

## Encounter type: **Elemental Djinn (Water)**

# Encountered: 1 Summoned by the [Djinn Sorcerer](#).

Attacks per turn: 2

Attack types / Damage per successful attack: Water Pummel: 2-D6 See: "Special".

D20 roll needed to have Gold / # of gold coins found: None.

D20 roll needed to have Silver / # of silver coins: None.

D20 roll needed to have [Treasure](#) / # of treasure items found: None.

Defense: 14

Experience: 13

Life-points: 39

Offense: +1

Region: Forest Wilderland.

Special: Tidal Suffocation: There will be a 1 in 6 chance, with each attack of this elemental, that a Tidal Suffocation will strike the entire area, causing 1-D6 damage to all foes.