



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

Wisp Solon

Small elemental beast (fire)	Controller
⬇ Flame Whip (std; at-will)	
+9 vs. AC; 1d6+4 damage.	
⤵ Lustrous Gaze (std; at-will) ⬆ Radiant	
Ranged 10; +8 vs. Will; 1d6+4 radiant damage, and the target is dazed (save ends).	
⬅ Healing Flame (minor; enc) ⬆ Healing	
Close burst 5; the wisp solon or one ally in burst can spend a healing surge and regain an additional 1d6 hp.	
⬅ Blinding Flare (imm int, when first bloodied and again when reduced to 0 hp) ⬆ Radiant	
Close burst 5; targets enemies; blind creatures are immune; +6 vs. Fortitude; 3d6+4 radiant damage and the target is blinded (save ends)	
Tongues	
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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(fire)

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