

Anthraxus

Rules for Priests

All priests of Anthraxus are considered Specialty Priests. Anthraxus is a Demipower of the Gray Wastes. His Portofolio concerns itself with conflict, strife and corruption.

Requirements and abilities for Specialty Priests:

- Priests may be of any alignment
- May use any weapons, armor and shields
- May use poison
- May not turn or control undead
- Symbol: Blackened mirror
- Major Access to: Necromantic, All, Astral, Combat, Thought
- Minor Access to: War, Sun, Healing, Elemental Fire, Law Protection
- Grants reversed version of spells only
- Grants spells of up to 5th Level
- 1st Level priests may cast Spook once/day
- 3rd Level priests may cast Vampiric Touch once/day
- 6th Level priests may cast Contagion once/day
- 9th Level priests may cast Astral Spell once/month

Basic Rules of the Faith:

- Priest must provide for at least one serious new worshipper per month. He should always strive to recruit new worshippers and may not pass up a good chance to do so if it presents itself.
- Priest must place own welfare over that of others.
- Priest may help others only if he himself profits from this in some way.
- Priest must use 20% of his income to erect shrines or otherwise further the worship of Anthraxus.
- Priest must encourage conflict and strife of any kind. He may not take part in peacekeeping missions (except to sabotage them). He may take any side in a conflict that he likes. This conflict does not have to be combat, but it must be an active conflict of some kind. Any end or solution to any conflict (except for total destruction or assimilation of any one party) should be avoided and if possible sabotaged and ruined by the priest.
- Priest should follow his own desires and encourage others to do so as long as this does not compromise the basic tennents of the faith.
- The priest may make up any rules, stories and rituals that he likes if this encourages others to join the faith and does not contradict any of the basic rules of the faith.

Basic Teachings of the Faith:

Conflict is what keeps the world going.

If there is no conflict, there is no life, no evolution, no development.

Conflict is necessary to cull the weak and see the strong survive (consider this an extremist's view of the evolution theory).

Conflict makes the strong stronger and insures their survival, peace is for weaklings, all the kings in the animal kingdom are predators, aggressive people always win out over passive ones.

Anybody who allows himself to be subjugated deserves no better fate.

Keep yourself strong, seek Conflict, be active and aggressive.

Be a predator.

Take what you can get, follow your desires, they are a survival trait.

Cooperation is ok, as long as you can profit from it.

Dont do anything that you cannot gain something from.

Diseases are a part of this constant conflict that keeps the life going.

Whithout diseases the weak could not be culled.

Do not fear diseases, those who succumb to them were too weak to survive.

Be strong, practice and increase your strength where possible.

Warfare is the most obvious but certainly not the only possible way to conflict with others.

Any kind of conflict, wether it challenges the body or the mind is good.

Never make the mistake of falling into stasis, stasis is as bad as death.

Nothing is accomplished without conflict.

Survive, be a survivor, associate with survivors and try to challenge those who are also strong to get stronger yourselves.

There is nothing to be gained from fighting the weak (except to increase the overall strenght of the world).

Don't waste your power but don't let it sit idle either, seek conflict, challenge yourselves and others.

Force others into conflict, in the long run the survivors will only profit from it.

Spell Selection for Priests of Anthraxus

Spells marked * are cooperative Spells

1st Level	2nd Level	3rd Level	4th Level
Invisibility to Undead	Aid	Animate Dead	Focus*
Curse	Defile	Cause Blindness/Deafness	Uplift*
Combine*	Chant	Cause Disease	Join with Astral Traveller
Detect Good	Spiritual Hammer	Feign Death	Genius
Putrefy Food & Drink	Idea	Negative Plane Protection	Mental Domination
Speak with Astral Traveller	Mind Read	Astral Window	Rapport
Magical Stone	Emotion Perception	Prayer	Solipsism
Shillelagh	Rally	Unearthly Choir*	Thought Broadcast
Emotion Read	Slow Poison	Emotion Control	
Thought Capture	Fire Trap	Memory Read	
Courage	Flame Blade	Telepathy	
Morale	Chill Metal	Adaption	
Darkness	Produce Flame	Caltrops	
Cause Light Wounds	Calm Chaos	Continual Darkness	
Log of Everburning	Enthrall	Starshine	
Command	Hold Person	Flame Walk	
Endure Cold/Heat	Barkskin	Protection from Fire	
Protection from Good	Resist Fire/Cold	Pyrotechnics	5th Level
Ring of Woe*	Withdraw	Rigid Thinking	Slay Living
Sanctuary		Strength of One	Atonement
		Dispel Magic	Plane Shift
		Line of Destruction*	Flame Strike
		Magical Vestment	Insect Plague
		Bestow Curse	Memory Wrack
		Remove Paralysis	Mindshatter

