

# Elven Tower Cartography



## Snacks for the GM's Mind

Adventure Resources and Ideas  
One-shot Suggestions  
Game Design Tips

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## 186 Jaegar's Pocket Plane



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# 186 Jaegar's Pocket Plane

## About this Resource

This resource features the general description of a pocket plane universe created by an evil wizard. It includes adventure ideas that are appropriate for mid-level (Levels 6 to 10) adventuring parties and is optimized for level 7. Challenge Rating (CR) is calculated using a party of four as the model.

The DM is free to change or modify any or all the information found here. NPC names and settlement names are the first the DM should consider changing to accommodate any homebrew world lore. To modify the challenge rating of the adventure, the DM must first consider the power level of the party. Considering the PCs' individual levels and the number of players is crucial to presenting a good challenge. Not all parties are the same, different playing styles and command of the system in the party can increase or decrease their effectiveness in encounters. The DM may adjust the encounters slightly by adding or subtracting monsters. Alternatively, controlling monsters with more intelligence and strategy is often the easiest way to raise the difficulty of an encounter.

When monsters are referenced, book name and page numbers are noted in parenthesis. Be aware that page numbers may vary depending on the book print. If the DM can't find a monster where noted, it means it is a different book print. Page differences tend to be small so whatever is missing will be reasonably close to the pages noted in the adventure.

## Background Lore

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 Jaegar Farret was known until just recently as the director of the kingdom's Arcane Observatory. The Arcane Observatory is a tall building in the outskirts of the capital. It features a modern telescope that scholars use to watch and interpret the movements of the stars and other celestial bodies. Jaegar Farret is an accomplished spellcaster. When he was a young student, he excelled at all trials and

beat the expectations of his teachers and companions. After learning the art of manipulating the weave of magic, Jaegar Farret was appointed to be a court wizard. He served the king for a decade before abandoning the position to continue his work and research at the Arcane Observatory.

Many discoveries and contributions to the body of knowledge of astronomy are the lifeworks of Jaegar Farret. Recently, Jaegar found an inconsistency in the movement of two celestial objects in the night sky. The two objects did not follow the paths calculated by his formulae, instead, they moved erratically in two-day cycles before repeating themselves. Jaegar did not disclose his findings and tried to uncover the secret by himself. After all, it was no use to share the glory in finding something groundbreaking in his field of study. Jaegar wrote down in an arcane script the trajectories of both bodies and then made a discovery. The paths described a mathematical pattern that could be transcribed to a spell book and then read by a spellcaster. Jaegar wrote the spell from the stars on a scroll. He pondered for a long time before actually trying to perform the arcane instructions on the scroll. He suspected it could be some type of trap. He was afraid of the spell's consequences. One day, Jaegar tried the spell. The magic from the stars was caused by a magical creation effect that had been so far lost to humans. It was the power to create worlds, albeit limited in size and volume. The magic was fiendish in origin. Jaegar Farret could not understand why the stars would communicate demonic magic through the movement of the stars.

The spell created a pocket plane. A secluded universe that shared a few properties with certain layers of the abyss. Reflecting its fiendish arcane origin. The place was Jaegar's to control, own, and build upon. Using the magic from the stars to gain access to this part of existence was addictive. Jaegar Farret was not aware that each time he meddled with the pocket plane, a part of the abyssal energy entered his body. Sooner rather than later, Jaegar's own attitude and disposition had changed. He had abandoned many of the properties that made him human in character. He became ambitious beyond recognition, merciless, and intolerant. He was, after all, one of the most powerful spellcasters in the kingdom. And with this new power, there

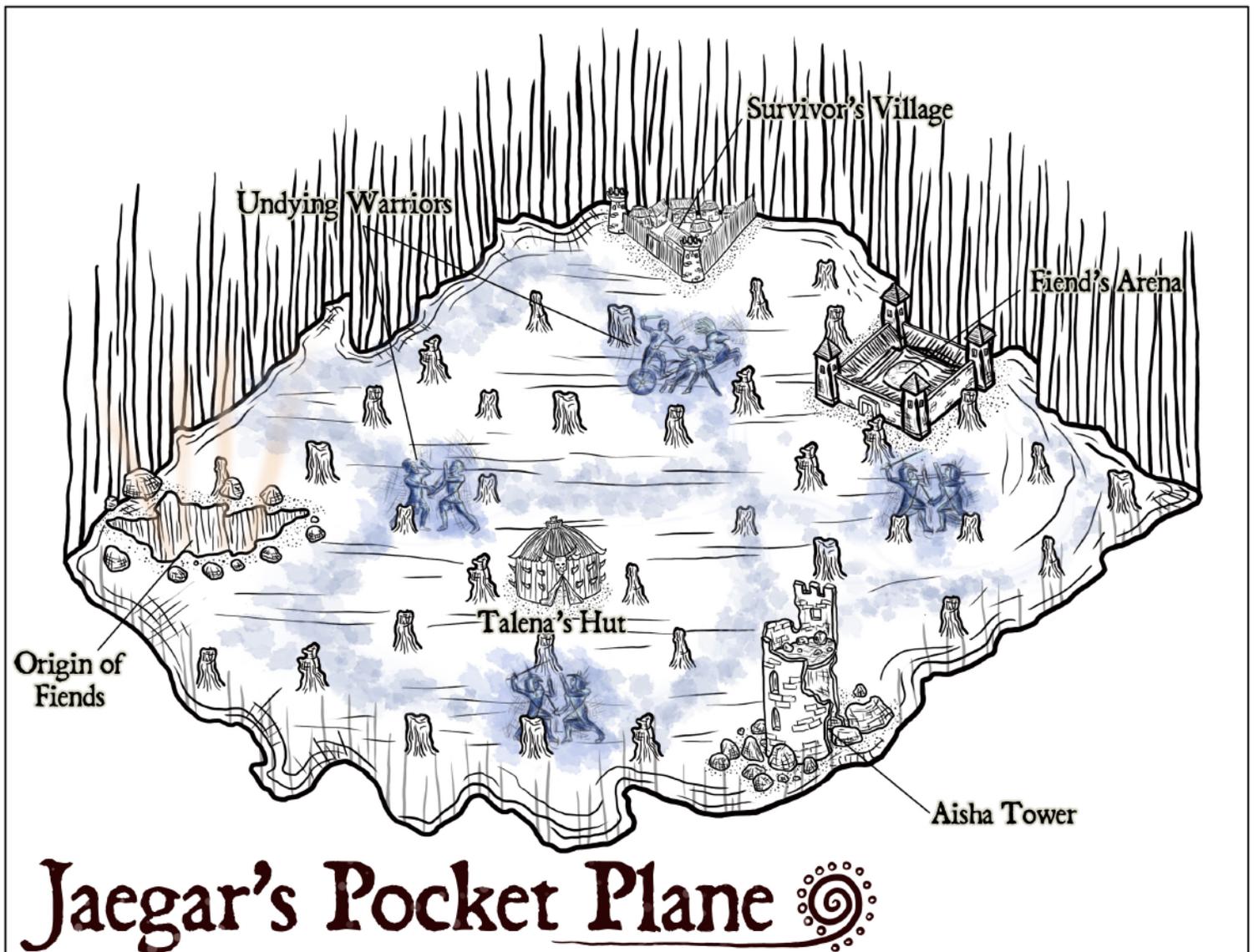
would be no one to stop him.

After weeks of study, research, and practice. He managed to create a banishing spell that would propel an unlucky subject to his pocket plane. The pocket plane became Jaegar's own eternal prison. And he would send any who opposed him there. The first thing he did was to confront the king himself. Jaegar did not plan to discuss many things. He banished the king and his closest advisors and there was nothing anyone could do. He declared himself the new king and an era of darkness began. Self-proclaimed King Jaegar Farret is a cruel man. During the 25 years of his rule, he has banished countless people who tried to stand their ground against his authoritarian rule.

## Adventure Design

This adventure assumes King Jaegar Farret has ruled for 25 years. During that time there have been several attempts to overthrow his unworthy claim of the throne. The best way to introduce this adventure is by having the party of adventurers hired to confront the king. A third party, which could be a single loyal citizen of the kingdom, a faction that opposes the king, or a religious congregation, should hire the adventurers to travel to the capital and try to get rid of the king by any means necessary. They will know that many have tried and failed, but the reward is enticing enough to take the risk.

It is up to the DM to determine the tone and type of encounter the adventurers have with the king. It could be a scheduled audience in the throne



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room. However, as soon as the adventurers turn physically aggressive, Jaegar Farret will cast his spell from the stars to banish them to his pocket plane. This touches on railroad territory but it is appropriate to have the adventurers experience the insides of the pocket plane.

The plane has no exit. New visitors can only arrive with Jaegar Farret's help casting his spell. All teleportation magic is rendered useless inside the pocket plane, except for any spell that would not permit the caster to leave the place, like *Dimension Door*, or *Misty Step*. The only way to return to the material plane is to destroy the planar gem in possession of the arena's game master. If the gem is destroyed. All remaining survivors inside the pocket plane are transported back to the material plane. They all appear within Jaegar Farret's presence. Jaegar Farret can use his magic spell to create a new pocket plane but this process lasts a few months.

The pocket plane is roughly circular in size. Measuring 21 miles in diameter on its longest side. The area is surrounded by rocky walls that extend up indefinitely. Any character with the ability to fly will find out that the walls extend forever. Many of Jaegar's victims have survived in here for a very long time. The plane is illuminated faintly and any living creatures inside have no need for food or water during their presence. Creatures also age at a slower rate, five years in the plane age you one year of outside time.

They live along a group of fiends that pit them against monsters and fiends in the arena on the eastern side of the pocket plane. A great number of visitors have died in the arena. Their spirits are unable to leave the plane. They remain in the form of misty vestiges, they continue fighting impossible odds all around the pocket plane's floor. They mostly keep to themselves and their impossible fights, but they will attack any adventurer that disturbs their battles. The DM is free to use the undying warriors as wilderness battle elements when traveling the pocket plane. The undying warriors are a mix of **Shadows (MM, page 269)** and **Ghosts (MM, page 147)**.

### Origin of Fiends

Here is an opening on the floor on the west side of the pocket plane. This rift glows orange and extends downwards several hundred feet to what appears to be some kind of luminescent viscous liquid. The

## General Features

These are the general features of Jaegar's Pocket Plane.

**Terrain.** The ground is dry soil with a tint of brown. The areas where undying warriors fight are considered difficult terrain.

**Light.** The plane is faintly illuminated by a grey light that has no apparent origin.

**Smells and Sounds.** The plane features a neutral smell that is just strong enough to be perceptible. All across the plane, the sounds of eternal fights plague the air.

liquid may be demonic ichor or some kind of lava. Adventurers visiting this place have a 50% chance of encountering 1d4 **Chasme Demons (MM, page 57)**. They emerge from the rift on the floor and attack. If the **Chasme Demons** manage to defeat the party, they are not killed but instead transported to the arena cells.

### Talena's Hut

Talena is a **Night Hag (MM, page 178)** that was imprisoned here a long time ago by Jaegar. She was one of the first to ever arrive here, right after the king and his retinue. Talena keeps two **Ogre (MM, page 237)** bodyguards in his hut. Not so much of an enemy, Talena might prove to be quite an ally. For a reward, she may perform healing magic and even resurrection magic. She requests payment in the form of body parts (it can be stuff like nails, hair, and skin), adventurers are left free to determine what to pay with.

### Aisha Tower

Aisha Tower used to be the fortress tower in the royal castle. After the threat of violence, the king and his retinue fled to the fortress tower to resist Jaegar's attacks. Jaegar used a stronger version of the spell to banish a whole section of the tower to his pocket plane. The tower section is here, in ruins, after being detached from the rest of the structure. The king and the other survivors used the tower as a small stronghold for a while before moving to the Survivor's Village.

### Survivor's Village

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Jaegar, at some point during his forceful takeover, used his magic to send a block from a village to the pocket plane. The village was soon adopted by all visitors as their home. It features two watchtowers and a palisade wall. This village has only been around for a year. The fiends from the arena have agreed to not overrun the village as long as some voluntary fighters perform in the arena every other day. The king and a few men from his retinue still live. The king is unrecognizable. He looks only 5 years older but carries 25 years of fighting behind him. Any remaining survivors in the plane are tough people. They only live to fight the next day in the arena. People here can provide the adventurers with information about their lives in the plane and the activities in the arena. They also share their suspicions that the gem on the arena's game master's neck holds the secret to leave the plane.

### Fiend's Arena

The arena belongs to a cruel **Glabrezu (MM, page 58)** named Dubburunos, who slipped inside the pocket plane from the open rift to the abyss on the west side of the plane. He rarely performs in the fights himself. On his neck, there is a black gem on a necklace that holds the essence of the plane. That is the planar gem. If the adventurers wish to confront the **Glabrezu**, they will have to taunt him into fighting in the pits. One easy way to make him lose his temper is to kill all his demonic lackeys in the arena. In the arena, the adventurers may fight any type of demon of **Challenge Rating 6** or lower. The DM is free to determine what demons and in what numbers constitute an appropriate fight. It is recommended to have three medium-difficulty encounters before the main fight against Dubburunos. If the Glabrezu is defeated. The adventures can reclaim the planar gem. A short examination by any magic practitioner is enough to determine that the gem holds the plane's existence in place. Destroying the gem will return them to the material plane and destroy the plane and everything else inside it. This action also destroys any hope of understanding the magic behind the small plane's creation.

Upon returning to the material plane. The adventurers and any other survivors present will be within Jaegar's presence. Jaegar (**Archmage MM, page 342**) will find it utterly impossible that all of them escaped his prison plane. He may attempt to flee to fight another day, now that his plane is destroyed, or stay and confront the part for a final challenge.