

Weatherfield Gardens

by Kezle

Weatherfield mansion has opened its doors to sightseers, offering attractions such as ghostly relatives, necromantic fauna, and a watery curse. Together with adventurers and holidaymakers, embark on an eccentric tour of death to make Tim Burton jealous as you track down the deed to the estate and immortality.

Manor Personages

Constance Weatherfield - 10yr old lord of the estate. Detests it but feels duty bound to maintain the house and started the tours to raise money.

Millicent Weatherfield - Constance's 13yr old sister. Constantly trying to take estate for her own. Claims to be followed by the 7 ghosts of former Weatherfield lords and ladies.

Spirits of the Sea - Percy, Galvinor, Valery, Loveday, Eulalie, Mimosa, and Islwyn. Seven spirits of the Flooded Realm masquerading as Weatherfield ghosts to destroy the deed and return the Flooded Realm to the surrounding land.

Sir Lachlan - Weatherfield guardian, gardener, tour guide, and undead knight of frightening power. Cursed not to use a blade but will gladly dispatch troublemakers with a trowel.

Claude Montague - Butler/cook. Unintentional psychopath.

Unfortunate Visitors

The Surveyors - Three men(?) in questionable disguises. Introduce themselves with different names each time. Here to claim estate on behalf of a mysterious company. All the skills of high-level rogues with the execution of first-levels.

Sulwyn Glas - A selkie doomed to walk on land after losing her seal hide to Constance's mother. Here to reclaim hide and take revenge on the Weatherfields. Treat as ranger.

Rival Adventuring Party - Heulwen, terminally ill sorcerer desperate for immortality. Quince, warrior/hobby botanist. Led by Nelly, a pyrotechnic bard in search of thrilling oddities.

Innocent Holidaymakers - Dumb luck can be a greater asset than any skill.

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Flooded Realm

An inverted and completely flooded version of the estate. Those alive in the real world appear as ghosts/undead here and dead are alive. Entry through portal makes you immune to this. Other attractions include undead selkies, merfolk necromancers, and far too many Weatherfield ancestors.

The Deed

An ancient ritual document which seals the Flooded Realm within the mansion as long as the heir named remains on the grounds as the immortal lord. The deed is actually tied to the necromantic tree, as the only true immortal on the grounds. No immortality if taken off premises (flooding the estate and surrounding area) but still a valuable magical relic.



The Manor

1. Necromantic Tree - A towering and twisted tree that can reanimate matter and seize control using its roots. Those infected are marked with its eye in the Flooded Realm where its true form is: a primeval coral slowly absorbing everything from shipwrecks to wannabe deep ones and the *SHELL KEY*.

2. Reception - The grand piano is quite friendly but will insist on playing a song for you. Songs cause hallucinations of drowning, nausea, or even transport listeners to the Flooded Realm. The *BLACK KEY* is hidden inside one of the black keys.

3. Dining Hall - Seven portraits of previous estate owners line the walls. Names are identical to the Spirits of the Seas but personalities are swapped. Food here can have terrible side effects or grant breathe underwater for 8hrs and an inexplicable attraction to Selkies.

4. Kitchen - Claude will cook anything. *Anything*. Views Necromantic Tree as a kind of pet and feeds it leftovers.

5. Wine Cellar - Fermenting necromantic grapes like to attack noses. Tunnel to Selkie Cave hidden inside barrel full of (fermenting) *Jellyfish Pinot Noir*.

5a. Selkie Cave - A cave in the cliff on which the manor sits. Smuggler wraiths quarrel over gold, rotten selkie hides, and a Kelpie figurine (transforms into actual Kelpie when wet).

6. Study - Acts as a portal to the Flooded Realm unless the door is opened with *SHELL KEY*. Deed in whirlpool trapped underfloor safe. Unlock with *BLACK KEY*.

7. Library - Home of moth eating books, priceless and sanity depriving scrolls, and *Horace* the cat (stats as feral wolf).

8. Pond - The ghost of *Great Uncle Victorthorne* is at the bottom locked in eternal battle with the great mollusc. He wields a narwhal horn harpoon which grants a bonus against Flooded Realm creatures. Can exit/enter Flooded Realm at bottom.

9. Gardens - *Peter the irritable flying pig*, necromantic plants, valuable seeds, and carnivorous anemone.

Bedrooms - Selkie hide rugs. Sleeping is not advised.

Bathrooms - Home to *Friend*, the thing that lives in the drains.

Attic - Beware: rodent. Singular. Gargantuan. Questionable if actually a rodent.