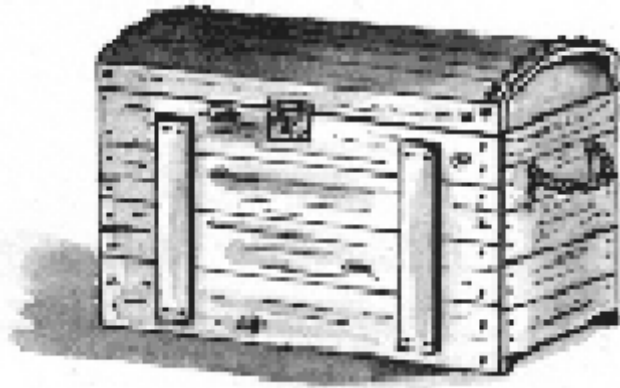


AIO

**ACROSS THE REALMS**  
**Artifacts and Items**

**THE BRACERS OF BARAKUS**



**BY J**

New Realms Publishing, the New Realms Publishing logo, and Across the Realms: Artifacts and Items are Trademarks of New Realms Publishing.

© 2014 Walter J. Jones Jr., New Realms Publishing

**NRP 91000**

**NRP**

# THE BRACERS OF BARAKUS

**Description:** Bronze metal fittings adorn these leathery arm guards. Made of heavy, dark green, scaly hide, these bracers will adjust to fit anyone from halfling to ogre size. Depending on how the light strikes them, the color of the bracers will lighten or even take on a rainbow hue.

**History:** Barakus was a swordsman and sorcery who had adventured across the realms long ago. A loner by nature, legend has it that Barakus enlisted the aid of the famed alchemist and enchanter, Atolicus, to craft him a set of bracers that would increase his defensive and recuperative abilities, without hindering his spell casting powers.

Barakus performed many tasks for Atolicus and went on many adventures to gather the components necessary to craft the bracers. One of the earlier adventures took Barakus to the caverns of the troglodytes. Using his magical powers, Barakus slipped into the caves and defeated the troglodyte chief and his guards in magical and melee combat.

Later, Barakus traveled to a nameless, murky swamp in search of a legendary hydra that was said to have terrorized the area for more than a century. The creature fed on hapless travelers and even entire hamlets to satisfy its hunger. Armed with his blade and elemental magic, Barakus froze, burned and hacked the monster until its many heads were separated from its body.

The adventures were many, the trials arduous, but in the end, Barakus was awarded with a pair of unique bracers.

**Powers:** When worn the bracers grant the following advantages:

- +2 Defense
- +2 Saves
- Heal 2d6 Damage 1/day
- Regenerate 1 point per hour
- Chameleon Powers - the wearer will blend into his surroundings, gaining an additional +2 Defense against ranged attacks and +4 to Hide, Stealth and similar checks.

**Disadvantages:** The bracers confer the following disadvantages on the wearer:

- The bracers will not heal or regenerate damage from elemental attacks.

- Stench - should the character roll a 1 on an Attack or Save, the bracers will release a horrid stench affecting all in a twenty-foot radius just as a troglodyte stench. The stench remains for 3 turns.

## Rumors:

1. The bracers were last worn by a mater thief.
2. The bracers make you invisible.
3. A murderer is said to be stalking the streets of Stormburgh, one that wears bracers that gleam with the colors of the rainbow.
4. The enchanter, Elowyn, was found murdered in her room. Her magical bracers were missing.
5. The bracers are cursed and will transform the wearer into a monster.
6. A goblin warlock, claiming to be invulnerable, is gathering a band of raiders.

## Adventure Hooks:

### The Tomb of Murdax

The tomb of the warlock, Murdax the Mad, was discovered by Cymer Thax, master thief. Cymer is believed to have met his end in the tomb. Now, the legendary wealth of Murdax and the enchanted gear of Cymer, including a set of magical bracers, are up for grabs.

### Murder in Stormburgh

The enchanter, Elowyn, was murdered and many of her magical objects, including a set of bracers, were stolen. Now, an apparent madman is on the loose in Stormburgh. Prominent citizens are being slain in their own chambers and others are disappearing. Has the magic of Elowyn created an unstoppable killer?

### The Goblin Menace

A goblin warlock, claiming invulnerability, is gathering a band of followers. At first, his force was only large enough to ambush lone travelers and small caravans, but his following is growing and will soon be large enough to endanger local settlements.

**AVAILABLE NOW FROM NEW REALMS PUBLISHING!**



**FANTASY ADVENTURE IN A POST APOCALYPTIC WORLD!**

# **UNIVERSAL ADVENTURES**

**FOR SOLO OR GROUP GAMES, CREATE AN ADVENTURE FOR ANY FANTASY RPG WHILE YOU PLAY!**

**COMING SOON FROM NEW REALMS PUBLISHING!**

## **Across the Realms: Encyclopedia of Adventure**

Across the Realms: Encyclopedia of Adventure is a new series coming soon from New Realms Publishing. Dedicated to bringing you new material for your tabletop gaming, Across the Realms: Encyclopedia of Adventure brings you:

- Adventures and New Material for Your Old School Games;
- Universal Resources and Supplements for Any RPG;
- New Games;
- And More!

Whether you are a Player or a GM, if you enjoy tabletop gaming Across the Realms: Encyclopedia of Adventure is sure to bring you new and exciting material for your roleplaying games.

**VISIT OUR NEW WEBSITE AT [WWW.JSPLACE.COM/MLI.COM](http://WWW.JSPLACE.COM/MLI.COM)**