

RELm'S KEEP

BACKGROUND

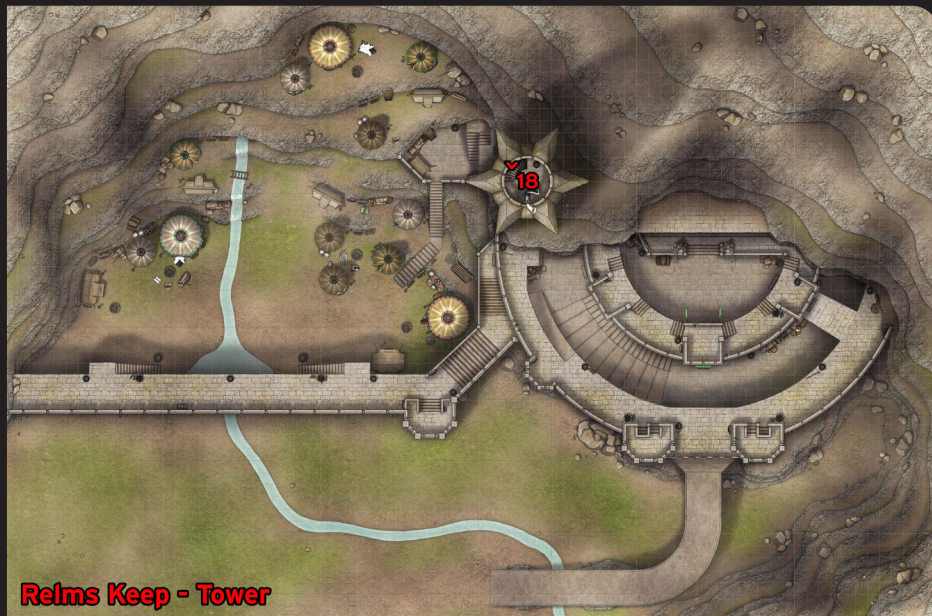
Relm's Keep was first constructed by the Men of Bondor during the second age, although it was later gifted to the horse lords of Brohan. During the long winter, Relm Rammerhand and a contingent of Brohirrim took shelter in the fort, adding the tower and outer wall. The keep was renamed in Relm's honour. 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.

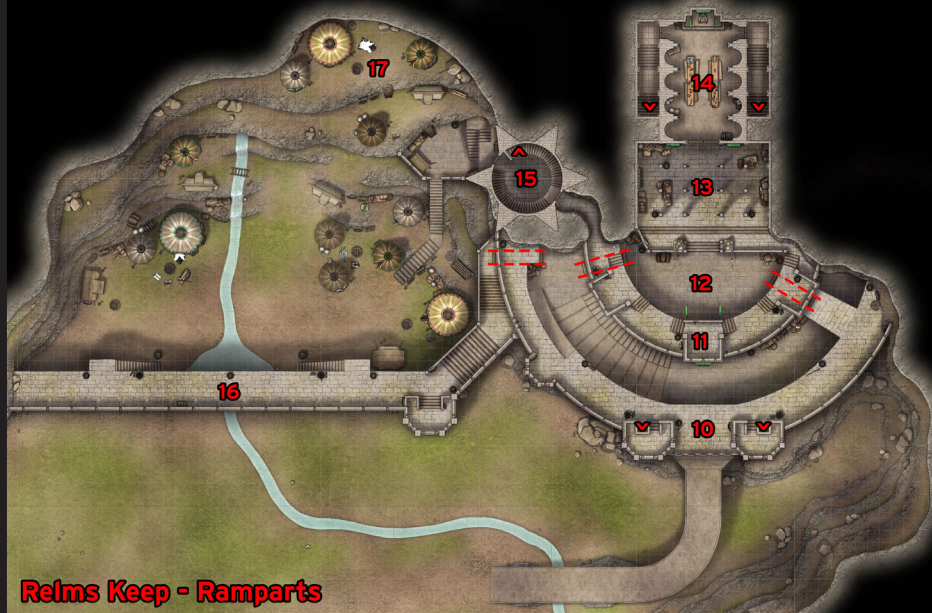
GRID SIZE

GRID	71x55 (300DPI)
VTT	10780x7140 (140DPI)
PRINT	A0/ANSI Ex2

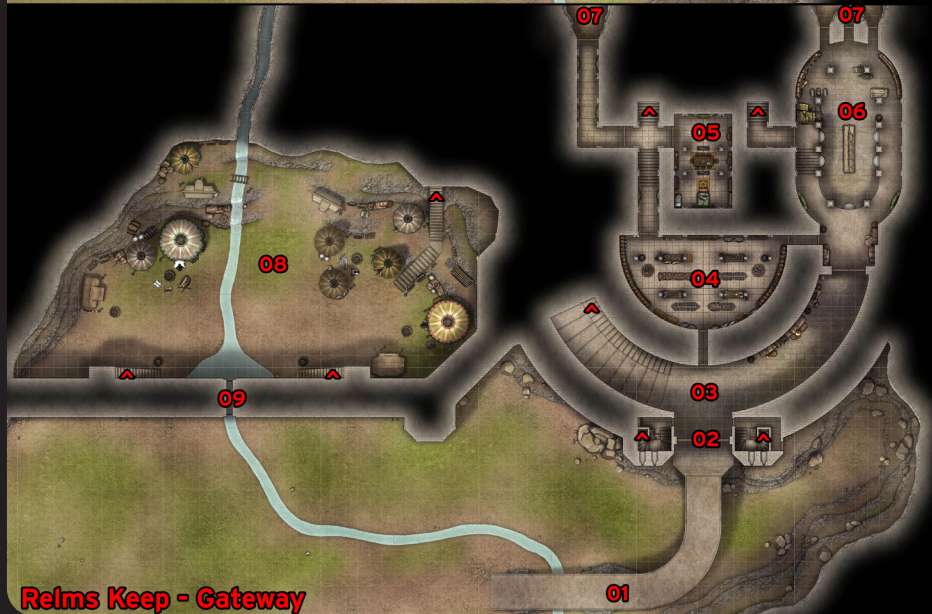




Relms Keep - Tower



Relms Keep - Ramparts



Relms Keep - Gateway

ROOM	NAME	DESCRIPTION
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	Soldier's Lower Encampment	
09	Culvert	The only potential weak point in the defences.
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	Soldier's Upper Encampment	
18	Relm's 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.