



Halskapa Holdings Summary

Province	Law	Temples	Guilds	Sources
Aandvjør (1/4)	Sk (1)	OE (1)	Sk (1)	—
Dalmsrhuud (2/5)	Kh (1)	OE (2)	Kh (2)	—
Dvasviik (4/1)	Rj (2)	OE (2)	Rj (2)	—
	—	PSN(1)	—	—
Helkstraad (2/5)	Kj (2)	OE (2)	Kj (2)	—
Selkhauske (2/5)	DW(1)	OE (2)	DW (2)	—
Skapa Hjarring (4/3)	Be (3)	OE (2)	Be (3)	—
	—	—	WW (2)	—
	—	RCS (1)	—	—
Stjolvar (1/4)	La (1)	OE (1)	La (1)	—
Taelrhud (2/3)	Th (2)	OE (2)	Th (1)	—

Abbreviations: Sk=Sketa; Kh=Kahlor; Rj=Rjanik; Kj=Kjessen; DW=Dherg Wir; Be=Bervinig; La=Laefr; Th=Thaenjra; WW=White Witch; OE= Oaken Grove of Erik (Günther Brandt); PSN=Peaceful Seas of Nesirie (Daffyd Tamaere); RCS=Northern Reformed Church of Sarimie (Nara Nielems).

The Domain of Halskapa





New Battlements

Miere Rhuann

Old Bailey

Wharves

King's Road

Longship Way

Jarlshome District

Commercial District

Warehouse District

Druid's Oak Circle

Park Land

Reynir's Gate

Reynir's Square

Sample file

Hyjek's Way

Druid's Oak

Druid's Oaken Grove

Nordway

Commercial District

Druid's Oak Circle

Nomadic Clans Encampment Area

Gnotek's Purse St.

Nomadic Clans Barter Grounds

The Hunted

Wanderer's Way

Whitestag St.

Amberstag St.



Halskapa

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Welcome to Halskapa, the oldest and most powerful realm in the Rjurik Highlands. Your work is cut out for you. The last king sat idle while most of his power slipped from his fingers; there are others who see themselves in your place. To keep your throne, you will have to muster enough support from the clans and unite them under one ruler—yourself, your highness.

what you need to play

This product is intended for use in the BIRTHRIGHT™ campaign setting. We highly recommend that either you or your DM have the BIRTHRIGHT boxed set if you intend to use this product to its fullest potential, the *Rjurik Highlands* campaign expansion is also recommended. The *Player's Handbook* and the *DUNGEON MASTER® Guide* are also necessary to play.

how to use this domain sourcebook

This product is intended for players who wish to play Halskapan characters in a BIRTHRIGHT campaign. Halskapa, on the Taelshore in Rjurik lands, is the most powerful and civilized of the northern domains. Life here is not easy. Rjurik lands are harsh, and the simple struggle for survival keeps most people busy their entire life spans. Nevertheless, a political struggle is also brewing, and the new king must move fast to rein in the power he needs to run the domain effectively.

There are many opportunities for PCs in Halskapa, even if you decide not to play the king. Consider playing a PC who is head of one of the seven rival provinces, or the regent of a guild, or high druid of a temple. Or perhaps your PC could be a lieutenant to one of these rulers. Your choice of character is limited only by your imagination, and the challenges of each are unique.

Be sure to discuss this product with your DM before beginning play: There may be changes required to balance game play in your BIRTHRIGHT setting.

the skald's song

Aeric's blessings upon you, entrusted one, on your coronation today as the King Father, High Jarl of all Halskapa! Though I may not be the first to do so, please accept my congratulations on being selected by our ailing king Bervinig as his designated heir. Allow me to present myself: I am Sir Jalkvar, High Skald of

Halskapa,
for many
years

high skald jalkvar's report

Bervinig's most
trusted seneschal.
I salute you, and
offer my services

should you need them. Achieving your coronation is a great feat, but as you well know there are trying times ahead. I have prepared this report to give you an inside look at the kingdom of Halskapa, the noblest and greatest of the Northlands. I only hope that it is of some small use to you as you begin your reign.

Halskapa stands proudly today, but it is no secret that your investiture is causing some measure of dissent from the assembled jarls. You are familiar with them, but I have included a section on each in case there is information you have not seen in sometime.

I apologize if I speak frankly in the remainder of this report, but I best not waste time and effort in matters of courtly protocol. Real danger is involved in your current situation, and I would give you good counsel for the sake of our land. It is my personal duty to guide you as best I can, as the raven of the sagas always guides lost ships to shore. It is the badge of Halskapa's Skald on my chest that burdens me so.

Bervinig chose wisely in you, and I don't mind admitting that I supported your candidacy in conference with him. It is unfortunate for Halskapa that he goes without heir, but his illness prevented the

taking of a wife. Still, I am certain that Erik smiles on you and that you are the one who can unite Halskapa and make her strong again.

the people

The people of Halskapa are hardworking and honest. There is little place for deceit in Rjurik lands, as the common need for survival usually outweighs personal greed and excessive self-interest. Simply put, we need each other to survive.

I wish I could say that all the people of Halskapa are firmly behind you, but, as you know, that is not the case. It is not that they will not support your reign, but certain clans have been outspoken supporters of other jarls. Bringing the clans around and garnering their support will be a work of great effort on your part.

Remember, too, that they are aware of your situation, and most today are afraid of what is to come. Our people work their fingers to the bone to survive and still make headway in this rugged land of ours. They work much too hard to lose the fruits of their labor in a cataclysmic civil war.

You may find the best judge of the hearts of the people in the druidic circles of the Oaken Grove of Erik and the Emerald Spiral. The leaders of these circles always have the good of Halskapa at heart (or so the theory goes), and not only know how the people feel, but hold some influence as well.

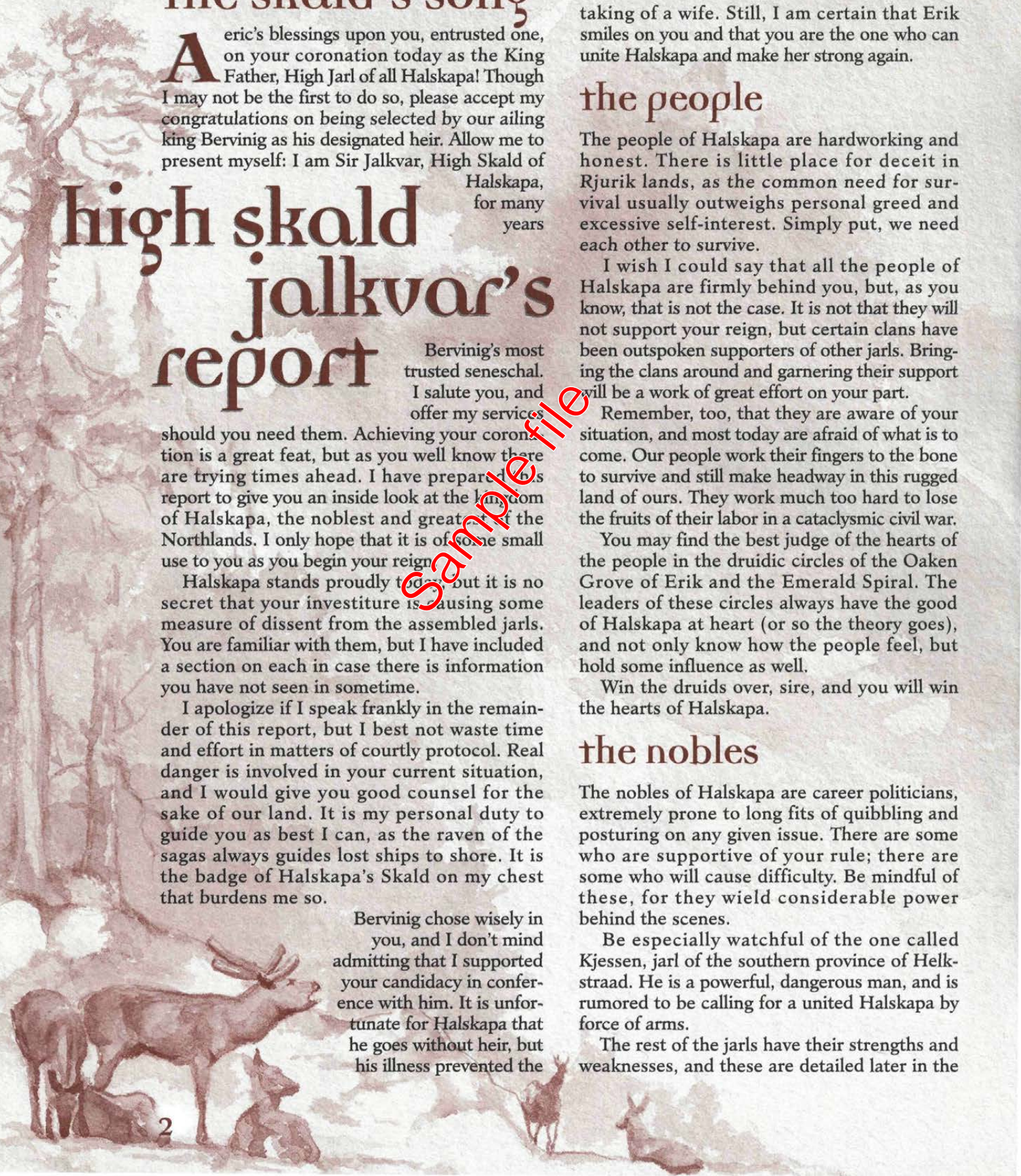
Win the druids over, sire, and you will win the hearts of Halskapa.

the nobles

The nobles of Halskapa are career politicians, extremely prone to long fits of quibbling and posturing on any given issue. There are some who are supportive of your rule; there are some who will cause difficulty. Be mindful of these, for they wield considerable power behind the scenes.

Be especially watchful of the one called Kjessen, jarl of the southern province of Helkstraad. He is a powerful, dangerous man, and is rumored to be calling for a united Halskapa by force of arms.

The rest of the jarls have their strengths and weaknesses, and these are detailed later in the



report. Though I have compiled the best information available to me, you may wish to meet with each individually to be sure you get any information about them first hand. I have done what I could, but I am well known in the land, and thus had a hard time gathering impartial information.

our neighbors

Halskapa has kept real peace with its neighbors for many decades, and it is my personal hope that this remains to be the case. The nearby kingdoms of Jankaping and Svinik are relatively weak, and the Siren is counted among our allies. But as a rule, trust no one—be cordial, but do not turn your back. History shows that during periods of great national changes, neighbors often take a keen interest. As we have done to others, they shall certainly do to us.

the land

Though the political situation is in great turmoil, Halskapa is as productive as it has ever been. Recent innovations in fishing and farming are making our homesteaders more productive and a steady surplus is traded every year.

The highland provinces contribute great quantities of quality metals—iron, copper, and tin. The beautiful hill provinces generate fine wool and leather, and the fishermen who sail Tael Firth are pulling in record catches. The plains provinces, lightly wooded with beautiful taiga, are a northern farmer's paradise, and the herds of horses increase every year.

But there is room for improvement. The decline of the aolfers—the great guild leaders who once focused their existence on free trade—have left trade restricted but without direction from the provincial jarls. A reintroduction of the aolfer system may boost Halskapa's economy enough to start the sort of renaissance seen in Anuire and Khinasi these days.

our strength

The situation is dire, but do not lose hope! There is much to be done, and much that we can do.

Today is the most vulnerable day of your rule—tomorrow we forge alliances to create a great suit of armor out of what is now merely rusted ore. So for now, familiarize yourself with the contents enclosed, and rest well. Long days lie before us, but they are not without respite.

By Erik's Grace,
Sir Jalkvar of Halskapa, High Skald

a message from the king

Blessed by Erik you are, so they say, and therefore our realm to you we decree. By the time you read this, Rjanik, Grand Druid of the Oaken Grove of Erik, Jarl Dvasviik will have already performed the ceremony of investiture. A nice man that Rjanik, and with such a nice face that I am reminded of days long ago when my own father would tell me of his great grandfather and the fisherman he met one day when walking along the shore. (I think he was a boy at the time.) The fisherman had been sleeping, so the story goes, and when the tide came in and the wind began to wail, he awoke to see a pale face pressed close to his own. He was startled, my father said, and nearly jumped into the Tael Firth. But he didn't . . . wait, perhaps he did . . . I can't quite recall . . . my father it was, I think. I have been hearing him of late.

I am an old man, and have finally come to grips with the disease that ails me. It is a hard thing to do, for though it may seem at times that I am unaware of my surroundings, I am quite aware that these are troubled times, and the past few years of my rule are not leaving you in an enviable position. Take care of our Halskapa, lead her better than I have, and may Erik's grace go with you.

Bervinig, King of Halskapa

