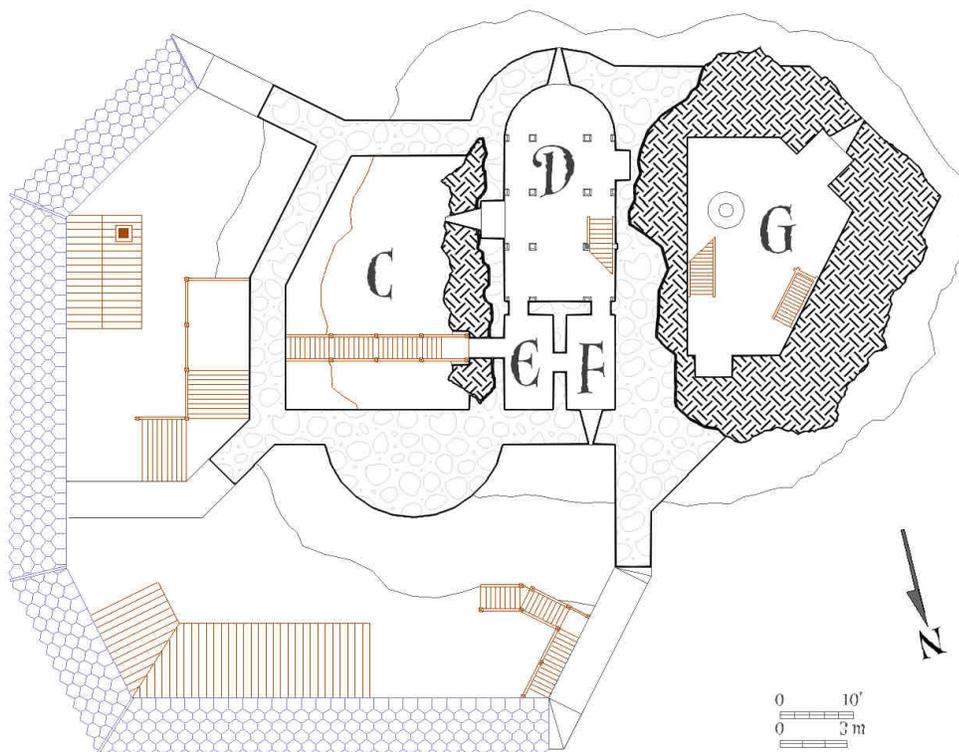


### 3.4 Residence and keep, lower level

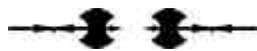


Let's assume you somehow managed the killing grounds. You step in the residence and the entrance hall (**E**), a 2m by 4m (6'6"×13') non vaulted room where once waited the seneshal or grinning warriors armed to the teeth depending on the nature of your visit. A door led to the twin (in size) guard room (**F**). Both rooms are 2,7m high (9') as are all the rooms unless otherwise stated. Both rooms had a door to the great hall (**D**), a 4,6m×13,7m (15'×45') room, vaulted and 5,6m (18'4") high, were once beautiful tapestry hung from the wall. Now only rotten threads and cobwebs decorate the hall. A great fireplace was built in the keep wall (upper left on the map).

Light came from two narrow clerestory windows in the south curved wall and from the two *fenêtres à coussiège* (see further) in the west wall. An arrow slit allowed an archer to fire in the killing ground and another to the south slope. Wooden stairs led to the intermediate level.

There was no direct passage to the kitchen (**G**) roughly 9m×7m (30'×22'6"). Servants had to climb the stairs (left on the map above) and go down in the great hall to serve food there. This was due to the fact that the kitchen were built in the original keep before the construction of the residence.

Another set of wooden steps led further down from the kitchen. That's a particular feature of castle Rich-Guêt : a huge cavern sits under the hill, with an underground lake at it's bottom. It was quite an achievement to built those

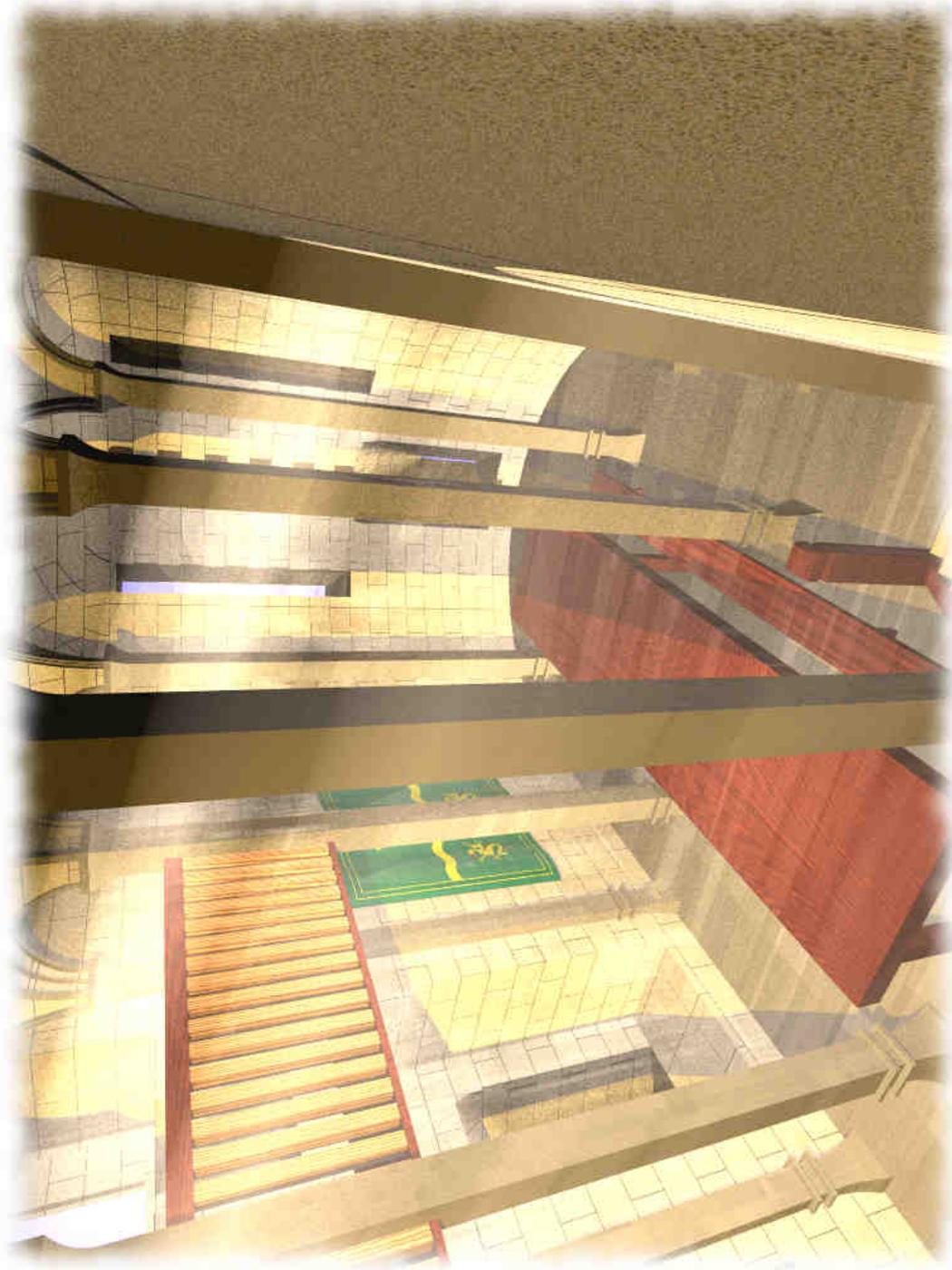


stairs going 22 meters (70') down to a natural island in the lake. A well provided unlimited fresh water in case of a siege! (see cross-section below).



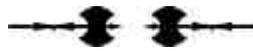
A cross section of the residence and keep of Castle Riche-Guêt. **C**: killing grounds, **D**: great hall, **G**: kitchen, **J**: servant's quarters, **O**: guest quarters, **Q**: training area.

Just a word for the structure of the walls : it would have been too expensive to fill the thickness with masonry work : instead only the first 40cm (1'4") were made of stone (limestone) and the gap was filled with concrete or even rubble.

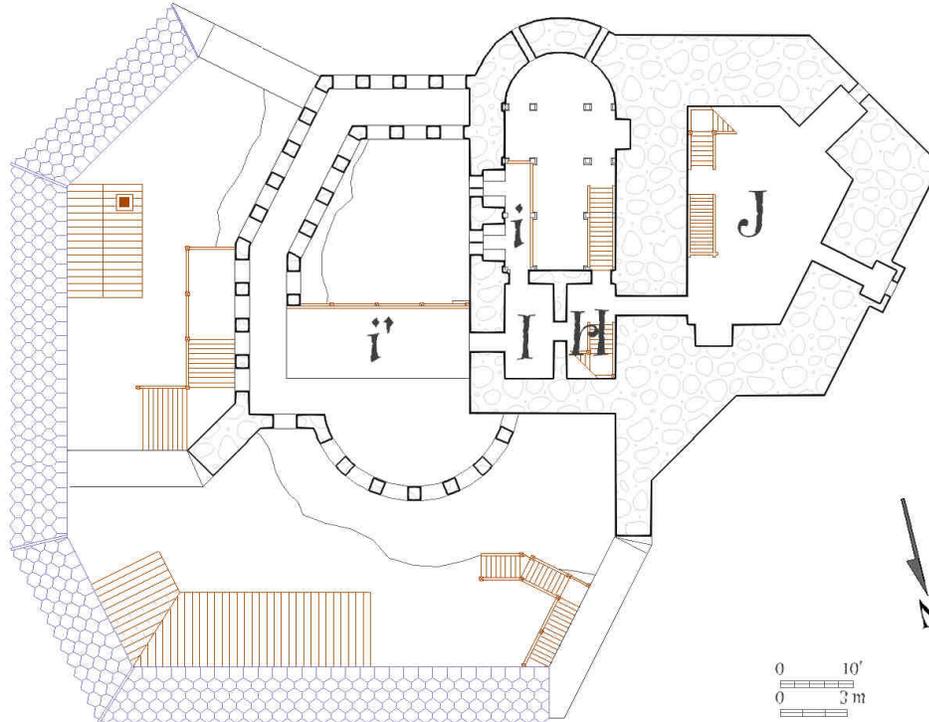


A view of  
the Great  
Hall at it's  
better days  
on a sunny  
morning





### 3.5 Residence and keep, second level

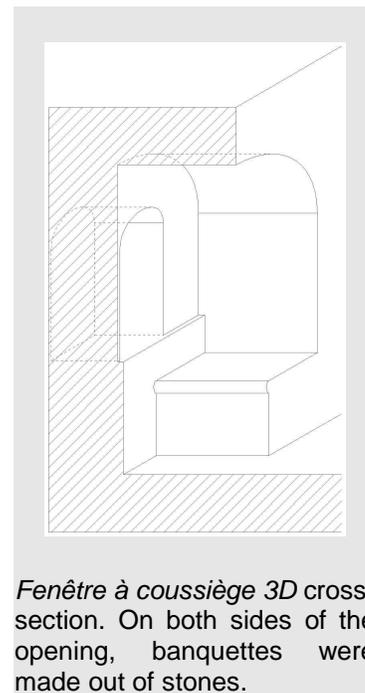


Going up the stairs of the great hall you reach a langing (**H**) 2m×4m as below (6'6"×13'). To your left, a door opened to the servants quarters (**J**) ~9m×7m (30'×22'6"). To the front, yet another stair lead up and to the left you can go in the salon (**I**) also 2m×4m (6'6"×13').

The salon let's you go on the balcony (**i**) (1m×4,6m or 3'4"×15') to look down into the great hall or to the battlements (**i'**). There, a trap door allows defenders to drop whatever fell in their hands on enemies dying in the killing grounds below. Finally, a ladder lead to the open roof (**K**) above.

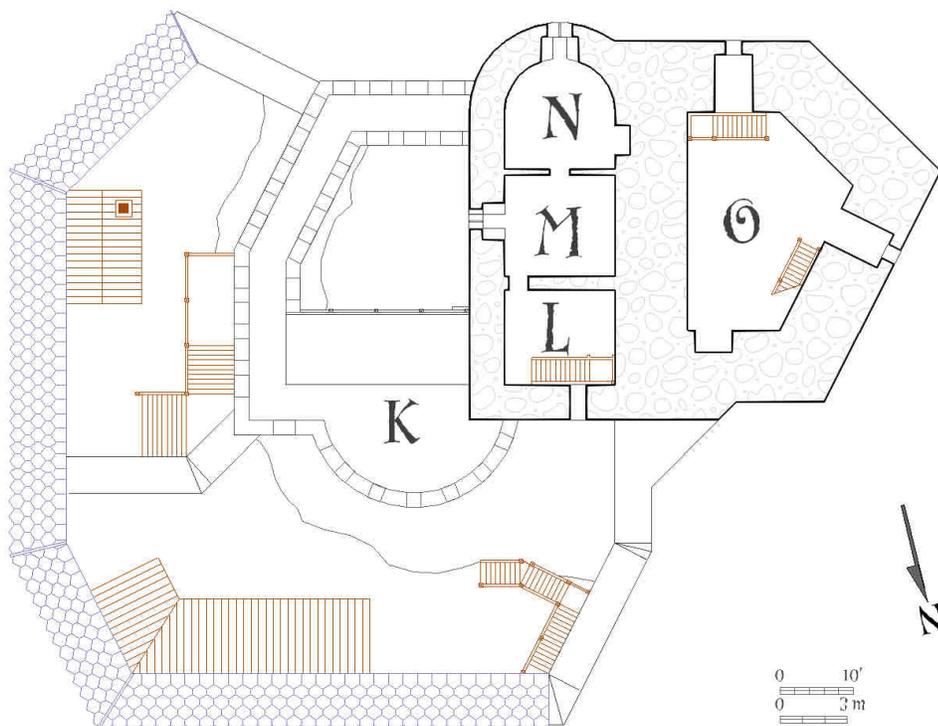
From the salon, note the two *fenêtres à coussièges*, (see side bar) where mostly women sat doing embroidery, reading, musing...

Note also the latrines in the northeast wall of (**J**).





### 3.6 Residence and keep, third level

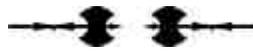


(L) is an anteroom (4,6m x 4m or 15' x 13') to the (M) women's room (4,6m x 4,2m or 15' x 14') where the ladies in waiting made company for the lady. That room was forbidden to men and even the lord had to ask permission to get to the bedroom (N) he shared with his lady (4,6m x 4,6m or 15' x 15').

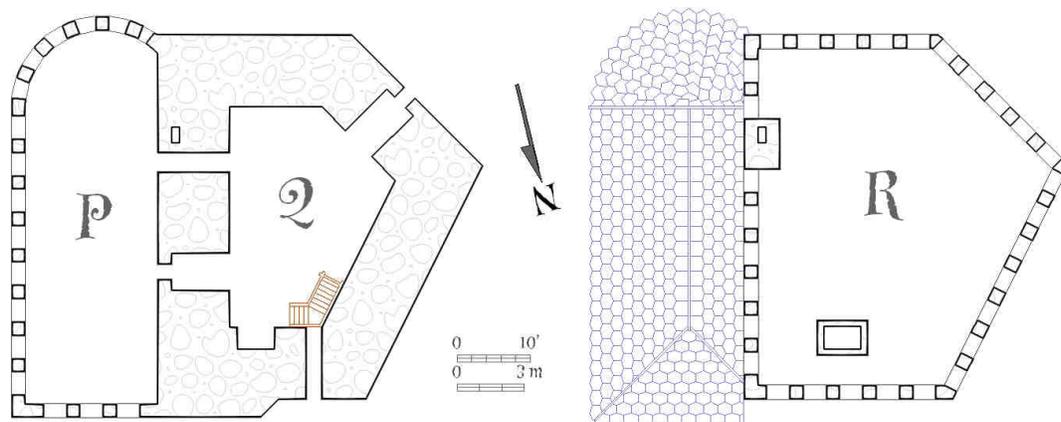
Note that there is no access to the keep from here. There's only one door to the keep: the one below (H/J). The keep was the last refuge if an enemy made it to the residence.

(O) are guest quarters. There is no room for kids. Young ones were lodged in the women's room and elder ones had to find a place as a page somewhere else. Pages from other families could occupy the guest quarters when no guests were at the castle, and had to share with servants otherwise.

Those guest quarters were divided in rooms with wooden panels.



### 3.7 Keep, levels four and five



Made it so far? After those last steps you enter the armory/practice room (**Q**) and the warband quarters (**P**), if you could name five soldiers and a sergeant a warband. Of course, in case of war, the lord could recruit mercenaries that would also lodge here, the room is large enough: 5,5m×15,5m (18'×51') to accommodate up to 30 soldiers, the sergeant and the mercenary captain having their privacy from wooden panels.

If you have some energy left you can climb to the storage area (**R**) that now only stores rats and spiders. Enjoy the view.

Ladys and lords, the visit is now over, please don't forget the guide...

## 4. Adventures ideas

### 4.1 Ghosts

Lord Havtaun, the last owner of the castle haunts his apartments (**N**) and despises intruders. The fact that a sword is stuck in his chest doesn't seem to disturb him much. If you manage to talk with him, you'll discover that he rants about all his followers deserting him. To put his soul to rest, you have to find a loyal servant...

That would be Master Puisat, another ghost you might found on the underground lake's island. Lord Havtaun ordered him to fetch as much water as he could but in his haste he fell from the treacherous stairs and broke his neck, making the head of the ghost bouncing from shoulder to shoulder. If you dare to climb down there, you will find him trying to fill a bucket with water but each time he starts to climb the stair, he loses control and drops the bucket only to begin again and again. Bringing the filled container to the lord will put both ghosts to rest as the lord will see a faithful servant who would have fulfilled his master's order.

The sword thus recovered might be valuable or dented and rusted...



#### 4.2 Bandit lord

Through treachery and stealth, bandits managed to overcome the defenses of Castle Richeguêt, killing or keeping the inhabitants as slaves.

The overlord recruits you to clean that vermin out of the castle. It's your turn to be silent and inconspicuous...

#### 4.3 Ye olde classic plots

- The banquet. You're invited and there's murder mayhem...
- Diplomatic dealings with the lord
- A gold barge disappeared...



## Acknowledgments

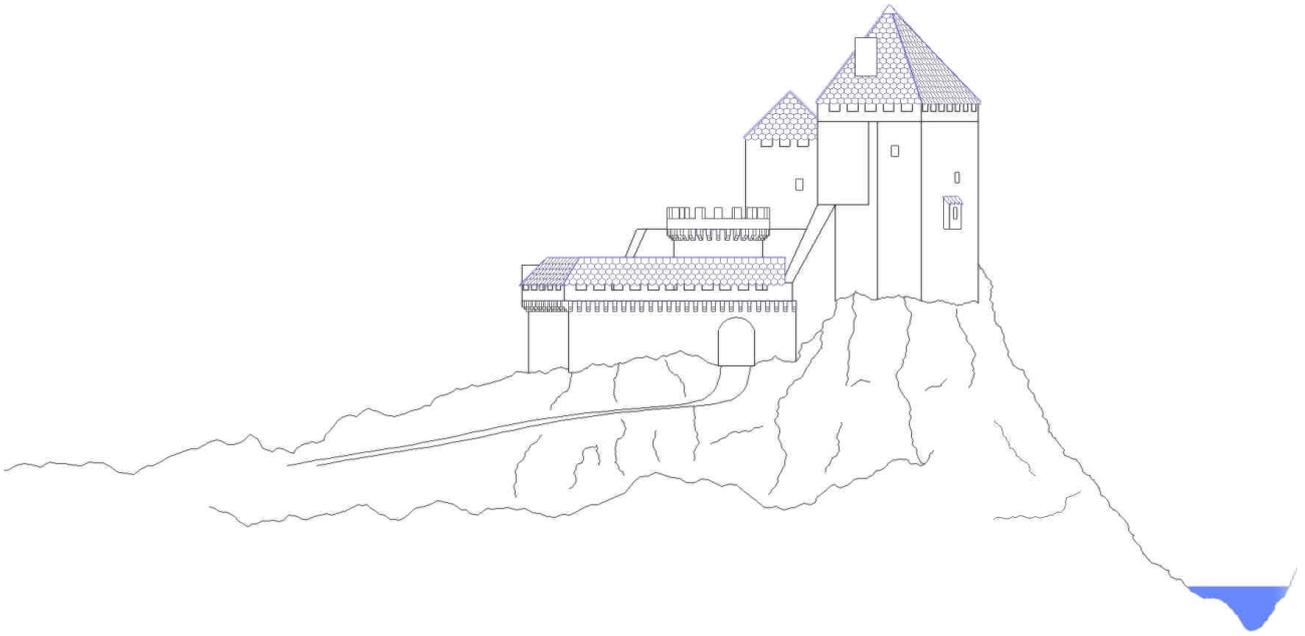
Castle Riche-Guêt was largely inspired by the Guirsberg and the Haut-Koenigsbourg castles in Alsace, France.



3D scenes made with POV-RAY 3.6



Maps, plans and POV-RAY textures made with CC3



On the east side of the Gold River stands the ruins of Castle Riche-Guêt, a medieval castle now long deserted.

Will you come to visit though it is said to be haunted, or will you travel time back to it's glorious days to visit lord Havtaun ?

This guide provides a full description of the architecture of this castle but it's up to the Game Master to populate it with furniture, people and/or monster.

Have fun !

Joachim de Ravenbel, August 2009

