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*Part One:  
Overview*

Sample File

# Introduction

**L**ater scholars will identify seven phases in the cycle of development and decline of a wizard's seclusium. It is the fifth phase, the "vulnerable," that interests us here.

## Even in its "vulnerable" phase, a wizard's seclusium consists of:

- ✠ The physical structure of its seclusium proper.
- ✠ The quasi-real footprint of its magical existence.
- ✠ Its grounds, gardens, and picturesque vistas.
- ✠ Outbuildings for various purposes, both obvious and obscure.
- ✠ Passways, checkpoints, and baffles to entry, like walls, gates, paths, and vestibules.
- ✠ A position in the countryside and landscape, both physical and customary.

## In its "vulnerable" phase, a wizard's seclusium nevertheless has:

- ✠ A wizard, but he or she is in some form absent.
- ✠ Guardians, but they are no longer intent.
- ✠ Portals to other wizards' seclusia.
- ✠ Portals to alternate spaces or other modes of being.
- ✠ Portals to other places of wizardly significance.
- ✠ Long term guests or prisoners of the wizard, whose needs have now gone unattended.
- ✠ Evidence or remains of previous treasure-seekers and interlopers.
- ✠ Remains of the wizard's endeavors, including dangerous failures and promising experiments.
- ✠ The wizard's trappings and treasures.
- ✠ Under some circumstances, remnants of the wizard him- or herself, embodied or dis-

## In its "vulnerable" phase, a wizard's seclusium has the attention of:

- ✠ Rival wizards hoping for spoils.
- ✠ Friendly and allied wizards, concerned for their fellow's wellbeing.
- ✠ Local kings, lords, churches, and scholars.
- ✠ Treasure seekers.
- ✠ Otherworldly entities.

### When a wizard's seclusium is in its "vulnerable" phase, it shows as:

- ✠ Long inaction with an air of finality.
- ✠ Magically communicated calls for help or attention from its guests and prisoners.
- ✠ The departure of its notable guardians or servants.
- ✠ Unheeded communications, and neglected associations and obligations.
- ✠ Successful incursions.

## How to use this book



wizard's seclusium, abandoned by the wizard but with its treasures and dangers remaining more or less intact, makes for marvelous location-based adventures. This book provides rules, guidelines, tables, and suggestions for creating wizards' seclusia for your own campaigns.

Here in **Part 1**, you'll find a topical reference to the concepts underlying both **creating wizards' seclusia and playing through them as a Referee**. You can read straight through these in order, or else just skim them now and return to them later, as you like.

In **Part 2** (see p.19), you'll find three wizards' seclusia in three stages of completion: the **Seclusium of Orphone of the Three Visions** (the most complete), the **Seclusium of Bostu the Necromancer**, and the **Seclusium of Ibrakirre of the Far Sea** (the least complete). To use these, choose one and work through it, making choices, providing details, and creating maps. Orphone's seclusium can be ready for you to play with half an hour's work; Ibrakirre's will require a full hour and likely more.

In **Part 3** (see p.91), you'll find "the complete lists," guidelines and tables for creating new, original wizards' seclusia from scratch. Look through them as you like, but I recommend that you work through at least one of the three seclusia in Part 2 before you undertake to create one, so that you know what you're getting into.

Epidiah Ravachol (*Dread, Time & Temp, Swords without Master*) worked with me on the rules for magical items and gave me the crucial suggestion that made them work.

I've based this book on the always-inspiring fiction of Jack Vance, especially *The Dying Earth* (*The Dying Earth, The Eyes of the Overworld, Cugel's Saga, and Rhalto the Marvellous*) and *Lyonesse* (*Suldron's Garden, The Green Pearl, and Madouc*). I can't possibly live up to his writing, masterful and absurd, so I've tried to keep myself to a minimum of aping. Forgive me my lapses.

**Publisher's Note:** Although the procedures in this book work for a wide variety of games, specific rules notations are given using *Lamentations of the Flame Princess Weird Fantasy Role-Playing*. The game uses a silver money standard, and a skill system that may differ slightly from your preferred game.