




Status Habitations

Game Date: 10th of Ice moon 501 A.R.

Hab. ID	Habitation Name	Map	Coordinates	Govern. Type
90002	Nywhoghwic	10	22 / 16	Capital

<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td colspan="2">Region</td> </tr> <tr> <td colspan="2">no region (#0)</td> </tr> <tr> <td colspan="2">Current Ruler</td> </tr> <tr> <td colspan="2">King of Kynthex (#90002)</td> </tr> <tr> <td colspan="2">Ruling Building</td> </tr> <tr> <td colspan="2">king's palace (#90013)</td> </tr> <tr> <td style="width: 50%;">Inhabitants</td> <td style="width: 50%;">Size (ha)</td> </tr> <tr> <td style="text-align: center;">4686</td> <td style="text-align: center;">91,89045</td> </tr> <tr> <td>Outer Populat.</td> <td>Hiddeness</td> </tr> <tr> <td style="text-align: center;">0,00%</td> <td style="text-align: center;">0</td> </tr> </table>	Region		no region (#0)		Current Ruler		King of Kynthex (#90002)		Ruling Building		king's palace (#90013)		Inhabitants	Size (ha)	4686	91,89045	Outer Populat.	Hiddeness	0,00%	0	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td>Appearance Picture</td> </tr> <tr> <td style="text-align: center;">  </td> </tr> </table>	Appearance Picture	
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Appearance Text
 Nywhogihwic is a city which, by its very charm, is captivating. Indeed, the city is quite large and walled, but nonetheless looks from a distance as if it would somehow suit the nature of the surrounding countryside. Almost every building, including the walls, are covered in ivy and other plants, making the city blend in well with the surrounding countryside. The city seems to have a life of its own.

Entry Text
 Yet the impression of the city as a living being disappears almost as soon as you enter it. The same noise and the same stink prevail here as in any other city. The inhabitants are going about the same activities and the guards are just as visible and alert. However, a strange feeling remains. The plants which cover the city are neglected and run wild, rejecting any sense of 'proper place'.

Background Information
 The people of the city have gotten used to the constant presence of the twines and aren't even really conscious of them. And the druids always said that nature attracts the best people and filters out the worst, and that here in the city only from the plants can one profit. These druids are also the true rulers of the kingdom. The king has the rule indeed, but he listens closely to that which the druids say.

Fortification Wall Type	Wall Length (m)	No. Of Tower	Militia
town wall	4070	18	10,00%

Inner Walls Type	Inner Walls	Fortification Condition
no fortification	0	100,00%

Subsurface D	On Coast?	On River Or Lake?	Shoreline Percentage	Watch Value
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0,00%	0

Urban Tax	Legal Charter	Military Duty
0,00%	no title (#0)	0

Infrastruct.	Harbor Entry Fee	Harbor Open?	Refuse Payment?
1	0	<input type="checkbox"/>	<input type="checkbox"/>

Watch Imports?	Toll On Food	Toll On Weapons	Toll On Raw Materials
<input type="checkbox"/>	0	0	0

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Watch Exports? <input type="checkbox"/>	Toll On Luxury Goods 0	Toll On Manufactured Goods 0
Watch For Known Criminals? <input checked="" type="checkbox"/>	Watch For Potential Criminals? <input checked="" type="checkbox"/>	
Watch For Monsters? <input checked="" type="checkbox"/>	Watch For Heathens? <input type="checkbox"/>	Watch For Heavily Armed? <input type="checkbox"/>
Watch For Foreigners? <input type="checkbox"/>	Watch For Certain Race? <input type="checkbox"/>	Unwanted Race not a race (#0)
Watch For Diseased? <input type="checkbox"/>	Forbid Intoxicants? <input type="checkbox"/>	Auto-judge Minor Offenses? <input checked="" type="checkbox"/>
Forbid Magic? <input type="checkbox"/>	Forbid Begging? <input type="checkbox"/>	Auto-judge Major Offenses? <input checked="" type="checkbox"/>
Forbid Slavery? <input type="checkbox"/>	Forbid Heavily Armed? <input type="checkbox"/>	Local Judge Type balanced judge
Have Exemption	For Tolls?	For Other Laws?

Habitation Map
empty

