

# The Hammerthral

## Communist Dwarves

### A Basic Fantasy RPG Supplement

**Release 1.3**Copyright © 2014 Stephen Reeves  
(Shadowmane)

All Rights Reserved

Distributed under the terms of the Open  
Game License version 1.0aBasic Fantasy Website: [basicfantasy.org](http://basicfantasy.org)

## INTRODUCTION

This supplement provides the information and rules concerning the Hammerthral Dwarves from the Karlmark Supplement. It does away with all of the fluff and gives just the classes and bare bones information, ready to be plugged in to your homebrew setting. This is Communist Dwarves for a Fantasy setting. Hereafter, the word Communist will be replaced as Commonist, as Commonism is the philosophy of these Dwarves.

### What do you mean Hammerthral?

Hammerthral is not the name of a city, or even of a tribe of Dwarves. It is, instead, a philosophy. A way of being. It is not a religion, and there are no Priests among the Dwarves who live by this philosophy. The Hammerthral are the servants of the hammer... the working classes of the Dwarves. Their philosophy is summed up in the saying "from each according to his ability, to each according to his need". They are the brotherhood of the hammer, and they are fierce defenders of their philosophy, and of the common Dwarf.

They hold the Dwarven ideal of the Chieftain to be anathema. They do not believe in royalty, but in usefulness. Warriors are useful to defend. Miners are useful to mine riches, to be filtered back into the society as a whole so that all are taken care of. Philosophers are useful to discern the depths of the philosophy that they hold dear and teach it to the next generation.

To the Hammerthral, the Guild is the ultimate arbiter of what a Dwarf is. Once a Dwarf chooses his Guild, that choice forms the basis of who he will be for the rest of his life. The Commissars of his Guild are elected from among the Masters of the Guild, and make all decisions on behalf of the Guild members. In turn, the leader of each Guild form the High Council of People's Commissars. Each Dwarven settlement that holds to the philosophy of Hammerthral will be ruled by a High Council.

The standard of the Hammerthral is a silver hammer on a light blue field, with a hollow star (light blue) emblazoned on the head of the hammer.

### Origin of the Philosophy

As a philosophy, Hammerthral was developed by a Dwarf named Fedot Ivanovich, who wrote under the pseudonym Engol. He lived in the capital city, ruled by a tyrannical Dwarf Lord. The Dwarf Lord saw all of the Dwarves within his mine who were not of the warrior class as serfs, and as his own possessions. He worked them hard, and gave them very little in return. It was in this atmosphere that Engol wrote his manifesto. Engol believed that the Guilds could do a better job of running the Kingdom than the warrior class, and drew disciples to himself. When he and his writings came to the attention of the Dwarf Lord, he was banished from the Kingdom, and his writings were branded as seditious and forbidden. 50 years later, the Dwarf Lord would be killed in a violent uprising, and the Kingdom would be the first of the Hammerthral Nations. Unfortunately, Engol would not live to see this, as he fell victim to the blade of an assassin 7 years before the revolution.

The philosophy of the Hammerthral is divided up into four major divisions, each with its own myriad divisions and sects. They are Engolism, Engolist-Lunonism, Steelfistism, and Truskism.

### Engolism

Since Engol died in exile, no one actually got to see his

## **THE HAMMERTHRALL**

philosophy in action after a revolution. However, his idea of revolution caught on in the other philosophies that branched off from his.

His philosophy can be summarized as “rule of the guilds”. The Guilds were to be the arbiters of the people, and the place wherein all power among the Hammerthralldesided. The Guilds were to have equal voice among the government and rule with a rolling presidency of a High Council of People's Commissars. With Engol's philosophy, each settlement was to be autonomous and not beholden to any other settlement.

### **Engolist-Lunonism**

Vledamyr Illiyovich, who took the revolutionary name Lunon, was the leader of the revolution that took control of the Kingdom. His philosophy (Engolist-Lunonism), which was a slight refinement of Engolism, added central control of all Hammerthralldesettlements within the Kingdom, hereafter called the People's Republic.

Each settlement was still to be autonomous, but they were to send a representative to a Supreme Council, which would make decisions dealing with foreign policy and trade between the settlements within their system.

### **Steelfistism**

Iosef Besarnovich, who took the revolutionary name The Steelfist, came to power with the death of Lunon. His philosophy (Steelfistism), which was a refinement of Engolist-Lunonism, was “commonism in one nation”. It was very inward looking, and held the belief that the People's Republic was where Commonism originated, therefore the People's Republic was where Commonism was to be practiced. The Steelfist developed a very bureaucratic form of government which sought to centralize and control everything from the education of the young, to control of the means of production. The Guilds were there to implement the will of the Supreme Council. The Party existed to control the people, and determine who could and couldn't vote.

## **A BASIC FANTASY SUPPLEMENT**

Towards the end of his rule, when Truskism was taking hold outside of the People's Republic, The Steelfist transformed his philosophy to include spreading the philosophy of Commonism as practiced in the People's Republic. It took Engol's idea of revolution and turned it into an idea wherein the people of a given nation rise up and throw off their noble oppressors. They were to establish a republic of the commoners, established along the lines of the government of the People's Republic.

### **Truskism**

Truski's (Lav Dawadovich) philosophy (Truskism), which was a refinement of Engolism, was the idea of “permanent revolution”. Commonism was to be ever refined and ever evolved to provide the commoner with the most opportunity for self rule and self-improvement. Where Steelfistism was concerned only with the spread of Commonism in the People's Republic, Truski sought to spread his philosophy broadly among other nations, as well as other races. The revolution was to take two phases.

The first phase was the revolution of the capitalist classes against the nobility. Merchants and small landholders were to be incited to rebel against the nobility and be encouraged to establish a democratic republic.

The second phase was to be the revolution of the working class against the capitalist class. The small landholders were to be rebelled against and forced to form communes that supported the people by growing food. The merchants were to be rebelled against and forced to share their profits with the workers who allow their businesses to make capital.

The second phase was to be constantly refined to ensure no one group could gain power over another. This continuous revolution is the hallmark of the Truskites.

The Truskites carry their own standard to differentiate them from other Hammerthralldesettlements. It is a silver hammer on an olive colored field. Truskites can also be distinguished by the wearing of olive colored outfits, instead of the light blue of the Hammerthralldesettlements of the People's Republic.

## **Organization of the People's Republic**

### **The Communist Party**

The Communist Party is the only political group with power within the People's Republic. Outside of the

Guilds, it is the most powerful institution among the Hammerthralldesettlements Dwarves. Without membership in the Party, no Dwarf is allowed to vote or gain political power among the Hammerthralldesettlements.

## **THE HAMMERTHRALL**

The Communist Party is headed by the Premier of the Communist Party.

### **The Presidium of the Supreme Council**

This is the Executive Committee of the Supreme Council, and acts as the Cabinet of the Chairman of the Supreme Council. These are the most powerful and the most trusted of Dwarves among the Hammerthral of the People's Republic. Their responsibility is to enforce the laws of the Duma, and to run the executive branch of the government.

### **The Supreme Council**

The Supreme Council is the upper chamber of the ruling body of the People's Republic, the Duma. Membership on the Supreme Council can only be gained by sponsorship of the Premier of the Communist Party, by the Chairman of the Supreme Council, or by a member of the Presidium of the Supreme Council. In addition to those sponsored by the Communist Party or members of the Presidium, are those who represent each of the cities of the Karlmark (one per city or settlement, subject to the approval of the Premier of the Communist Party).

### **The Extraordinary Commission**

The members of the Extraordinary Commission (and its many smaller Community Committees) are the Secret Police of the Hammerthral. The Commissions are made up of loyal servants of the Hammerthral (Checker class) of all levels, and have civilian members throughout the communities. Within the People's Republic, these civilians are called the "Checka", as it is their job to keep tabs on those around them to make sure they are adhering to the precepts of the Hammerthral. Any failure is subject to a review of citizenship by the Extraordinary Commission.

If a citizen fails this review, they are removed from the

## **A BASIC FANTASY SUPPLEMENT**

Commonist Party and lose their voting privileges in their Guild. If they fail a second review, they are sent to the Emergency Committee for further review. If they fail that review, they are sent to the Gulags, located near the peaks of the mountains, where they are made to work hard labor until their term is up. If, during their next preliminary review, they are still found wanting, they are banished from the People's Republic or executed as enemies of the State.

### **The Guilds**

The Guilds are the soul of the Hammerthral nation. Each Guild commands a class within Dwarven society. A Dwarf is defined by the Guild he belongs to, and, in their mind, the two are inseparable.

It is the Game Master's job to develop the Hammerthral Guilds that will be in his game world. The following is an example of some Guilds found in the Karlmark Supplement:

The Brotherhood of People's Defenders (Warrior's Guild)  
The Brotherhood of the Forge (Blacksmith's Guild)  
The Brotherhood of Engol (Hammerthral Cleric's Guild)  
The Brotherhood of the Candle (Miner's Guild)  
The Brotherhood of the Gem (Jeweler's Guild)  
The Brotherhood of the Stone (Stonemason's Guild)  
The Brotherhood of the Axe (Carpenter's Guild)  
The Brotherhood of the Thimble (Textile Guild)  
The Brotherhood of the Chalice (Services Guild)

**Player Character Classes**  
**Hammerthral Classes**

**Champion of the Hammerthral People**

Level	Exp. Points	Spells	
		Hit Dice	1 2
1	0	1d8-	-
2	2,500	2d8-	-
3	5,000	3d8-	-
4	10,000	4d8-	-
5	20,000	5d8-	-
6	40,000	6d8-	-
7	80,000	7d8-	-
8	150,000	8d8-	-
9	300,000	9d8-	-
10	450,000	9d8+2	1
11	600,000	9d8+4	2
12	750,000	9d8+6	2
13	900,000	9d8+8	3
14	1,050,000	9d8+10	3
15	1,200,000	9d8+12	4
16	1,350,000	9d8+14	4
17	1,500,000	9d8+16	5
18	1,650,000	9d8+18	5
19	1,800,000	9d8+20	5
20	1,950,000	9d8+22	6

A Champion of the Hammerthral People (hereafter People's Champion) is their version of a Holy Warrior. Fighting the People's battles is what he does best. He is a sworn enemy to all nobility throughout the world, whether good, or bad. He is the quintessential Communist, whose loyalty to the revolution is unquestionable. Should he ever begin to question the rightness of the Hammerthral cause, he will lose his abilities as a People's Champion and revert to being a fighter until he atones.

Requirements: To become a People's Champion, a character must have a Strength score of 9 or higher (just as with any Fighter), a Wisdom of 11 or higher, and a Charisma of 11 or higher.

Special Abilities: People's Champions may use any weapon and may wear any armor or shield.

People's Champions can Incite Revolutionary Zeal with a fiery oration. Any Hammerthral within a 50' radius are

inspired by this oration and gain a +2 on attack rolls. All allies of the People's Champion receive a +1 on attack rolls.

At 3rd level, the People's Champion gains the Check ability. This ability acts as the detect lie spell. At 6th level, this ability adds all near-humans. At 9th level, this ability adds all creatures.

People's Champions can Smite once per day per level. They can make a melee attack as if their weapon was magical, thus becoming able to hit creatures immune to non-magical attacks. At 10th level, this becomes once per round.

10th level People's Champions gain the Incite Loyalty ability. This ability is as the Charm Person spell. At 14th level, it effects near-human type creatures, and at 18th level, it effects all creatures.

People's Champions must give a minimum of 75% of all treasures gained or other profits to the People for redistribution.

Restrictions: This class is restricted to Hammerthral Dwarves.

Level	Checker Ability
1	Check
2	Incite Revolutionary Zeal, Great Hammer once per day
4	Check effects near-human types
6	Incite revolutionary zeal effects near-human types
8	Check effects any living creature
10	Incite Loyalty, Great Hammer five times per day
12	Incite revolutionary zeal effects any creature
14	Incite Loyalty effects near-human types
15	Great Hammer at will
18	Incite Loyalty effects any creature
20	Hammerthral

## THE HAMMERTHRALL

### Truskite Revolutionary/ Hammerthral Checker

Level	Exp. Points	Checker Ability
1	0	1d4 Check
2	1,250	Incite Revolutionary Zeal, Great Hammer once per day
3	2,500	3d4
4	5,000	4d4 Check effects near-human types
5	10,000	5d4
6	20,000	Incite revolutionary zeal effects near-human types
7	40,000	7d4
8	75,000	8d4 Check effects any living creature
9	150,000	9d4
10	225,000	Incite Loyalty, Great Hammer five times per day
11	300,000	9d4+4
12	375,000	Incite revolutionary zeal effects any creature
13	450,000	9d4+8
14	525,000	Incite Loyalty effects near-human types
15	600,000	9d4+12 Great Hammer at will
16	675,000	9d4+14
17	750,000	9d4+16
18	825,000	9d4+18 Incite Loyalty effects any creature
19	900,000	9d4+20
20	975,000	9d4+22 Hammerthral

A **Truskite Revolutionary** (hereafter Revolutionary) is the evangelistic hand of the Truskist Hammerthral.

A **Hammerthral Checker** (hereafter Checker) is the thought police of the People's Republic. It is they who are the guardians of the revolution, and the hand of the Extraordinary Commission.

This class is very similar to the Confessor Quasi-Class in Kevin Smoot's Quasi-Classes Supplement.

This class uses the Thief table from the rule book (p. 8), and levels up as a Thief. This class also uses all of the Thief abilities on page 9 of the rule book. This class acts more in the role of a spy and revolutionary organizer

## A BASIC FANTASY SUPPLEMENT

than a Thief, though it does have a lot of the same abilities as a Thief.

Since the majority of Hammerthralls are atheists, they have no Clerics. This is one of the classes that take the place of the Cleric class. They Turn Undead as a Cleric, using a War Hammer as their "holy symbol".

They may use martial weapons, and any armor, though heavier armors effect their Thieving abilities. Usually, they carry a staff, or its more martial cousin, the spear. Also, they will always be equipped with a War Hammer.

**Requirements:** To become a Revolutionary/Checker, you must have a Charisma score of 12 or higher and a Dexterity score of 9 or higher.

**Special Abilities:** At first level, the Revolutionary/Checker gains the Check ability. This ability acts as the detect lie spell. This ability adds different creature types at levels 6 and 8.

At level 2, the Revolutionary/Checker gains the Incite Revolutionary Zeal ability. This ability acts as the bless spell. At 6<sup>th</sup> level, this ability effects near-human type creatures, and at 12<sup>th</sup> level, it effects any creature.

Also at 2<sup>nd</sup> level, the Revolutionary/Checker gains the Great Hammer ability. This ability acts as the spell Spiritual Hammer. This can be called on once per day at 2<sup>nd</sup> level, five times per day at 10<sup>th</sup> level, and at will at 15<sup>th</sup> level.

At 10<sup>th</sup> level, the Revolutionary/Checker gains the Incite Loyalty ability. This ability is as the Charm Person spell. At 14<sup>th</sup> level, it effects near-human type creatures, and at 18<sup>th</sup> level, it effects all creatures.

At 20<sup>th</sup> level, the Revolutionary/Checker gains the Hammerthral ability. This ability is as the Clairvoyance spell, with the exception that he can only see through the eyes of all other Hammerthralls within a 60' range.

**Restrictions:** This class is restricted to Hammerthral Dwarves, but the Truskite Revolutionary may be open to other races at the GM's discession.

## Open Game License

### INTRODUCTION

**The Hammerthral Communist Dwarves: A Basic Fantasy Supplement** (hereinafter "the Supplement") is based on the System Reference Document v3.5 ("SRD"), which is Open Game Content. The text of the Open Game License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

**Designation of Open Game Content:** The entire text of the Supplement (except the Open Game License, as noted above) is Open Game Content, released under the Open Game License, Version 1.0a (reproduced below) as described in Section 1(d) of the License. Artwork incorporated in this document is not Open Game Content, and remains the property of the copyright holder.

**Designation of Product Identity:** Product identity is not Open Game Content. The following is designated as product identity pursuant to OGL v1.0a(1)(e) and (7): (A) product and product line names, including Basic Fantasy Role-Playing Game, Basic Fantasy RPG, and BFRPG, as well as the phrase "make mine Basic"; (B) all artwork, logos, symbols, graphic designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual representations, including the "eye" logo, which is the personal mark of Chris Gonneman for his various products, and which is Copyright © 2002 Chris Gonneman, and the "Scribbled Dragon," which is Copyright © 2005 Erik Wilson; (C) logos and trademarks, including any trademark or registered trademark clearly identified as product identity by the owner of the product identity, and which specifically excludes the open game content.

More information on the Open Game License can be found at:

<http://www.wizards.com/d20>

### OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your

acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John S. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Basic Fantasy Role-Playing Game Copyright © 2006-2011 Chris Gonneman.

Divine Champions Supplement Copyright © 2011 Luigi Castellani

Rangers and Paladins Supplement Copyright © 2011-2012 Chris Gonneman and Wynter Sturtevant III

Great Way Adepts Supplement Copyright © 2011 Luigi Castellani

The Hammerthral Supplement Copyright © 2014 Stephen Reeves

### END OF LICENSE