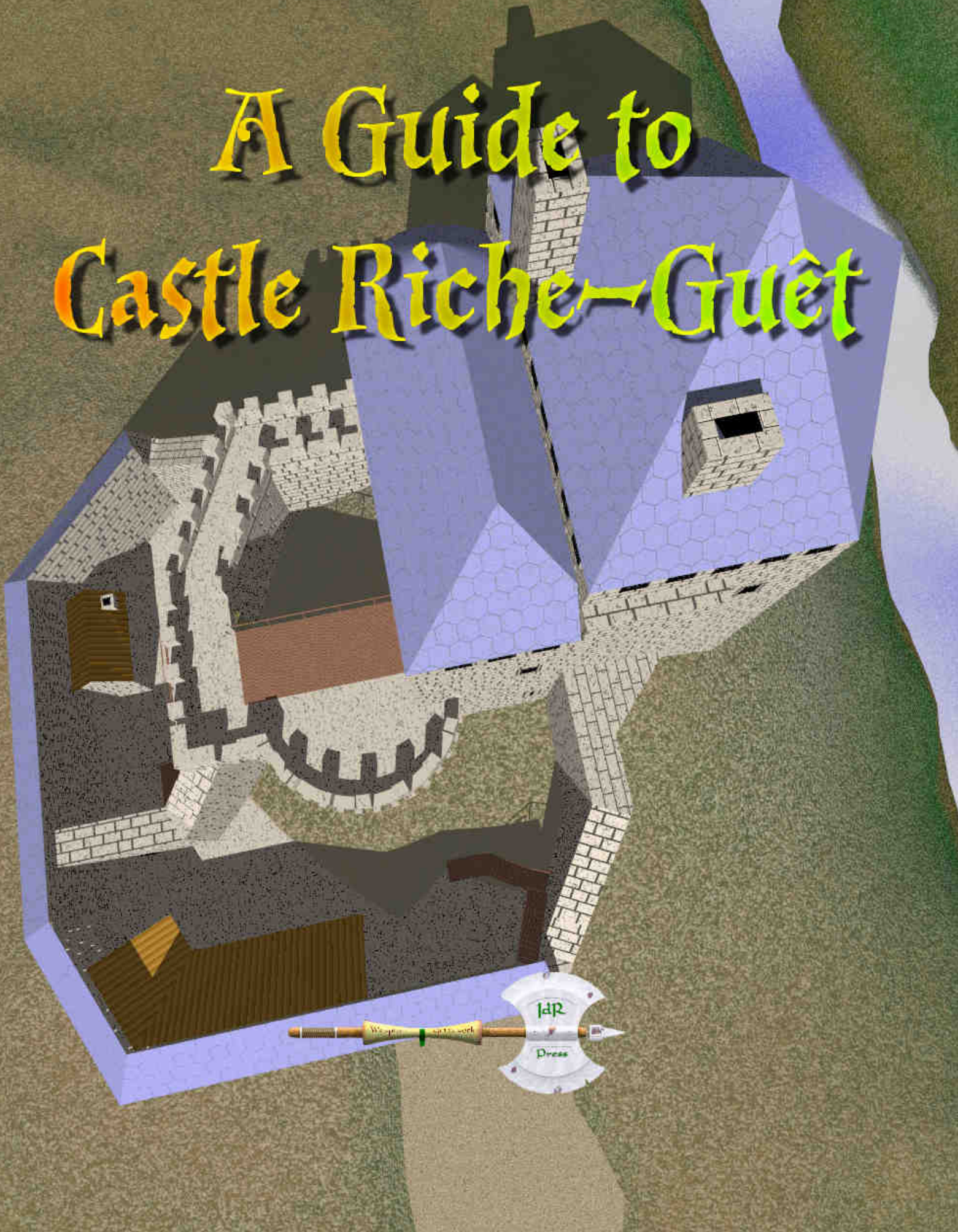


# A Guide to Castle Riche-Guêt







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## 1. A brief history

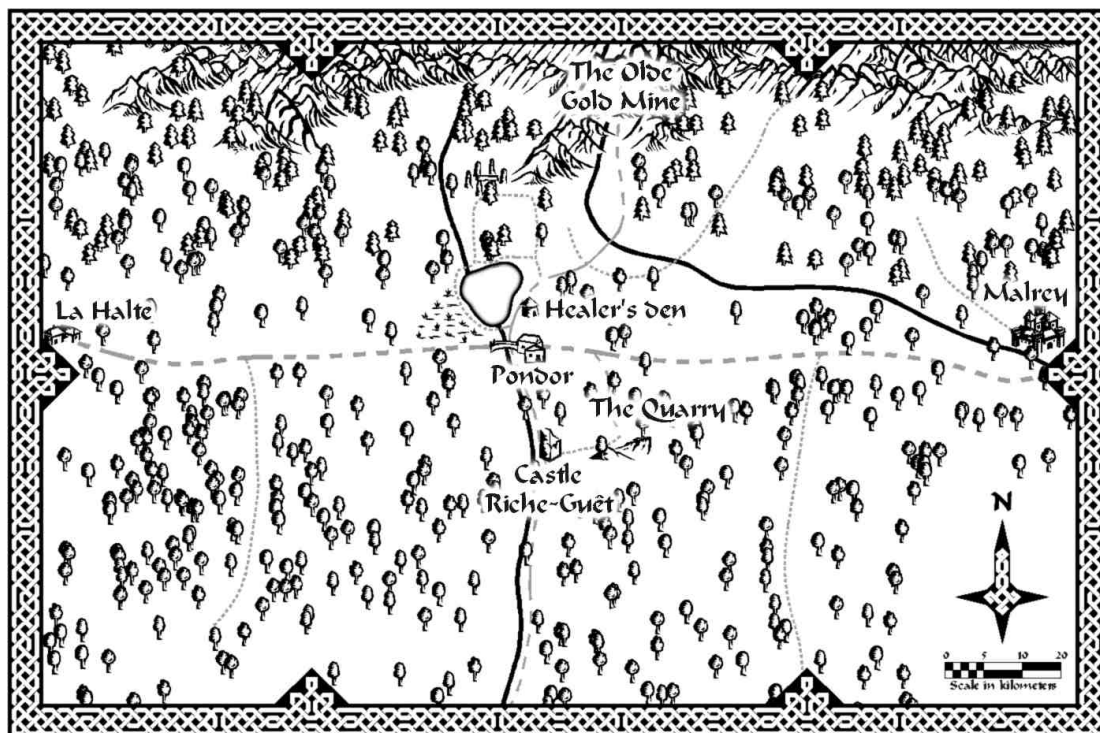
Castle Riche-Guêt was built on a rocky outcrop to watch over the Gold River. On this river, heavy barges were used to carry the gold extracted from the north mines to the city of Calis. As is often the case, the pentagonal keep was built first and had a wooden palisade as only protection.

The outer wall came next and the residence and the inner walls were added through the centuries.

Many wars were fought over the control of the gold mines and alliances were sealed only to be broken later on. A few centuries ago, the gold route was changed to Malrey and castle Riche-Guêt lost its function and thus the money needed to sustain it. The gold mine itself got worked out and today only kobolds and goblins come out of it, having used the galleries to cross under the mountains. Castle Riche-Guêt is now only an old ruin.

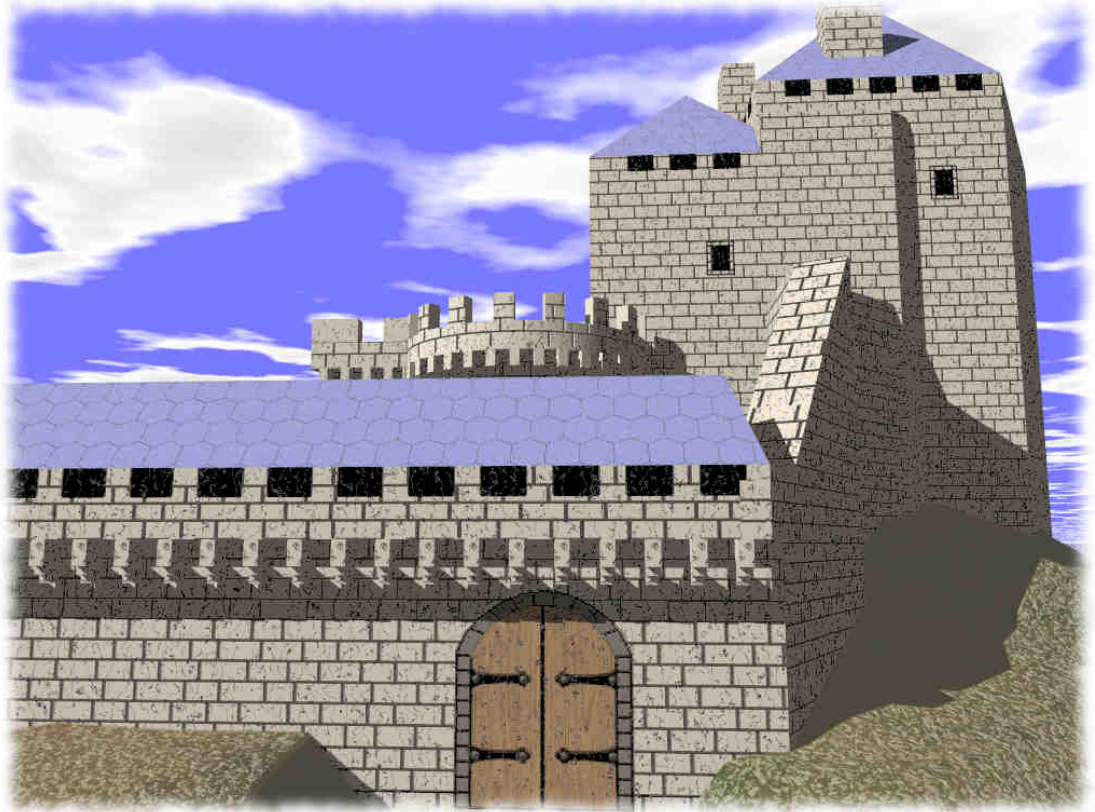
## 2. Local geography

The castle is situated in a heavy forested area and the vegetation has slowly recovered the area kept clear when the castle was inhabited. Some 15 kilometers (~10 miles) east is the quarry used both for the castle and the Pondor (Goldbridge) village 20 km north (~13 miles). The old mine is 60 km (~40 miles) east-northeast. From Pondor you can reach the Malrey city 90 km (~60 miles) due east or the hamlet of La Halte (The Stop) 75 km (~50 miles) west. In both La Halte and Pondor you can find an inn to rest for the night.



### 3. Castle description

#### 3.1 Overview



Castle Riche-Guêt was built using granite stone from the surrounds and of course the quarry. You had to climb a smooth path curving along the north slope. The tiles were cut from an expensive blue slate and have been looted now. Only the heavily damaged stones now stand and some have been loosened and have followed the tiles.

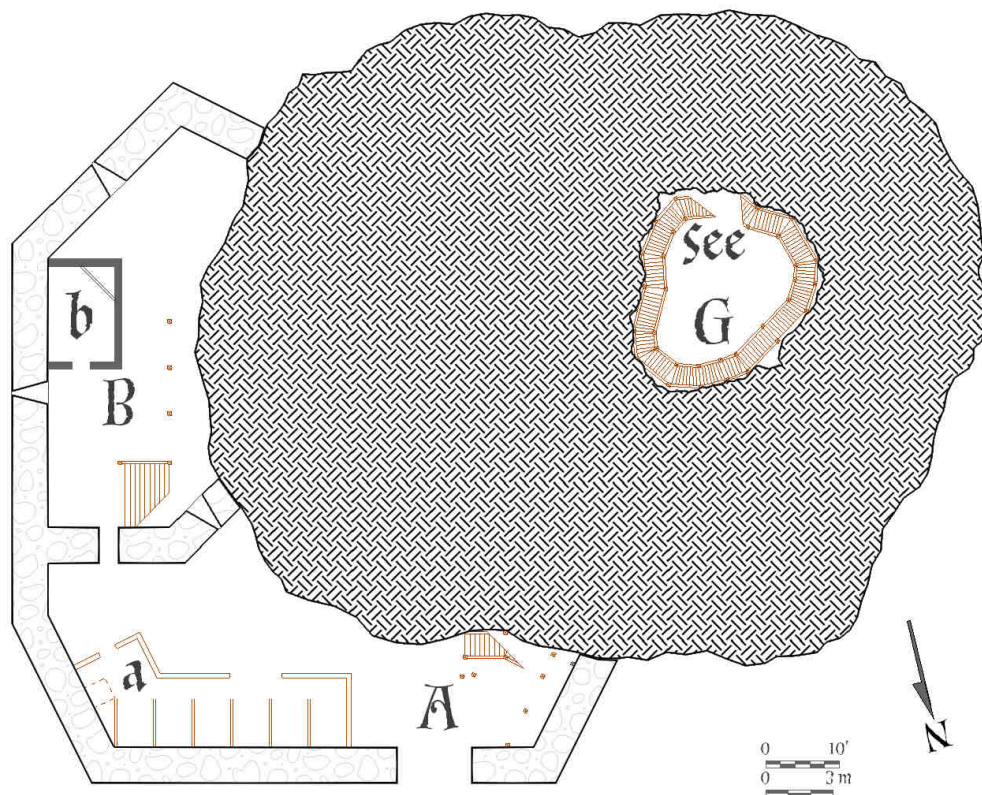
The walls follow the shape of the hill so that much of the space between them is occupied by rough natural slopes difficult to climb. Cutting the stone to flatten the baileys would have been too expensive and wouldn't have increased the defensive value significantly.

Wooden stairs and platforms led to the first line of battlements and to each successive bailey up to the residence. There was no drawbridge that were more in use for castles built on flat terrain. The posts and planks were solidly joined but easy to remove in case of emergency, making any invader climbing the steep slope to reach the door and the use of rams almost impossible.

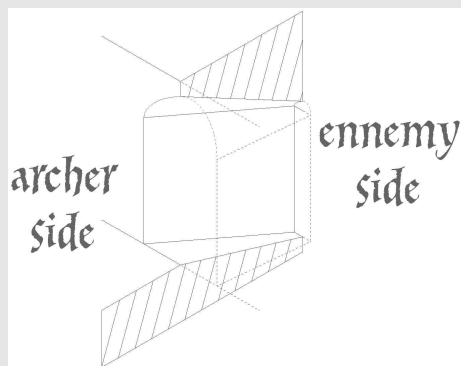
Now that the castle is in ruins, those wooden part are quite rotten and dangerous to tread.



### 3.2 The baileys



Once through the great double door, you reach the first bailey (**A**). To your right, wooden steps lead to the battlements defending the entrance. To the left, through a narrow passage between the stables (**a**) and the hill rock, you go further in, going in front of a threatening arrow slit (see side bar). A thick door one stood between the two baileys. Now you just have to climb a 60 cm (2') step up and you can enter the second one (**B**). There stands the forge (**b**) and two other arrow slits in the east wall. More wooden steps lead to a platform and there to the killing ground through a door that no more exists.

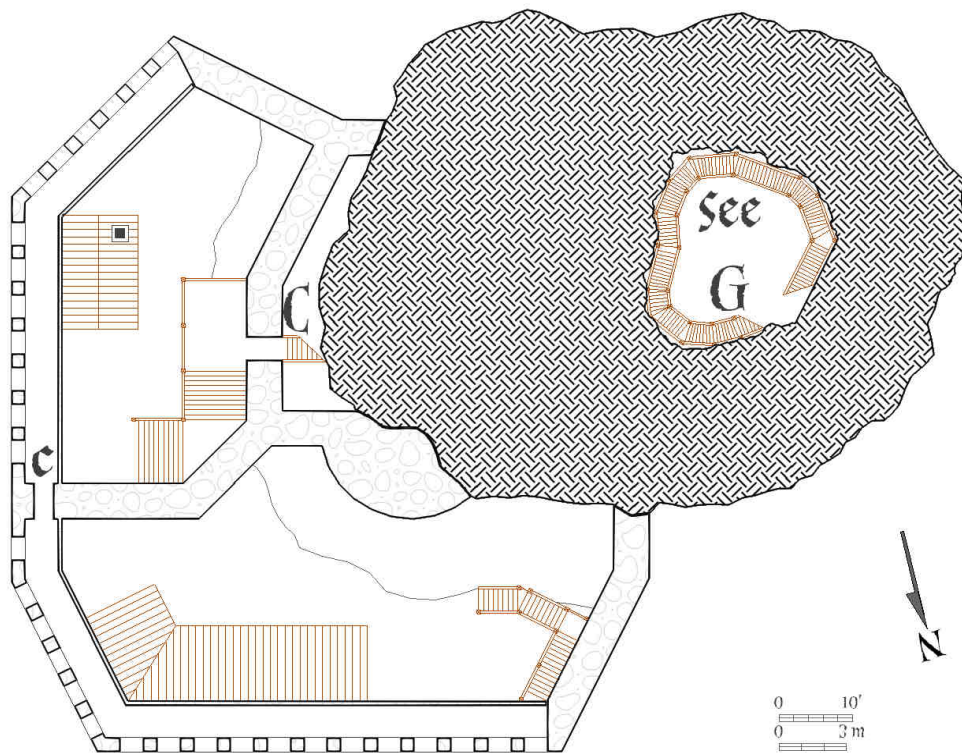


Cross-section of an arrow slit. As you can see, on the archer side the opening was larger and higher than on the enemy side. This allow the archer to fire comfortably while minimizing the chances of being shot back.

Note that in castles, archers used only crossbows because they hadn't room enough for regular bows. Their side was not *that* wide...



### 3.3 The killing grounds



Now that you have climbed two meters (~6'6") another vanished door opened to the killing grounds : a narrow space between the wall you just went through and the west wall of the residence. A narrow bridge went up another meter (~3'4"), but now there's a 2 meters drop at your feet. An invader was met with the same fate and had to figure out how to reach the door of the residence while the defenders were happily firing at you or dropping stones or whatever from above (see i' further).

Because of the drop, the shear face of the rock and the narrow spacing, using a ram here was not really a option and sure enough, the killing grounds met their name and many a soul found it's end here.

Note the door (c) between the battlements of the first and the second bailey, preventing the enemy from firing too soon at the residence. Because the only access to the battlements was in the first bailey, once the door was firmly closed, there was no other easy mean to climb to the second part. Defenders could however climb down using the roof of the forge (before removing it if time allowed).

Also note that the battlements were made of stone: a luxury. Usually they were made of planks joined once a rumor of invasion spread.