



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

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⬇ **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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