

# Master of Chains

The master of chains is a combatant specializing in the use of chains—specifically the spiked chain—as a weapon. They usually have a sinister aura about them, and are never completely good. They use chains as tools of terror and intimidation as much as weapons.

Fighters are best equipped to become masters of chains, although rogues, rangers, and barbarians make excellent members of this rare, frightening group as well. A master of chains often creates a lair underground filled with chains on the ground and hanging from the ceiling. Whole rooms of rattling chains suspended from above create an unnerving and dangerous setting for their foes. Members of this prestige class usually do not work together, although a master of chains gladly teams up with those of other classes for mutual benefit.

## Requirements

To qualify to become a master of chains, a character must fulfill all the following criteria.

**Alignment:** Any non-good.

**BAB:** +6

**Skills:** Escape Artist 6 ranks, Intimidate 6 ranks

**Feats:** Exotic Weapon Proficiency (spiked chain), Combat Expertise, Improved Trip, Improved Disarm, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

**Hit Die:** d10

**Class Skills:** Balance (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Tumble (Dex), and Use Rope (Dex).

**Skill Points per Level:** 2 + Int modifier.

Level	Base	Fort	Ref	Will	Special
1 <sup>st</sup>	+1	+0	+2	+0	Punishing lash, Chain Rattle
2 <sup>nd</sup>	+2	+0	+3	+0	Combat Reflexes, Climb Fighting
3 <sup>rd</sup>	+3	+1	+3	+1	Double Chain, Chain Armor
4 <sup>th</sup>	+4	+1	+4	+1	Greater Punishing Lash
5 <sup>th</sup>	+5	+1	+4	+1	Greater Chain Rattle
6 <sup>th</sup>	+6	+2	+5	+2	Constant Vigilance
7 <sup>th</sup>	+7	+2	+5	+2	Wrapping Chains
8 <sup>th</sup>	+8	+2	+6	+2	Superior Punishing Lash
9 <sup>th</sup>	+9	+3	+6	+3	Deflect Attacks
10 <sup>th</sup>	+10	+3	+7	+3	Superior Chain Rattle

**Weapon and Armor Proficiency:** The Master of Chains gain no additional weapon proficiencies, but does gain proficiency with chain shirt and chain mail if he did not have it before. Note that some of the Master of Chain's abilities are impacted by the type of armor he is wearing.

## Class Abilities

**Punishing Lash (Ex):** The Master of Chains gains the ability to attack a second opponent if his first attack successfully disables his opponent. The second opponent must be adjacent to the first opponent and within the threat range of the Master of Chains (without taking a 5 foot adjustment). This ability is identical to the Feat Cleave except it is limited to the use of a Spiked Chain.

**Chain Rattle (Ex):** The Master of Chains may invoke a cruel and malicious fear in one opponent that may see and hear him. This effect is identical to that of the *Cause Fear* spell and can be used as many times per day as the Master of Chains' Level. The DC is based on 10 + Master of Chains' Charisma

modifier + ½ Master of Chain's level (round down). Opponent's that successfully resist this effect are immune from any further uses of this ability directed at them.

**Combat Reflexes (Ex):** The Master of Chains gains this ability at 2<sup>nd</sup> level and it is identical to the Feat of the same name except it only applies while the character is wielding the Spiked Chain and wearing light armor or chain mail.

**Climb Fighting (Ex):** If Master of Chains is climbing on a rope or a chain, he suffers no penalty to attacks and foes gain no bonus to attack him if he is wearing no armor, light armor, or chain mail. The Master of Chains does not lose his Dexterity modifier while climbing and his enemies do not gain a +2 on attack rolls against him. If the master of chains is hanging from a chain that has the ability to swing more than five feet, he can use that to his advantage and gain a +2 dodge AC bonus. Note that only one handed attacks are possible while attacking from a rope or chain by the Master of Chains.

**Double Chain (Ex):** At 3<sup>rd</sup> level, the Master of Chains can choose to use a spiked chain as a double weapon instead of a weapon with reach (Each round, he can switch how he uses it). This ability does not confer any additional bonuses for two weapon fighting (such as the Feat) and normal attack penalties for fighting with a double weapon apply to the Master of Chains' attacks.

**Chain Armor (Ex):** The Master of Chains may wrap 20' of chain about his body providing a +2 natural armor class bonus if he is wearing light armor or chain mail. This bonus confers no additional armor check or arcane spell failure penalties and does not impact his movement or speed. This bonus increases by one point at every odd level thereafter that the character attains in this prestige class (maximum bonus of +5 at 9<sup>th</sup> level) and requires an additional 10' of chain per +1 bonus. For every additional +1 gained (beyond the initial +2) the chain armor imposes a -1 armor check penalty and a 10% arcane spell failure penalty.

**Greater Punishing Lash (Ex):** The skill of the Master of Chains with his chain allows him to continue his punishing lash against additional targets if he successfully disables others after the first within his threat range. As long as he continues to successfully disable (reduce target to 0 or fewer hit points) the Master of Chains may make additional attacks equal to his level. He may not move between attacks, doing so immediately prevents any further punishing lashes for the remainder of the attack round. This ability is comparable to Great Cleave but is limited to the use of the Spiked Chain.

**Greater Chain Rattle (Ex):** Similar to Chain Rattle, this effect functions identically to the arcane Spell *Scare*. It has the same limitations and DC rating. Opponents that the Master of Chains is attempting to affect with this ability must be able to see and hear the chains held by the Master of Chains. Greater Chain Rattle may be used one time per day for every two levels of Master of Chains possessed by the character (rounded down).

**Constant vigilance (Ex):** An opponent who enters into your threatened area must treat your threatened squares as difficult terrain, forcing him to move at half speed.

**Wrapping Chains (Ex):** The Master of Chains may elect to attack a single foe; attempting to wrap his opponent with his spiked chain. This is a grapple attack and is resolved by first making a touch attack against his opponent then an opposed grapple check is made with the normal size and strength modifiers being applied (this attack does not provoke an attack of opportunity). If successful, the Master of Chains has successfully entangled his victim with his spiked chain his opponent cannot move out of the Master of Chains' threat range unless it succeeds at breaking the grapple or successfully uses the Escape Artist skill (DC equal to the Master of Chains' original grapple check). The entangled foe suffers a -2 to all attack rolls and a -4 to Dexterity while entangled and can only move at half speed (within the weapon's

threat range). This attack does prevent the Master of Chains from using the weapon for further attacks, though he could drop the chain and pull out another weapon if he wishes to continue to attack, in which case the victim could move away out of the Master's threat range, though still at half speed and running is not possible. The victim does take damage from the original attack (treat any natural or worn armor bonuses as an effective barrier that acts as damage reduction—i.e. studded leather would give the victim a DR of 3/- against the wrapped chain) and the Master of Chains may continue to inflict damage each round there after though the same reduction applies.

**Deflect Attacks (Ex):** As a move-equivalent action, a 8<sup>th</sup> level master of chains can use a spinning chain to provide a +4 deflection AC bonus against all attacks coming in from a chosen 180-degree arc. This is an extraordinary ability.

**Superior Punishing Lash (Ex):** The skill of the Spiked Chain is such that the Master of Chains may lash out and attack all who surround him. As with Greater Punishing Lash, except the Master of Chains has no limit on the number of opponents he may apply the punishing lash against once an opponent is felled against his attack as long as the next opponent is within his threat range. In addition he may take a 5' step between felling attacks up to ½ his movement rate for the round in total. Thus, a Master of Chains with a movement of 30' could attack and disable one opponent, move 5' and attack and disable another, move another 5' and disable a third opponent, move 5' and continue attacking others as long as the previous opponent is disabled (reduced to 0 or less hit points) and opponents are within his threat range.

**Superior Chain Rattle (Su):** This supernatural effect is the pinnacle of dread caused by the rattling of the Master's chains and its effects are identical to the arcane spell Fear. The DC rating and other limitations applied the lesser abilities apply to this effect as well. This ability may be used once per day plus a number of times equal to the Master of Chain's Charisma modifier (minimum of once per day).

Credit: This prestige class originally appeared in the *Sword and the Fist: A Guidebook to Fighters and Monks* (© Wizards of the Coast, 2001) and reworked with additional inspiration from 3.0 Master of Chains, modernized/rewritten as posted on the Enworld D&D Legacy forum (<http://www.enworld.org/forum/d-d-legacy-discussion/303685-3-0-master-chains-modernized-rewritten.html>).