

# Encounter type: Sorcerer, Djinn

# Encountered: 1-D4 per 3 players.

Attacks per turn: 1

Attack types / Damage per successful attack: Lightning-Storm: 3-D6 +3. All foes are effected.

D20 roll needed to have Gold / # of gold coins found: 17+ / 1-D6

D20 roll needed to have Silver / # of silver coins: 16+ / 2-D6

D20 roll needed to have [Treasure](#) / # of treasure items found: 17+ / 1-D4 Check for each to have treasure.

Defense: 11

Experience: 9

Life-points: 27

Offense: 0

Region: Forest Wilderland.

Special: Summon Djinn Elemental:

On the first turn, the Djinn Sorcerer will summon a Djinn Elemental of Air, Earth, Fire or Water to fight foes. If the Djinn Elemental is defeated, it will summon another the turn after it is destroyed. Summoning a Djinn Elemental requires the Djinn Sorcerer's full turn.

D4

roll: Elemental summoned:

- 1 [Air](#)
- 2 [Earth](#)
- 3 [Fire](#)
- 4 [Water](#)