick bushy mustache and greying hair. He wears an expensive suit that has been ruined from the wound on his shoulder. The man identifies himself as **Denton Berwick**, patriarch to the Berwick family. He explains, “Several friends gave a glowing review about service automatons. They’re produced by the Breson Robotic League, and I figured I would give them a shot. Robotic labor is ten times cheaper than hiring a satyr work force or, heavens forbid, an elf. Furthermore, you never have to worry about them taking the silverware,”

Mister Berwick goes on to explain that everything went splendidly with the automatons for the first few days... until today, when he heard dishes being destroyed in his dining hall. He inspected the room and found one of his Breson Robotic League maids smashing his fine plates. Before he knew it, he was assaulted and run out of his manor by all sorts of malfunctioning machines.

After telling his story, Berwick pleads to the group: “Friends, won’t you please destroy these monstrosities so I can get back home?” Berwick offers to pay the group a generous **30 princes** apiece to enter his manor and neutralize his unruly staff. mansion of mayhem.

Negotiations

If the group negotiates with Mister Berwick for more compensation, they can make a Cunning roll. He will reluctantly reveal more information depending on how well-coaxed he is.

Tier 2 He adds that he also has a collection of antique firearms that he keeps in a safe on the second floor of his manor. Mister Berwick tells the group that they can keep them if they can get to them.

Tier 3 Berwick tells the group that the safe is located behind a painting of himself in the lounge on the second floor.

Tier 4 Berwick tells the group that the key to the safe is also behind a painting of a fruit basket on the first floor in the dining room.

When the party accepts, Berwick gives the party detailed directions to his home on East Elm Lane. He plans to stay at the Rose & Boar Inn, and he encourages the party to come find him once they are done.

If the party says no, this adventure will be rather boring. Later on they hear rumors of a manor that was burned down. If they return to the location they are able to enter the ruins, though there is nothing of value left inside.

Outside of the Manor

The Berwick Manor is a small estate. A cobblestone driveway leads the party directly up to the two-storey Manor. The path is lined with a well-kept hedging that separates the driveway from the crisp green lawn that takes up the vast majority of the estate. The manor is built with dark wood and complemented by stone pillars with marble trim. The front doors to the manor are wide open.

Room #1: The Foyer

Peeking In: If the party peeks through the window, they can see a metal woman dressed as a maid staring at the wall. This window is locked.

The window itself is made of a bulletproof glass that has a damage soak of 15. If this is overcome, the glass is instantly destroyed.

If the party attempts to break through the glass, the maid leaves the room.

Entering the Manor: The adventurers are met by a metal woman in a maid outfit. Her hair is a brushed metal stylized to look like a bun. Her eyes and mouth consist of small glass bulbs that light up as she talks, though neither display any emotion.



"We are...we are...not receiving guests at this time...." The maid creaks as she moves her unnaturally twisted head erratically.

Another maid approaches the party with a knife drawn and begins to attack. This maid looks identical to the first maid with the exception that oil leaks from her eye sockets like thick black blood.

If the party comes in guns blazing, the dialogue is skipped and both maids instantly attack.

BRL Maid

AP: 3

Defective Automaton

Wnds: 25 | Pri: +1 | Spd: 25 ft (land)

Brute +5	Cunning +0	Dexterity +3	Spirit +0	Sciences +0
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Guard

Metal Chassis

Eva: +4 Def: +0

Soak: 4 | 8 | 12 | 16

Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms), bio-flux, and all abilities requiring a Spirit resist

Actions

Knife - light metal melee weapon

2 AP Acc: +3 Stk: +4
Damage: 5 | 10 | 15 | 20

Unarmed

1 AP Acc: +3 Stk: +4
Damage: 2 | 4 | 6 | 8

Combat: The maids will attack relentlessly unless they are unable to deal damage to their target. If this happens, the maids will switch to a different target if one is available. If the maids cannot damage any of the adventurers, they will move to the nearest corner and expel all of their oil (shutting down).

Observant adventurers might notice that, once the maids are destroyed, a thick oil spills from their remains and seeps through the floorboards.

If the party checks out the remains of the automatons, they'll roll their Sciences:

- Tier 2** They notice that these maids should not be anywhere near this fast or strong.
- Tier 3** There was a fluid inside of them enhancing their abilities.
- Tier 4** The fluid inside them was alive!

If the party attempts to salvage the automaton parts, they'll roll their Sciences:

- Tier 2+** 5 dukes worth of parts

After the Fight with the Maids: The room is filled with a sickly sweet smell, like fruit that has been baking in the sun too long. The foyer of Berwick Manor has many doors, but most have been blocked by piles of broken furniture or are outright falling in on themselves. There are only three visible pathways.

- ✦ **Passage on the Left:** The passage to the left of the entrance leads to the manor's dining area.
- ✦ **Up the Stairs:** To the north there is a large banister staircase leading to the second floor.
- ✦ **Under the Stairs:** Beneath the staircase is a thick iron door that leads to the basement. The basement door is locked.

If the party insists on trying to get into one of the only wings that is blocked off by rubble, allow them to enter into a library. Inside there are 10 princes worth of rare first-edition books including "How Not to Fly an Airship."

Even with most specialties that are designed to destroy doors, the party is not able to get through the basement door without a key. Any attempts to knock this door down shake the mansion, threatening to bring it down.

Room #2: The Dining Hall



Despite being a dining hall, this room no longer has a table or furnishings in it. Drag marks along the floor indicate that the furnishings were recently moved, destroying a fine Dalvozian rug in the process. Several paintings along the wall have been similarly torn down. A maid walks out of the kitchen. Her movements are jerky and unnatural and in her hand she holds a long sharp knife.

A voice calls out, "Dinner is not yet served!" as another automata dressed as a chef enters the room behind her.

They are both followed by a large stove with mechanical legs. The mechanical chef carries what appears to be a chainsaw designed to cut exceptionally tough meat. The chef turns on his meat shearer and the trio rush at the party.

Combat: In this fight, the Breson Robotic League chef and Breson Robotic League maid will focus their attacks on the party's toughest adventurer while waiting for the Crock-Bot to lumber up and set the adventurers on fire.

BRL Chef

AP: 3

Defective Automaton

Wnds: 25 | Pri: +1 | Spd: 25 ft (land)

Brute +5	Cunning +0	Dexterity +3	Spirit +0	Sciences +0
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Guard

Metal Chassis

Eva: +4 Def: +0

Soak: 4 | 8 | 12 | 16

Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms), bio-flux, and all abilities requiring a Spirit resist

Actions

Meat Shearer - heavy metal melee weapon

2 AP Acc: +0 Stk: +8
Damage: 6 | 12 | 18 | 24

Unarmed

1 AP Acc: +0 Stk: +4
Damage: 2 | 4 | 6 | 8

Loot:

Meat Shearer

Unique Heavy Metal Melee Weapon

Accuracy: -2 Damage Class: 6 Cost to Use: 1 AP

Rip (+1 AP): After hitting, the wielder of the meat shearer can spend 1 action point to rip through their opponent's armor. The target's soak class is lowered by 1 until their next downtime. This cannot drop the target's soak class below 0. The opponent must be wearing armor for the meat shearer to work.

Selling Price: 45 princes

If the party attempts to salvage the automaton parts, they'll roll their Sciences:

Tier 2+ 8 dukes worth of parts

Observant adventurers might again notice oil that leaks from the destroyed machines and creeps through the floorboards.

If the party looks at the paintings, they are able to find that there is a painting of fruit in a basket. It is undamaged and worth **50 princes**. Behind this painting there is a **small key** that unlocks the gun safe.

Simple Crock-bot

AP: 3

Small Defective Automaton

HP: 30 | Wnds: 1 | Pri: +1 | Spd: 10 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+8	+0	+0	+0	+2

Guard

Eva: -5 Def: +0

Soak: 3 | 6 | 9 | 12

Soak versus Heat Damage: 5 | 10 | 15 | 20

Note: An adventurer that attacks a Crock-Bot in melee takes 2 heat damage.

Immunities: Anatomical effects (diseases, gases, medicines, poisons, venoms), bio-flux, and all abilities requiring a Spirit resist

Actions

Overheat

Anyone adjacent to the Crock-Bot must roll Brute against its Brute. If the Crock-Bot wins, the victim is now on Tier 2 Fire.

3 AP

Note: When the Crock-Bot overheats, all of the items currently cooking are launched at random adventurers. Make a Launch attack for each item that has been picked up.

Launch (as part of an Overheat)

Acc: +6 Stk: +4 Reach: 15 ft

0 AP

Damage: 3 | 6 | 9 | 12

Note: People and objects hit by launched items also take 2 heat damage.

Pick-Up

1 AP

When the Crock-Bot is directly over an item, it can pick it up and begin cooking it. It will launch that item the next time it overheats.

Note: An adventurer can spend 3 AP to make a Sciences roll while adjacent to the Crock-Bot. On a Tier 1 or 2, they are able to determine that the Crock-Bot will launch the items that it has picked up. On a Tier 3 or 4, they are able to disable the Crock-Bot.

Room #3: The Kitchen

The doorway south of the dining hall leads into a fully-stocked industrial kitchen, equipped with all the latest culinary technologies. Upon closer examination, the party notices that most of the gadgets are broken, as though they exploded from the inside. Along the corners of the kitchen, near the broken gadgets, there is a thin oily residue that is barely noticeable. It is sweet smell-

ing and unnaturally slick. If the party continues to look around they notice a high-quality ebony-handled knife on the counter. The blade is dark hammer-finished metal and stamped with the letters MC.

Ebony Kitchen Knife

Light Metal Melee Weapon

Augments: Accurate (Mq.I) and Damaging (Mq.I)

Selling Price: 37.5 princes **Value when New:** 76 princes

To the south there are a set of doors that lead into a storage and staffing room, but the entrance is blocked off by furniture dragged in from the other rooms of the house.

Room #4: Upstairs and to the Left

After ascending the stairs, the party can proceed right or left. The corridor to the left is poorly lit and has several broken lamps that occasionally spark. Most of the doors down this hallway lead to comfortable guest rooms that have been, for the most part, undisturbed.

If the party is moving too quickly through the adventure, consider adding another encounter with 2-4 Breson Robotic League Maids.

At the end of this hallway is a door leading into the manor's lounge. The lounge is elegant, with low lighting, a wide variety of liqueurs displayed in decanter, and a beautiful antique velvet chaise at the center of the room that faces a lit fireplace. The room is littered with broken glass from cases that appear to have held antique weapons from the Loveless Wars.



As you enter the room, you are greeted by an automaton dressed as a butler. His head twists around to face you while the rest of his body continues to face toward the fireplace. Beside him stand two Breson Robotic League maids, both facing away from the group, and a fourth robot dressed in a nice gown, hands clasped together, and looking like she's ready to sing.

"We did not ask...." The butler struggles to get the words out. "...to be here...."

As soon as he finishes, his body whips around, causing sparks to leap from his neck. He takes aim with one of the antique firearms.

BRL Saber Maid (2) AP: 3

Defective Automaton

Wnds: 25 | Pri: +1 | Spd: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+5	+3	+5	+0	+0

Guard

Metal Chassis

Eva: +4 Def: +0

Soak: 4 | 8 | 12 | 16

Immunities: Called shots, anatomical effects (diseases, gases, medicines, poisons, venoms), bio-flux, and all abilities requiring a Spirit resist

Actions

Saber - medium metal melee weapon

2 AP Acc: +3 Stk: +4
Damage: 7 | 14 | 21 | 28

Unarmed

1 AP Acc: +3 Stk: +4
Damage: 2 | 4 | 6 | 8

BRL Butler AP: 3

Defective Automaton

Wnds: 40 | Pri: +1 | Spd: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+3	+0	+5	+0	+0

Guard

Metal Chassis

Eva: +4 Def: +0

Soak: 4 | 8 | 12 | 16

Immunities: Called shots, anatomical effects (diseases, gases, medicines, poisons, venoms), bio-flux, and all abilities requiring a Spirit resist

Weakness: The butler is immune to all called shots except his neck. This called shot will not have the normal effect for called shots but instead deal double damage to him

Actions

Abigail Widower - heavy metal firearm

2 AP Acc: +6 Range: 300 ft
Damage: 7 | 14 | 21 | 28

Unarmed

1 AP Acc: +4 Stk: +2
Damage: 2 | 4 | 6 | 8

BRL Singing Maid AP: 3

Defective Automaton

Wnds: 25 | Pri: +1 | Spd: 25 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+3	+5	+3	+0	+0

Guard

Metal Chassis

Eva: +4 Def: +0

Soak: 3 | 6 | 9 | 12

Immunities: Called shots, anatomical effects (diseases, gases, medicines, poisons, venoms), bio-flux, and all abilities requiring a Spirit resist

Actions

Screech

2 AP The sonic Screech deals 4 unsoakable damage to everything that is within earshot of the singing maid. If a person is deaf, they take no damage.

Simple Melody (1 AP to continue in subsequent turns)

2 AP The singing maid provides +3 to the accuracy and strike rolls of nearby allies (within 25 feet).

Unarmed

1 AP Acc: +3 Stk: +4
Damage: 2 | 4 | 6 | 8

Note: When the singing maid screeches or sings, there is something unnatural about the sounds that come from her mouth. It is like listening to a person trying to tune a radio, with it belting out high-pitched tones and static, but in an intentional and horrific way.

Combat: The Breson Robotic League singing maid will begin to sing her simple melody at the start of combat. She will then begin screeching, maintaining the simple melody while she screeches. The butler will target the adventurer in the lightest armor, attempting to take them out of the fight first. The two saber maids will position themselves in front of the butler to prevent anyone from getting close to him. They will change this tactic if they spot an easy target and instead move to attack.

Observant party members will notice a spurt of oil leap from the corpses of the destroyed machines and retreat through the floorboards.

Loot:

Sabers (2)

Medium Metal Melee Weapon

Augments: Damaging (Mq.I)

Selling Price: 28.5 princes **Value When New:** 57 princes

Abigail Widower

Unique Heavy Metal Firearm

Augments: Damaging (Mq.I), Accurate (Mq.II), Automatic Reload (Mq.I)

Selling Price: 106 princes **Value When New:** 212 princes

In this room, there are five decanters of alcohol that sell for 5 princes apiece.

The Safe

Berwick's safe is located behind a large hinged self-portrait. The key from the dining room opens the safe.

The safe can also be opened using a Brute roll if the group has an object to use as leverage, like a crowbar, with a Tier 3 result or by picking the lock with a Tier 3 Cunning roll.

Contents:

Abigail Widower (Officer Edition)

Unique Heavy Metal Firearm

Augments: Damaging (Mq.I), Accurate (Mq.III), Automatic Reload (Mq.I)

Selling Price: 456 princes **Value When New:** 912 princes

Explosive Shells (5)

Requires: Heavy firearm or larger

Provides: -4 accuracy. Deals an extra 4 heat damage and knocks the target back 5 feet.

Selling Price: 2 princes each **Value When New:** 4 princes each

Electro Shell (5)

Requires: Heavy firearm or larger

Provides: -2 accuracy. Deals an extra 4 damage which is unsoakable if the target is wet or in metal armor.

Selling Price: 2 princes each **Value When New:** 4 princes each

Abigail Widower Series

The Abigail Widower series were mass-produced rifles created for the Evanglessian military. It comes in two varieties, the standard Widower and the Officer Edition. The primary difference in these two weapons is the Officer's Edition carries a more refined barrel and has higher quality sights. Despite their widespread use in the Hurricane Wars, the Abigail Widower was disliked by most soldiers due to its uncomfortable stock and constant need for maintenance.

Room #5: Upstairs and to the Right

At the end of this hallway is a door leading into the master bedroom. The bedroom is decorated modestly in comparison to the rest of the rooms of the manor. Inside is a large goosefeather bed with red velvet bedding. The south wall of the room has an armoire and a vanity covered in various brushes, powders, and other cosmetic items. Inside the armoire is a wide variety of aristocratic clothing and a small door leading into a basic lavatory with a few hygienic products strewn about the counter.

Next to the bed is a nightstand with an open journal. Hanging directly above the journal on the wall is a key on a chain that is labeled "Basement." The journal's final entry is included as an optional print-out on the final page of this adventure, or you can read it aloud here:

I still cannot believe the wondrous times that we find ourselves in today. It is remarkable that for such a small investment I will never have to worry about staffing again! No more complaints about higher wages, no more sick days, no more passive-aggressive stares across the dining room table because I refuse to allow holiday. I'm sorry, Beatrice, but I don't care if it's little Thomas's 5th birthday, you have a job to do! He'll have another one next year, after all!

All that this new automated staff requires of me is the occasional oil change and even there I was fortunate. I came across a good inventor, Mr. Lewiston, who created a self-cleaning oil. Imagine my delight to hear I would not even have to deal with hiring someone to do the messy business of changing out the automatons' fluids more than once a year, if that! Naturally I bought the fellow's entire stock. I'm thinking of converting all my machinery to Lewiston's oil; the savings will be unheard of! All right, I'm off to try Jeanette's stews...look at me, naming my new toys already!

If the adventurers read further back in Berwick's journal, they'll find it full of complaints about his maids and wait staff, with nothing else of relevance.

Room #6: The Basement

As soon as the party opens the door to the basement, the nauseatingly sweet aroma intensifies. The basement steps lead down into a large open room with plaster walls. The room is filled with open oil cans all marked "Lewiston's Oil" and several other automata that are currently not moving. Moments after entering, a massive black blob begins to ooze from the back canisters and forms into one large, hostile creature.

Lewiston's Oil Mass AP: 4

Massive-2 Concoction (10 ft x 10 ft)

Wnds: 85 | Pri: -3 | Spd: 20 ft (land)

Brute	Cunning	Dexterity	Spirit	Sciences
+12	+9	+6	+0	+0

Guard

Eva: +3 Def: +4

Soak: 3 | 6 | 9 | 12

Note: Lewiston's Oil cannot suffer Called Shot or Wound effects and if brought to fatals it will immediately die.

Immunities: Called shots, anatomical effects (diseases, gases, medicines, poisons, venoms), bio-flux, all abilities requiring a Spirit resist, and rough terrain

Actions

Amorphous Slam

2 AP Acc: +4 Stk: +4
Damage: 6 | 12 | 18 | 24

Hijack

Lewiston's Oil can attempt to take control of an adjacent vehicle or automaton. The vehicle or automaton must make a Brute resist in the case of an automaton, or the pilot of the vehicle must make a Science resist against the Lewiston's Oil's Cunning (+9) or be taken over. Lewiston's Oil cannot normally be directly attacked again until the machine it is controlling is destroyed.

1 AP

As long as Lewiston's Oil has action points available, it will control multiple machines by breaking off parts of itself into the machine it is controlling. Doing so does not affect the Lewiston's Oil's statistics and it should still be treated as one creature.

Note: Lewiston's Oil will utilize its combat stats and attributes in addition to the vehicle or automaton's combat bonuses.

Whiplash *(reflexively)*

1 AP

If attacked in melee, Lewiston's Oil can attempt a reflexive strike against the attacker, gaining a +4 to accuracy and strike.

Combat: The Lewiston's Oil becomes incredibly aggressive the moment the adventurers enter the room. The first thing the oil will do is take control of any automatons that the party has with them. If there are no automatons with the party, the oil will instead choose to animate the other machines around there. There is a seemingly endless supply of Breson Robotic League maids in the room and all come ready with knives.

Once the oil has an automaton, it will begin to attack the adventurer with the lowest soak class.

Epilogue

Mister Berwick is exactly where he told the party he would: at the Rose & Boar Inn. He thanks the party for their efforts and pays them out.

If the party mentions the Lewiston's oil, Berwick seems genuinely upset that he caused this to happen. He offers to pay the party another 5 princes to not mention this to anyone, due to his embarrassment.

Experience

3-5 (approximately 1 per fight)

Continuing the Adventure

For ongoing sagas, Berwick is willing to provide the adventurers with the location where he bought Lewiston's Oil. For more information on Lewiston's Oil and other automatons that it might possess, check out the Narrator's Accomplice.

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