

BISHOPS

Requirements:	INT 15, WIS 15, CHA 15
Prime Requisites:	None
Hit Dice:	1d6
Maximum Level:	None

Bishops are clergy who pursue arcane studies as well as theological ones. They are able to cast both magic-user and cleric spells. They must maintain a spell book in order to cast magic-user spells. Bishops gain bonus cleric spells per **AEC WISDOM TABLE II** if using those rules. While they fight as well as clerics and can use any weapon available to clerics, they are unable to wear armor heavier than leather; they can employ shields. Bishops do not have prime requisites and thus never gain bonus experience points. Bishops may use all magic items available to both clerics and magic-users but are unable to create new magic items other than cleric scrolls and some potions (*Healing, Extra-healing*). Bishops can also **turn undead** as a cleric of the same level. If using **AEC**, elves may rise to 9th level as bishops, half-elves to 7th.

Identifying Items: Through extensive study, bishops have the ability to identify magic items, determining properties in the same manner as the *Identify* spell as described in **AEC** but with a base chance of 30% + 5% per level. Bishops do not become fatigued, however, and may use this ability as often as desired. Upon discovering a cursed item or items of great power, such as artifacts or perhaps something like a *Staff of Wizardry* (DM's option), the bishop must make a save versus spells. Failure results in the bishop going into a comatose state for as many hours as the save was failed by. The bishop is also prone to any detrimental effects of a cursed item if the appropriate save is not made. At 7th level, this ability can duplicate the effects of a *Legend Lore* spell. At 12th level, the bishop is no longer affected by cursed items, although artifacts and similar objects can still induce a comatose state.

Reaching 9th level: Upon obtaining 9th level, a bishop may build a stronghold and attract followers similar to a cleric. The stronghold must be built in an area without a pre-existing church, preferably with enough parishioners to fill services.

Class Level	BISHOP SPELL PROGRESSION								
	Spell Level								
	1	2	3	4	5	6	7	8	9
1	1/-	-/-	-/-	-/-	-/-	-/-	-/-	-/-	-/-
2	2/1	-/-	-/-	-/-	-/-	-/-	-/-	-/-	-/-
3	2/1	1/-	-/-	-/-	-/-	-/-	-/-	-/-	-/-
4	2/2	1/1	-/-	-/-	-/-	-/-	-/-	-/-	-/-
5	2/2	2/2	-/-	-/-	-/-	-/-	-/-	-/-	-/-
6	2/2	2/2	1/1	-/-	-/-	-/-	-/-	-/-	-/-
7	2/2	2/2	2/2	-/-	-/-	-/-	-/-	-/-	-/-
8	3/3	2/2	2/2	1/1	-/-	-/-	-/-	-/-	-/-
9	3/3	2/3	2/2	2/2	-/-	-/-	-/-	-/-	-/-
10	3/3	2/3	2/2	2/2	1/1	-/-	-/-	-/-	-/-
11	3/3	3/3	2/3	2/2	2/2	-/-	-/-	-/-	-/-
12	3/4	3/3	2/3	2/2	2/2	1/1	-/-	-/-	-/-
13	3/4	3/4	3/3	2/3	2/2	2/2	-/-	-/-	-/-
14	4/4	3/4	3/3	2/3	2/2	2/2	1/-	-/-	-/-
15	4/4	3/4	3/4	3/3	2/3	2/2	2/1	-/-	-/-
16	4/5	3/4	3/4	3/3	2/3	2/3	2/2	1/-	-/-
17	4/5	4/5	3/4	3/4	3/3	2/3	2/2	2/-	-/-
18	4/5	4/5	3/4	3/4	3/3	2/3	2/2	2/-	1/-
19	4/5	4/5	4/5	3/4	3/4	3/3	2/2	2/-	2/-
20	5/5	4/5	4/5	3/4	3/4	3/4	2/3	2/-	2/-

MU/Cleric Spells per level

BISHOP LEVEL PROGRESSION		
Experience	Level	Hit Dice (1d6)
0	1	1
3,001	2	2
6,001	3	3
11,501	4	4
22,001	5	5
45,001	6	6
82,501	7	7
165,001	8	8
325,001	9	9
500,001	10	+1 hp
725,001	11	+2 hp
830,001	12	+3 hp
960,001	13	+4 hp
1,125,001	14	+5 hp
1,300,001	15	+6 hp
1,450,001	16	+7 hp
1,600,001	17	+8 hp
1,750,001	18	+9 hp
1,900,001	19	+10 hp
2,050,001	20	+11 hp