

Encounter type: Soul`Binder

Encountered: 1 per 1 player.

When this creature, or creatures, is encountered, each will appear as an exact replica of you, your pets, your steeds, and other creatures you may have present. As well, the Soul`Binder will also have an exact inventory of the creature it fights.

Example: You will fight a perfect replica of yourself, each of your pets will fight a perfect replica of themselves, as well as steeds, Familiars, magical pets, etc. (with all items as well).

A dome of energy will instantly encase each player, creature and other present.
See: "Special".

If defeated, the Soul`Binder will vanish with an ear-piercing wail, and the shield that holds the victor trapped will shatter, causing 1-D100 x 500 points of damage to all other shields present (this damage will not harm anything else).

Treasure:

When a Soul Binder is slain, each of the listed treasure items will have a 50% chance of falling to the earth's surface, as if suddenly dropped from five feet above the ground (nothing will break):

| | |
|------------------|--------------|
| Armors: | 1 |
| Enchanted Items: | 1-D4 |
| Gems: | 1-D12 +2 |
| Gold: | 1-D12 x3 +3 |
| Potions: | 1-D4 |
| Scroll Spells: | 1 |
| Silver: | 1-D12 x12 +6 |
| Weapons: | 1 |

Experience:

100 x your current level.

Region:
Volcanic Wilderland Labyrinth of Souls.

Special:

When the Soul`Binder is encountered, all present will be moved and spaced out equally to various areas (within sight of each other) as globes of pure, see-through energy encase each character, pet and steed.

This energy will trap each of you separately within a half sunken sphere, giving the appearance as though a dome of energy has been placed over each of you, covering a 25' radius (the zenith of the dome will be 12').

Enchantments and Spells cannot pass in or out of shield (even the spell, Teleport, will not free a creature trapped within, or bring another into it from the outside). In order to aid another, or be free of the shield, it must be destroyed.

Shield stats:

Defense: A roll of 2+ will be needed to strike the shield (a 1 will always indicate the enchantment, spell, or weapon has been turned, causing no damage).

Shield-points: 100,000. Just as life-points, Shield-points must be damaged to 0 to break the energy shielding. If this can be done, the Soul`Binder will instantly perish, and 5,000 additional experience-points will be awarded (divided among all who ACTIVELY helped in breaking it).