

## **Lore relating to Mordra of the Green Way, Goddess of Healing and Justice**

The Goddess of The Green Way is Mordra, a nature deity dedicated to healing and justice. Her followers believe that Mordra is the high protectress of the Land. To them the Land is a living thing of the highest order and its health is essential for the well being of all peoples that dwell there. For example, the good that men do will lead to bountiful harvests and peaceful weather while their evil will cause plagues, natural disasters and general suffering. The Clerics of The Green Way are sworn to fight against injustice and evil especially when it is clear that it is adversely affecting the Land. Holy symbol is of a green tree. Also known as patron of birth and rebirth, passed into slumber in these lands with most of her adherents faded away. In living memory, her places of power began to reawaken, providing safe havens, healing, and blessings to those of worthy intent. As the goddess herself is reborn into the world and her priests return, these places will surely grow in power...

Knights of the Green Way: (lawful good bunch, followers of Mordra, etc.)

no Knights of the Green Way are currently in our lands. Followers of Mordra have made alliance with Knights of Tyr due to their common interest in justice.

The Black Way: The God of the Black Way is Menion Leah. It is a religious order whose goal is to corrupt the land. They believe that if the land is dead then that shows strength in the Black Way. They also believe that Necromancy is the greatest sign of corruption of the land. Their symbol is a dead and blackened tree. People fear to say "Menion Leah" as that might draw his attention, instead refer to him as "The Dark One". The Dark One - God of Death and Destruction is a evil deity of chaos and disorder opposed to Mordra. His lead followers tend to be mages more than clerics and focused on power and fear as control methods. The symbol of the Dark One is a blackened, dead tree.

### **The Sacred Spring in Norlake**

The High Priestess of Mordra is in charge of the Sacred Spring in Norlake. The water from the Sacred Spring is also provided to local farmers. It helps their crops and improved fertility in the area. The natural path to sacred spring is through a tunnel. The spring banquet occurs outside the tunnel entrance. Only those of good intent are allowed inside the tunnel to prevent sabotage of the Sacred Spring.

#### **Savvy: Sacred Spring**

1. The water from this spring has a powerful magical effect on plants, healing and sustaining them even under harsh conditions, and causing them to grow much larger than normal.
2. The spring offers healing powers. Anyone drinking directly from the spring will gain 8 points of healing, no limit on uses per day.
3. A potion made from the spring water will provide 6 points of healing, good for the game day only on the first two uses per day per person. Additional attempts to drink potions in the same day will provide no benefit other than the refreshment of clear spring water.
4. The spring strongly enhances the healing abilities of any Cleric of Mordra. When the Cleric is in contact with the water in the spring, all spells are cast at +3 to level (i.e. a super strong Invoke). The Cleric gains access to healing and restorative spells 3 levels higher than normal. That includes: *heal, create holy water, freeze disease, freeze poison, neutralize disease, neutralize poison, cure serious wounds, life spark, speak with dead, life enhancement, ranged heal, regenerate, purify, regenerate limb, restore life/spell points, and raise dead.*

The newly dedicated Shrine of Tyr is located near the entrance to the tunnel to the Sacred Spring.

**Savvy: Shrine of Tyr**

1. Any not hostile to the ways of Tyr will be immune to Fear while within 60 feet of the Shrine.
2. Any follower of Tyr will be +2 vs LI while within 60 feet of the Shrine (stacking category special).
3. Any follower of Tyr will have Strength I while within 60 feet of the Shrine.

**Game History**

Mordra was a major figure in the following games:

- (Spring 1998) "Tales of the Dead" by John Dunning
- March 23,24 2002 "Scent of Blood" by Karen Murphy (Atlanta GA), adapted by Patrick McGehearty
- Oct 9, 2004 "Keys to the Gate" by John Jones
- Feb 2009 "Dallas Banquet 2009" by Patrick McGehearty (Attack on the Spring)
- Feb 2010 "Dallas Banquet 2010" by Patrick McGehearty (Defense of the Spring)
- Feb 2011 "Mordra's Response" by Patrick McGehearty

**People lore:**

Mordra has four known PC followers currently,

Rupert Cleric 7th (John Dunning)

Brandt Cleric 5th (Patrick McGehearty)

Mathe Mage 6<sup>th</sup> (Patrick McGehearty).

Bearily Cleric 2nd (Vira Cook), a new member that started a Cleric of Mordra at the 2010 banquet.

Others interested in healing and justice are welcome to start or convert to following Mordra.

All classes of character welcome.