



# ZERO HOUR

FANTASY CARTOGRAPHY



Demon Delve  
Cavern

## Demon Delve Cavern

by Ryan Wolfe of Ki Ryn Studios

<http://ki-ryn.com>

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### Overview

As with all of the demos, the purpose of this document is to show you what you can expect should you choose to invest in this product. The images on the following two pages are low-resolution “print preview” screen captures meant to provide a general idea of what is inside the book.

Specifically, this is what you’re looking at:

- **Page 3:** Main Book. This provides a brief description of the location and possible occupants, followed by the map broken into printable pages. The maps are at 1 inch = 5 feet scale with a grid built in. A composite map is provided so it is easy to put the pieces together. Alternate map pages, hiding the concealed doors and secret rooms, are provided.
- **Page 4:** Printer Friendly Maps. Black-and-white versions of the map pages are also included.
- **Page 5:** Sample Map. This is a single page from the main book, ready to be printed out and used with miniatures. The maps are designed to be laid end-to-end.
- **Page 6:** Summary. This is a copy of the online sales page (which you probably read before coming here).

The product also includes two composite, poster-sized maps (24x36 inches at 150 dpi) for your use. One has text while the other does not (good for projectors and online game sessions).

Thank you for taking the time to explore this product. I hope that it, and other *Ki Ryn Studios* offerings can be of service in your game.





Demian Delir Caberni  
Zeynep Kaya



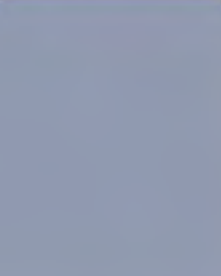
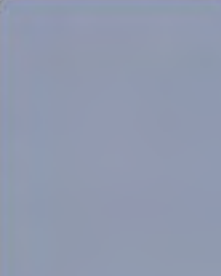
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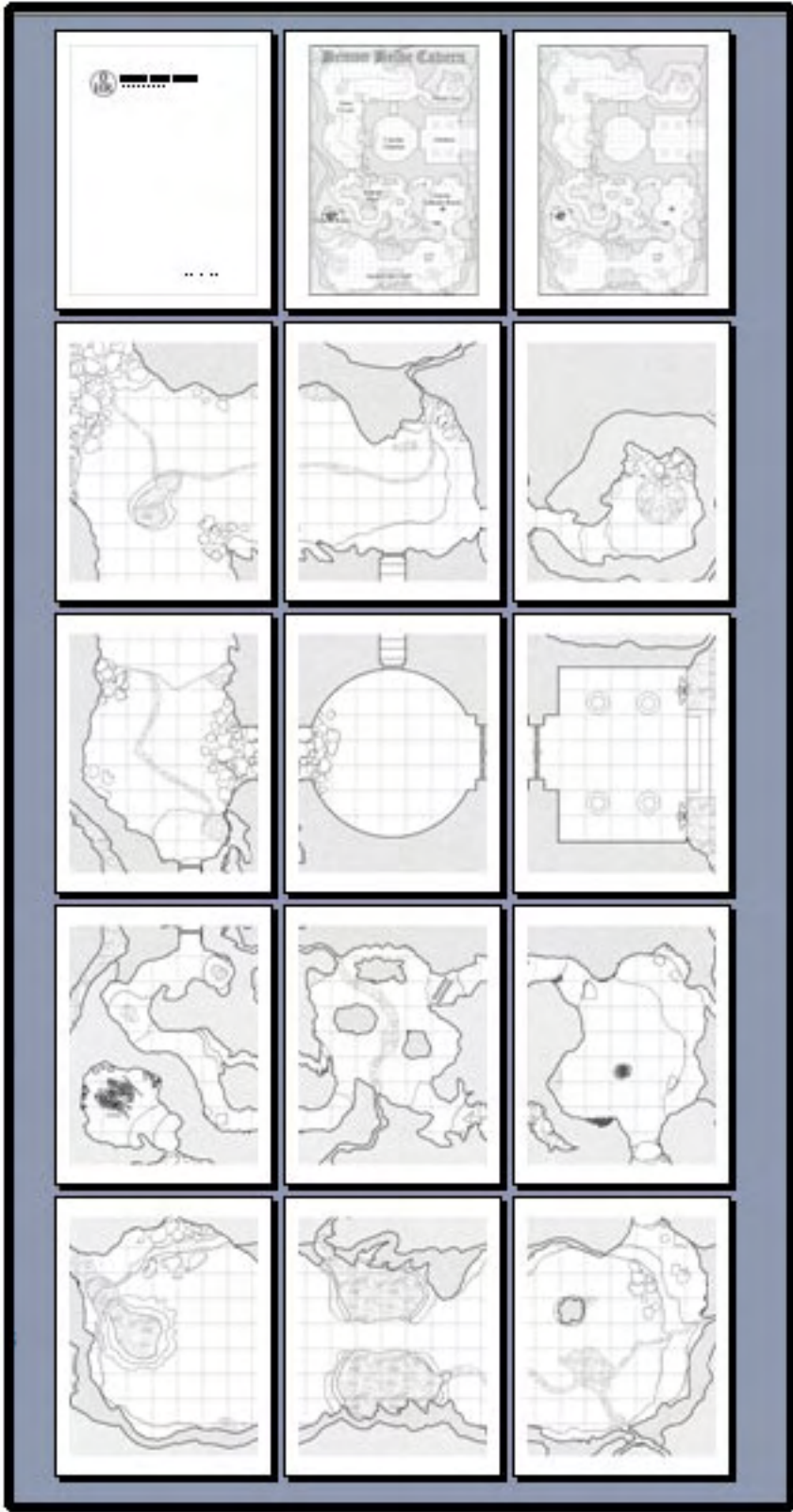
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## Demon Delve Cavern

In the heart of the wastelands, surrounded by steaming pools of foul water and broken mountains that rumble in their sleep, lie the ruins of a dark sepulcher never completed. Dug into the raw stone of a towering cliff, the first chambers were barely hewn when something ancient and evil awoke within the depths. Now the temple stands abandoned while the caverns below writhe with activity. Forsaken servants of the slain cultists await the return of their masters, inhuman creatures have been drawn to the power awakened, and far below the great evil broods within its lair. The Demon Delve Caverns await.

This purpose of this product is to present a detailed map and enough description for a game master to quickly flesh out an adventure. Because game systems and power levels vary so greatly, the specifics of what creatures dwell within are kept generic. Suggestions are made and a logical environment is constructed, but the final choices are left to the game master. Consider your group and your game and then just plug in the creatures that will serve you best. To facilitate use with miniatures, the map has a 1 inch grid built into the artwork. Beyond this, Zero Hour products are system independent.

This product includes the following:

- An overview of the location and its occupants.
- Full color, miniature-scale map broken into 12 pages for easy printing.
- Alternate pages hiding secret doors and areas unknown to the players.
- Black and white versions of the map pages.
- A 24x36 inch poster image at 1 inch = 5 feet scale.
- A version of the poster map with text removed.

Descend into the depths, if you dare. When its time to play, *Zero Hour* cartography is ready!

