

OZZGAR BLACKSONG

THE PRINCE OF THE NIGHT

"I'VE ALWAYS BEEN A MADMAN. I JUST MAKE IT SOUND GOOD."

MEDIUM HUMANOID (HUMAN), CHAOTIC NEUTRAL

Armor Class 14 (leather coat, Bardic magic)
Hit Points 76 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	13 (+1)	16 (+4)	18 (+4)

Proficiency Bonus +3

Saving Throws Dexterity +5, Charisma +7

Skills Performance +10, Persuasion +7, Insight +4, Deception +7

Senses Passive Perception 11

Languages Common, Infernal

Challenge 6 (2,300 XP)

Rock Chanter (Bardic Inspiration x4) Grant 1d8 inspiration as bonus action. Recharges after short rest.

Moonlit Resilience Gains temporary hit points equal to Bard level at start of night-themed encounters.

Spirit Solo (1/Long Rest) Launch a magical acoustic blast—DC 15 CHA save, 4d6 thunder + 2d6 psychic; hit has disadvantage on next attack roll.

ACTIONS

Cane Smite *Melee Weapon Attack* +6 to hit, 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning + 5 (1d6) thunder.

Bat-Singing (Recharge 5–6) Ozgar belts a haunting vampiric melody. All foes within 20 ft. must succeed on DC 15 WIS save or be frightened for 1 round and deafened until the end of his next turn.

SPELLCASTING

Charisma-based, Spell Save DC 15, +7 to hit

Cantrips (at will) Vicious Mockery, Message

1st (4 slots) Dissonant Whispers, Faerie Fire

2nd (3 slots) Enhance Ability, Shatter

3rd (3 slots) Hypnotic Pattern, Speak with Dead

4th (2 slots) Freedom of Movement, Greater Invisibility

