

Mouth of Sauron

"...this was no Ringwraith but a living man. The Lieutenant of the Tower of Barad-dûr he was, and his name is remembered in no tale; for he himself had forgotten it, and he said: 'I am the Mouth of Sauron.' But it is told that he was a renegade, who came of the race of those that are named the Black Númenóreans; for they established their dwellings in Middle-earth during the years of Sauron's domination, and they worshipped him, being enamoured of evil knowledge. And he entered the service of the Dark Tower when it first rose again, and because of his cunning he grew ever higher in the Lord's favour; and he learned great sorcery, and knew much of the mind of Sauron; and he was more cruel than any Orc."¹



Hit Die: d6.

Requirements

In order to qualify for the Mouth of Sauron prestige class, one must fulfill all of the following criteria.

Alignment: Any evil.

Feats: Corrupt Spell^V, Dark Speech^V, Skill Focus (Bluff), Spell Focus (Enchantment)

Skills: Knowledge (religion) ranks 10+, Knowledge (arcana) ranks 10+

Spells: Able to cast 3rd-level arcane spells

Special: Must be appointed by the Dark Lord Sauron

Class Features

All of the following are class features of the Mouth of Sauron prestige class.

Undying Servant (ex): The Mouth of Sauron has, through foul sorcery, prevented himself from suffering any ill-effects of aging. While this prevents the accumulation of penalties to his physical ability scores it also prevents the accumulation of bonuses to his mental ability scores. Over time, the Mouth of Sauron will forget more things than a mortal man could learn in his entire life. Ultimately, the Mouth of Sauron forgets his own name, his origins, and his past because of their irrelevance to his plans.

Voice of Power (ex): The Mouth of Sauron does not suffer damage to his Charisma when using Dark Speech to energize evil magic items and spells (see Chapter 2 of *Book of Vile Darkness* for details on Dark Speech).

Intrusive

Diplomat (su): The Mouth of Sauron has an insolent way about him when he treats with others. His indignant, insulting diplomatic methods are often enough to upset even the most

practiced and experienced negotiators. The Mouth of Sauron uses this ability to upset carefully rehearsed diplomatic endeavors and ultimately lead his opponents into dropping their guard and allowing the Mouth of Sauron to provoke otherwise unwanted behavior from them. While involved in a diplomatic negotiation, the Mouth of Sauron can force his adversaries to rash behavior by rolling a Bluff check and adding his class level as a profane bonus. Those treating with the Mouth of Sauron must make a Will save against a DC equal to the Mouth's Bluff result or either say or do something they would otherwise try to completely avoid doing in such a situation. Since the variables involved in diplomacy are so great, so too are the consequences of

The Mouth of Sauron

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+0	+0	+2	Undying Servant	+1 level of existing arcane spellcasting class
2 nd	+1	+0	+0	+3	Voice of Power	+1 level of existing arcane spellcasting class
3 rd	+2	+1	+1	+3	Intrusive Diplomat	+1 level of existing arcane spellcasting class
4 th	+3	+1	+1	+4	Voice of Dread	+1 level of existing arcane spellcasting class
5 th	+3	+1	+1	+4	Legendary Cruelty	+1 level of existing arcane spellcasting class

Class Skills

The Mouth of Sauron's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill points at Each Level: 2 + Int modifier.

¹ J.R.R. Tolkien, *The Lord of the Rings III*, p. 922

^A see *Complete Arcane*

^W see *Complete Warrior*

^V see *Book of Vile Darkness*

^L see *Libris Mortis*

failing the save against this ability—some would be foolish enough to spill valuable secrets thereby giving the Mouth the upper hand in further negotiations or perhaps the bit of information he was seeking in the first place, some would be hasty enough to draw their weapons and give the Mouth inarguable grounds to retaliate violently, while some others would begin to (or completely) cede to the Mouth's terms. This ability is a mind-affected effect.

Voice of Dread (ex): The Mouth of Sauron does not suffer damage to his Charisma when using Dark Speech to invoke dread in his listeners (see Chapter 2 of *Book of Vile Darkness* for details on Dark Speech).

Legendary Cruelty (su): The Mouth of Sauron's cruelty is legendary. He is said to be viler than the most evil Orcs and other servants of Sauron. In terms of command, he is second only to the Witch-king of Angmar, the Lord of the Ringwraiths. As such, the Mouth of Sauron is soaked in evil and delivers an additional +1d6 points of vile damage with each successful melee attack (see Chapter 2 of *Book of Vile Darkness* for details on Vile Damage).

Sample Mouth of Sauron

"Mouth of Sauron": Black Númenórean sorcerer 10/rogue 2/mouth of Sauron 5; CR 17; Medium humanoid; HD 10d4+40 plus 2d6+8 plus 5d6+20; 117 vp, 19 wp; Init +1; Spd 30 ft. (20 ft. in armor); AC 27, touch 14, flat-footed 26; Base Atk +9; Grp +10; Atk +14 melee (1d8+5+2d6 [unholy] +1d6 [vile] 17-20, +4 keen unholy longsword); Full Atk +14/+9 melee (1d8+5+2d6 [unholy] +1d6 [vile] 17-20, +4 keen unholy longsword); SA sneak attack +1d6, spells; SQ Dúnadan traits (Early 2nd Age), Black Númenórean traits, trapfinding, evasion, undying servant, voice of power, intrusive diplomat, voice of dread, legendary cruelty; AL LE; SV Fort +8, Ref +8, Will +15; Str 12, Dex 12, Con 19, Int 17, Wis 18, Cha 22.

Skills and Feats: Bluff +35, Concentration +9, Craft (alchemy) +8, Diplomacy +30, Knowledge (arcana) +23, Knowledge (religion) +18, Sense Motive +14, Spellcraft +15; Corrupt Spell^V, Dodge, Elusive Target^W, Mobility, Power Attack, Skill Focus (Bluff) (x3), Spell Focus (Enchantment), Still Spell.

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indignant, insulting diplomatic methods are often enough to upset even the most practiced and experienced negotiators. The Mouth of Sauron uses this ability to upset carefully rehearsed diplomatic endeavors and ultimately lead his opponents into dropping their guard and allowing the Mouth of Sauron to provoke otherwise unwanted behavior from them. While involved in a diplomatic negotiation, the Mouth of Sauron can force his adversaries to rash behavior by rolling a Bluff check and adding his class level as a profane bonus. Those treating with the Mouth of Sauron must make a Will save against a DC equal to the Mouth's Bluff result or either say or do something they would otherwise try to completely avoid doing in such a situation. Since the variables involved in diplomacy are so great, so too are the consequences of failing the save against this ability—some would be foolish enough to spill valuable secrets thereby giving the Mouth the upper hand in further negotiations or perhaps the bit of information he was seeking in the first place, some would be hasty enough to draw their weapons and give the Mouth inarguable grounds to retaliate violently, while some others would begin to (or completely) cede to the Mouth's terms. This ability is a mind-affected effect.

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Possessions: +5 full plate, +4 keen unholy longsword, ring of protection +3

Sorcerer Spells Known: (9/5/5/4/4/4/3/2; save DC 16+spell level, +1 for Enchantment spells†, 205 spell points, caster level 15th): 0—arcane mark, detect magic, detect poison, mage hand, message, read magic, resistance, touch of fatigue, unnerving gaze^V; 1st—black bag^V, charm person†, death's grimace^V, ray of enfeeblement, sleep†; 2nd—darkvision, hideous laughter, sadism^V, touch of idiocy†, wall of gloom^A; 3rd—curse of the putrid husk^V, ray of exhaustion, vampiric touch, vile lance^V; 4th—charm monster†, crushing despair†, enervation, liquid pain^V; 5th—call nightmare^V, dominate person†, mind fog, symbol of pain; 6th—arrow of bone^A, repulsion, spectral touch^L; 7th—energy ebb^L, insanity†