



# Yelmalian Hero Cults

by Ian Thomson

For expansion of the Hero Wars version of Yelmalio in the *Pavis and Big Rubble Companion Vol. 2: The Masks of Pavis* (Tentacles Press, 2001). Hero Wars and Yelmalio are copyright © Issaries Inc. Permission is given to print one copy of this piece as an insert for the fanzine.

Whilst the basic *Hero Wars* Yelmalio cult has been devised for Sun County in Prax, Yelmalio worship differs wherever it is found, and even the Sun County version has yet (as of June 2001) to be fully defined. I present the Hero Cult variations for three main reasons:

- 1) To provide a home for the revised and translated French Hero Cults from Multisim's *Pavis*.
- 2) To retain the established 'truth' of Sun County as defined by Avalon Hill's supplement of that name, although this may or may not change with future official information.
- 3) To provide a simple format for generating a variety of Heroes and Supporting Characters.

## The Heroes of Yelmalio

In Sun County, one may worship Yelmalio only through one of his Heroes. Which one depends on social standing and profession. It is possible to change: for instance if a farmer shows exceptional fighting ability and the Templars sorely need new recruits. Normally, however, worshippers do not alter allegiance.

*Note on Monrogh:* The Priests of Yelmalio tend to worship Monrogh. The leaders of the County revere Arinsor Clearmind, the County's founder.

### Erokos the Provider

A follower of Arinsor Clearmind, Erokos quested to both Yelmalio and Ernalda, and showed his comrades how to work with the dry soils and climate of Prax. Without his wisdom Sun County could never have flourished.

*Mental Abilities:* Dry Climate Farming, Know Praxian Weather.

*Physical Abilities:* Work in the Heat.

*Personality:* Hard-working, Obedient.

*Affinity:* **Grain** (Accelerate Grain Growth, Destroy Blight, Plough the Earth, Poison Blight, Resist Frost)

*Secret:* **Bless Crops** (Allows the devotee to ignore Distance and area effect penalties when using magic from his Grain affinity on any field he has worked regularly for at least a Season.)

*Worshippers:* Sun County farmers.

### Palishon the Sage

Palishon ruled Sun County from 1224-1273. The land was isolated, and dragons had smashed all other Sun Dome Temples. Palishon spent his life painstakingly documenting and illustrating Yelmalio's ways for future generations. Many of his followers struggled and died during the Solitude of Testing, striving to continue this charge.

*Mental Abilities:* Adminster Archive, Read/Write 'Sun Domer'.

*Physical Abilities:* Craft Writing Supplies.

*Personality:* Exacting, Studious.

*Affinity:* **Scholarly Application** (Illuminate Falsehood, Illuminate Obscure Fact, Sense Forgery, Tireless Quill, Translate Written Language)

*Secret:* **Comprehend Tome** (Acts as a mystic strike against an entire book or document whose contents are obscured by foreign or enemy magic, extreme alien nature, or archaic origins.)

*Worshippers:* Sun County scholars.

### Narokoris the Warrior

Narokoris was Count of Sun County for 40 years in the late 1400s. He is remembered for being wise, because he reinstated the importance of traditional spear and shield tactics, and because he drove his people's enemies far from their borders.

*Mental Abilities:* Knowledge of Nomad Tactics, Phalanx Tactics.

*Physical Abilities:* Ignore Wounds, March Tirelessly.

*Personality:* Brave, Obedient.

*Affinity:* **Righteous Warrior** (Defy Enemy Magic, Dodge Strike, Endure Wounds, Hold My Ground, Resist Enemy Spirits)

*Secret:* Narokoris' Secret is that listed as the general cult secret.

*Worshippers:* Sun Dome Templars.

*Note:* The main cult of Yelmalio (in the fanzine) incorporates some of Narokoris' details. At some future date I will reorganize Yelmalio and these Hero Cults, to make this a bit clearer.

