



Small elemental beast (fire)	Level 4 Controller
<b>Initiative</b> +4	
<b>Senses</b> Perception +8; darkvision	
<b>Righteous Glory (Radiant)</b> aura 3; enemies in the aura take a -2 penalty to attack rolls and a -2 to all defenses.	
<b>HP</b> 54	
<b>AC</b> 18; <b>Fortitude</b> 16, <b>Reflex</b> 16, <b>Will</b> 17	
<b>Immune</b> disease, poison, fire	
<b>Resist</b> 10 necrotic	
<b>Speed</b> fly 8 (hover), teleport 10	

## Wisp Solon

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⬇ <b>Flame Whip</b> (std; at-will)	
+9 vs. AC; 1d6+4 damage.	
☞ <b>Lustrous Gaze</b> (std; at-will) ♦ <b>Radiant</b>	
Ranged 10; +8 vs. Will; 1d6+4 radiant damage, and the target is dazed (save ends).	
⬅ <b>Healing Flame</b> (minor; enc) ♦ <b>Healing</b>	
Close burst 5; the wisp solon or one ally in burst can spend a healing surge and regain an additional 1d6 hp.	
⬅ <b>Blinding Flare</b> (imm int, when first bloodied and again when reduced to 0 hp) ♦ <b>Radiant</b>	
Close burst 5; targets enemies; blind creatures are immune; +6 vs. Fortitude; 3d6+4 radiant damage and the target is blinded (save ends)	
<b>Tongues</b>	
The wisp solon can speak with any creature that has a language.	

**Lore:** Solons are elemental beings that seek to right wrongs and bring peace. They are often allied with good wizards and sorcerers.

A solon invokes a righteous fear that few can stand against. Solons flare up in a righteous light when seriously hurt and release all their life energy in a bright radiant burst when they die.





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