

Stone Giant Void	Level 20 Controller
<b>Whisperer</b>	<b>(Leader)</b>
Large aberrant humanoid (earth, giant)	XP 2,800
<b>HP</b> 189; <b>Bloodied</b> 94	<b>Initiative</b> +12
<b>AC</b> 34; <b>Fortitude</b> 32; <b>Reflex</b> 31; <b>Will</b> 33	<b>Perception</b> +17
<b>Speed</b> 8 (earth walk)	Low-light vision
<b>Immune</b> petrification	
<b>Traits</b>	
☼ <b>Far Realm Distortion (psychic)</b> • <b>Aura</b> 5	
Each stunned enemy within the aura loses all resistances and gains vulnerable 5 to all damage.	
<b>Whispering Stone (psychic)</b>	
When a stone giant void whisperer hits a dazed creature with an attack that would cause the creature to become dazed, that creature is stunned until the end of the void whisperer's next turn.	
<b>Standard Actions</b>	
⬇ <b>Void Slam</b> (weapon, psychic) • <b>At-Will</b>	
<i>Attack:</i> Reach 2; +25 vs. AC	
<i>Hit:</i> 4d8 + 10 (crit 6d8 + 16) psychic damage, and the target is dazed (save ends)	
☼ <b>Whispers from the Void</b> (zone, psychic) • <b>Recharge</b> ☼☼	
<i>Attack:</i> Area burst 1 within 10; +25 vs. Will	
<i>Hit:</i> 3d8 + 15 psychic damage, and the target is dazed (save ends).	
<i>First Failed Saving Throw:</i> The target is stunned instead of dazed (save ends).	
<i>Effect:</i> The burst creates a zone of whispers from the void that lasts until the end of the encounter. Each enemy that starts its turn within the zone takes a -2 penalty to saving throws against dazed and stunned until the end of the void whisperer's next turn	
☼ <b>Void Echoes</b> (psychic) • <b>Recharge</b> ☼☼☼	
<i>Attack:</i> Area burst 1 within 10; +25 vs. Will	
<i>Hit:</i> 3d8 + 15 psychic damage. If the target is dazed or stunned, it takes ongoing 10 psychic damage (save ends)	
<b>Triggered Actions</b>	
<b>Stone Bones</b> • <b>At-Will</b>	
<i>Requirement:</i> not usable while bloodied	
<i>Trigger:</i> when the stone giant void whisperer is hit by an attack	
<i>Effect (Immediate Interrupt):</i> The void whisperer gains resist 5 to all damage against the triggering attack.	
<b>Skills</b> Arcana +20, Athletics +21, Dungeoneering +22, Stealth +15	
<b>Str</b> 23 (+16)	<b>Dex</b> 14 (+12)
<b>Con</b> 21 (+15)	<b>Int</b> 20 (+15)
	<b>Wis</b> 25 (+17)
	<b>Cha</b> 17 (+13)
<b>Alignment</b> unaligned	<b>Languages</b> Giant, Primordial
<b>Equipment</b> warhammer	