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character must decide why he is building a castle. A castle (or other structure) can be built for many rea-sons: defensive, offensive, administrative, or the like. The first decision that must be made when choosing a location is the reason for building a castle. If seeking to conquer or settle a land, choose a central location for the castle

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Section 1, Introduction. Blah blah blah, what castles are, medieval economy and living conditions. Section 2, Using Castles and Ruins with RMSS. The what this book will be about section. It introduces Training Package Spell Lists as a concept (spell lists that are keyed not to a particular profession, but a particular training package).

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