

AMASTASIAN ARCANE HOUND

The need to continually police the use of magic within the Amastasian Empire required the Ministry of the Interior to create a special branch of agents. These agents were come to be known as Arcane Hounds. Such individuals were very talented at sniffing out the use of magic and the existence of magical items. Over time the branch developed academies to train agents with specialized skills that increased their abilities and those that graduated were given the patch of the arcane hound. Agents were then given liberal powers to exercise their abilities to root out and expose those that used magical illegally.

Arcane Hounds travel the countryside and work with local military and court officials in looking for unregistered use of magic. Arcane Hounds rarely confront offenders themselves but force local authorities to deal with the problem. Arcane Hounds enjoy broad powers and it is a crime for responsible administrators of justice and the peace to ignore the findings and requests of an Arcane Hound.

The benefits and perks of being a Hound are many. Hounds typically collect unregistered items with the purpose of turning them over to the ministry, but any items that happen to stay in the hands of a hound are overlooked by the ministry in general unless another agent confronts the individual. It is rare for another hound to do this; however, unless there are outstanding issues between them. Even if charges are brought up against one of their own, the hound in question simply gives up the item with the excuse that they were intent on delivery but got side-tracked. Given this and the hound's overly prided stature of rank and authority, individuals that do not mind causing suffering of others—as most accused and found guilty of magic use are typically banished (if lucky) or executed (especially sorcerers where the gift is inborn)—flock to this profession. Most have evil and even malicious tendencies though a few do happen to come forth with the belief that they are doing their civic duty for the empire (these are quite rare).

All Arcane Hounds must have some arcane casting ability, at least the ability to detect magic by some means. The Academy of the Hounds then take those abilities and teach the prospective Hound how he can master that ability in several new dimensions. Wizards are the most common individuals that become hounds, though rogues with some arcane use (dipping into wizardry or sorcery for a level or two) would find this class quite inviting. The Warlock's detect magic ability also qualifies and many gravitate to this class as it meets their temperament and gives them free license to use their abilities without fear of recrimination.

Hit Die: d6.

REQUIREMENTS

To qualify for the Arcane Hound, a character must fulfill all of the following criteria.

Detect Magic: The ability to detect magic through spell or spell-like ability. Use of a magic item does not count.

Skills and Abilities: 5 ranks or more of Intimidate and Sense Motive, Intelligence, Wisdom and Charisma of at least 12

Arcane Hound Alumnus: All Arcane Hounds must spend two years of intense study and practical use within the Academy of the Hound and graduate from the Academy.

CLASS SKILLS

The Arcane Hound's class skills are Appraise (Int), Bluff (Cha), Concentration (Con), Gather Information (Cha), Intimidate (Cha), Knowledge—Arcana (Int), Knowledge—Local (Int), Knowledge—Planes (Int), Sense Motive (Cha), Spellcraft (Int), Use Magic Device (Cha).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The Arcane Hound gains the following abilities as he progresses in level. Note that these effects only work on Arcane powers, Divine magic and effects cannot be detected by these abilities.

In addition, Arcane Hounds with classes in Wizard, Warlock, Sorcerer, or Rogue will continue to gain commensurate abilities for their previous abilities while advancing as a hound. If the hound has more than one of these classes, he must choose which one he will increase at each level, only class skills for one may be incremented at each level. For example, a 3rd level Rogue/ 2nd level Wizard graduates from the Academy and gains her first level as a Hound may choose to gain the abilities of a 4th level Rogue or a 3rd level Wizard but not both. Note that only class abilities are gained, not skills or Hit Dice. Note that characters with other classes (such as Cleric, Druid, Bard, etc.) that have become Arcane Hounds do not gain this benefit, though they do gain the class abilities listed below.

Detect Magic: At first level, Arcane Hounds can detect permanent magical items within 30' with a successful Spot check. It is a base DC of 15 + modifiers for aura, see below; The range increases 10' per level of Arcane Hound and as the Hound gains levels, other types of magical items can be detected as well. Charged Items can be detected in the same fashion at 2nd level, Scrolls at 3rd level, and Potions at 4th level.

Aura	Modifier
Trace or Faint	+10
Weak	+5
Moderate	+0
Strong	-2

This ability functions identically to the spell of the same name except for the requirement of the successful Spot check. This is a passive ability and does not require the Hound to actively be rooting out items; they simply have to pass within range for the Spot check to occur. In fact, if the Hound actively looks over an individual or location within range that contains a magical item, he gains twice the amount normally given by his Wisdom to his Spot check (minimum of +0).

Detect Arcane Wielders: At 2nd level the Arcane Hound can sniff out a wielder of Arcane energies within 30'. Again, a Spot check must be made with a base DC of 25 minus the effective caster level of the suspected individual. Spontaneous casters (including Sorcerers and Warlocks) grant a +2 bonus to the Hound's roll. At 4th level the range increases to 60'.

Spell Level	DC
0	30
1 st	28
2 nd	25
3 rd	25
4 th	22
5 th	21
6 th	20
7 th	20
8 th	18
9 th	18

Detect Spell Residue: At 3rd level, the Arcane Hound can taste the after-effects of arcane energy within his immediate presence with a successful Spot check. The base DC is based on effective spell level minus the ½ the level of the caster. If the spell is continuous or permanent there is a +5 bonus to the check. Non instantaneous spells can be detected within a day of casting by the Hound while instantaneous spells can be detected within an hour of casting.

Identify Properties: At 5th level the Arcane Hound gains an intuitive sense about a magic item held. It requires a Knowledge (Arcana) or Spellcraft check (whichever is better) with a base DC of 20 and uses the same adjustments for strength as given above for detecting magic items. In addition, cursed items have a 50% chance of being misread and seen as beneficial.

Identify Properties of Permanent Magic items held at 5th level. Requires Spot check of 15 + modifiers given for Detecting Magic Items.

Level	BAB	Fort	Ref	Will	Class Abilities	Special
1	+0	+0	+1	+2	Detect Magic (Permanent Items)	+1 Level of Existing Class Abilities (Rogue, Sorcerer or Wizard)
2	+1	+0	+1	+3	Detect Arcane Wielders (30') Detect Magic (Charged Items)	+1 Level of Existing Class Abilities (Rogue or Wizard)
3	+1	+1	+2	+3	Detect Spell Residue Detect Magic (Scrolls)	+1 Level of Existing Class Abilities (Rogue, Sorcerer or Wizard)
4	+2	+1	+2	+4	Detect Magic (Potions) Detect Arcane Wielders (60')	+1 Level of Existing Class Abilities (Rogue, Sorcerer or Wizard)
5	+2	+1	+2	+4	Identify Properties	+1 Level of Existing Class Abilities (Rogue, Sorcerer or Wizard)