

Advanced Foulspawn		Level 20 Controller (Leader)
Large aberrant humanoid		XP 2,800
HP 189; Bloodied 94		Initiative +14
AC 34; Fortitude 32; Reflex 33; Will 32		Perception +16
Speed 6, teleport 3		Low-light vision
Traits		
⚙ Foul Insight • Aura 10		
Allies in the aura that can hear the foulspawn seer gain a +2 power bonus to one attack roll, skill check, ability check, or saving throw on their turn.		
Standard Actions		
⬇ Twisted Appendage • At-Will		
<i>Attack:</i> +25 vs. AC		
<i>Hit:</i> 3d6 + 18 damage, and the target slides 4 squares.		
🔮 Warp Time (5, 6) • Recharge		
<i>Attack:</i> Ranged 10; +23 vs. Will		
<i>Hit:</i> 15 ongoing damage and the target is stunned (save ends)		
↶ Warp Time and Space (bloodied) • Recharge		
<i>Attack:</i> Area Burst 2 within 10; +23 vs. Fortitude		
<i>Hit:</i> 3d8 + 15 damage, and the target is dazed (save ends). Aberrant creatures take half damage		
Triggered Actions		
Bend Space (teleportation) • Recharge ☒ ☒		
<i>Trigger:</i> when hit by an attack		
<i>Effect (immediate interrupt):</i> The advanced foulspawn teleports 3 squares.		
Str 14 (+12)	Dex 19 (+14)	Wis 12 (+11)
Con 21 (+15)	Int 27 (+18)	Cha 23 (+16)
Alignment evil		Languages Deep Speech, telepathy 10
Equipment staff implement		
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