

Relm's Keep by Tom Cartos

Background

Relm's Keep was first constructed by the Men of Bondor during the second age, although it was later gifted to the horse lords of Brohan. During the long winter, Relm Rammerhand and a contingent of Brohirrim took shelter in the fort, adding the tower and outer wall. The keep was renamed in Relm's honour. In later years King Pheoden of Brohan would lead his people to Relm's Keep to save them from the armies of Isenbard and the Wizard Haruman.....

Ok fine. It's Helms Deep. You know that, I know that. I just really wanted to draw Helms Deep. I got into tabletop gaming via Lord of the Rings Warhammer as a teenager and built my own Helms Deep out of wood and polystyrene. It wasn't as big or detailed as this one though.

Grid Information

GRID SIZE – 77x51 (300DPI)

VTT SIZE – 10780x7140 (140DPI)

RECOMMENDED PRINT SIZE – IDK it's probably too big.

Design Notes

Gateway

- **01 – Ramp**
- **02 – Gate**
- **03 – Outer Courtyard**
- **04 – Armoury**
- **05 – Lords Chambers**
- **06 – Stables**
- **07 – Exit to Caves** – Tunnels in the mountain lead to a vast labyrinth of caves. Although this is a potential escape route, it should be only used as a last resort. Even for those who know the way through, there are likely more dangers here than anything on the other side of the wall.
- **08 – Soldiers Lower Encampment**
- **09 – Culvert** – The only potential weak point in the defences.

Ramparts

- **10 – Outer Wall**
- **11 – Inner Wall**

- **12 – Inner Courtyard**
- **13 – Great Hall Entrance**
- **14 – Great Hall**
- **15 – Relms Tower** – Serves as both a watchtower and alarm.
- **16 – Deeping Wall**
- **17 – Soldiers Upper Encampment**

Tower

- **18 – Relms Horn** – Due to the unique shape and terrain of the gorge leading to the keep, this horn can be heard from miles away when sounded.