

Arawn

1.0 - Original Edition
A Jumpchain Adaptation by WitchAnon
Comic by Ronan le Breton and Sébastien Grenier

Note - there's a lot of violence, nudity, sex, and at least one instance of sexual assault in the comic this document is about. Also, the writer of this document makes no commercial profit from it. It is a very elaborate form of fanfiction. Please keep that in mind.

"My name is Arawn. The King of the Burned Land. God of another world. Master of Darkness. Ruler of the Dead. I know no mercy. I know no peace. The Master of Chaos. God of Hate, God of Revenge..."

The world is sundered. The Dark Lord, Arawn, rules over the blasted wastes that once made up a great kingdom, the victor of an apocalyptic war. There are no heroes here - none to rise up against him, and none for him to oppress, save for the tortured forms of his old foes. The Dark Lord is inexorable, invincible, and reigns unchallenged over his burnt realm.

But it wasn't always like that. Once, there was Siamh, a warrior woman, the last of the Amazons. Through love and hate, she bore four sons sired by two fathers. The sons of the noble Dag, her lawful husband, and the sons of his slayer, Bran - a foul warlock-blacksmith who forced himself on her and was slain in turn... but not before he forged the Cauldron of Blood, an unholy relic that would prove responsible for the current state of the world.

Siamh's four sons were Math, Kern, Engus, and our future Dark Lord Arawn, and they grew into strong warriors and conquerors - albeit cursed with a dark prophecy. This prophecy, alongside the machinations of the Cauldron, will soon plunge the land into blood and misery. *The first will be equal to the gods. Worms will eat the heart of the second. The third will die in his sleep. The fourth will betray his blood. Hate, nothingness, and four sons slain in ruthless battle...*

It is now when you start. Soon, the Sons of Siamh will conquer the land...

+1000 Choice Points

Locations

Roll 1d6 to determine where you begin or pay 100 points to decide.

1. **Dome of Siamh**
   This small homestead is the dwelling place of the she-warrior Siamh and her four sons, each of whom are destined to become great heroes. "Great" meaning grandiose, and "heroes" in the sense that they are larger-than-life figures who accomplish mighty feats - mighty conquerors and warriors to a man. Soon, they will undergo arduous trials to claim ancestral treasures, and stride forth to conquer. Sons of Siamh may start here for free.

2. **Cyrmu**
   You would know these lands as Wales. This is a land of scattered tribes and kingdoms, inhabited by man and giant alike. The current man in charge is a weak king by the name of Gresholm, but that's going to change soon. A young Arawn will take the throne, taking Gresholm's lands, riches, and queen for himself...

3. **Erin**
   Across the sea is an island kingdom; we call it Ireland in the modern day. Whereas Arawn will take Cyrmu, this kingdom will belong to Math - who will slaughter its prior rulers in a particularly brutal manner, sparing not even the children. It is here where things will end as well, as the final confrontation that will see Arawn's apotheosis shall take place on these lands.

4. **Anglia**
   England. Would you be surprised to hear that these lands will become the domain of the most cunning of the brothers, who happens to be named Engus? He'll claim the land by precisely assassinating the king and his guards, instead of any great confrontation. It is Engus, with the Cauldron's aid, who will conquer the lands and be hailed as Living God - but only for a time...

5. **Scotland**
   I'm afraid I don't feel like saying "Caledonia" here. The cold, mountainous northern kingdom of the Scots will be won by Kern through single combat in a ritualized duel to the death against the current king. Kern is actually the most reasonable of the brothers, and will rule fairhandedly for a time. But he, too, will be corrupted by the Cauldron.

6. **The Sacred Forest**
   While technically this is part of Ireland, none of the human kingdoms claim these primordial woods. Boarmen roam the groves, and some trees here seem to be sentient. At the heart of the forest is an ageless and eternal Oak, the domain of the rulers of the forest - the goddess of fertility and the stag king who dwell here.

Origins

Who are you in this world? Choose one. All may be taken as a Drop-In. Despite the names, none of them are restricted by gender. You can be a daughter of Siamh, or a male Amazon. Choose any age between 18 and 40, and you may pick your gender as well.

Son of Siamh (200): The last Amazon, Siamh, bore four sons who will decide the fate of this world between them - Arawn, Math, Engus, and Kern. Now there is a fifth child - you. This origin is special, as half the sons were sired by Siamh's lawful husband, Dag, while the other half are the product of Bran forcing himself on Siamh, before she slew him. You may choose which of these two you are a descendant of. Are you one of the golden-haired sons of Dag, or the raven-haired sons of Bran?



Pictured from left to right: Arawn, Engus, Kern, and Math in their adolescence.

Amazon (Free): The Amazon tribe was wiped out by the shamans after stealing something important to that clan of evil wizards - the Bones of Fate, treasures with the power of prophecy. Normally, the last survivor would be Siamh, but perhaps she is not as alone as before, with your existence in this world. Perhaps you are kin. Still, you are one of final Amazons, a wanderer in search of battle to honor your ancestors.

Shaman (Free): Or perhaps you are one of the Amazon's ancestral foes, hailing from the tribe of warlocks that they wronged so long ago. Your kinsmen have not forgotten their grudge. Though Bran is dead, his brother Fenris still hunts for Siamh, and perhaps you do too. Whether this is true or not, your folk have long commanded the fell powers of sorcery and the foul hordes of beastmen...

Monster (Free): You are no man. You are a monster, one of the many horrible beasts that still inhabit these lands. Giants. Treants. Dragons. Beasts that walk like men, and ones many times their size. Hideous sirens in the depths. Demons of fire and lava. Innumerable, unholy hordes of the undead. All of these and more exist, fell creatures that great warriors may perhaps face in battle, or even command.

Boons

Boons are discounted by 50% to their corresponding origins. General boons are undiscounted to all, with one exception, **Strength of Arms**. Discounted 100-point boons are free.

General

Grenier's Style (Free): Do you like the artstyle of Arawn? The author of this document has tried to include lots of images so you can decide. Regardless if you do or not, you may choose to perceive the world as if it were drawn by Sébastien Grenier, the artist behind the comics. In times of intensity, your eyes glow, as if you were a demon. If you are a Son of Bran or a Shaman they glow red, and if you are a Son of Dag they're blue or green. Other origins get to pick freely. The effects of perk are toggleable, so you can stop or reactivate them anytime.



Like a Goddess (100): You are blessed with looks that bards will sing of for ages to come, allure to enthrall the hearts of kings with. Your form is as pure and beautiful as a flower just in bloom. *Arawn* (the comic book) has a lot of fanservice, and to put it simply, you're good looking enough that the artist might draw you topless or in a skimpy outfit, the better to show off your rippling muscles and/or curvaceous physique. Tldr u r 10/10 sexy total smash on smash or pass.

Blacksmith (100): Bran was a blacksmith, and his creation passed those skills down to his son, Arawn. So it is with you. Years of experience with a wide variety of metals have made you into quite the smith, able to melt, cast, mold, and hammer them into whatever tool you'd like. You could make quite the profit if you plied your trade wisely in these coming times...

Strength of Arms (100/200/400, discounted to Sons of Siamh): It is not the weak edicts of cowardly men that govern the land, but one iron law: Strength. Strength of body, strength of will, strength of steel. None should hold what they are too weak to defend. And you, hopefully, are strong enough to defend what's yours - or take what you want from others. In both body and skill.

For **100 points,** you are a physically fit warrior, about as skilled as the average man-at-arms employed by the various kingdoms of this age - that is to say, the rank and file. You have been drilled to an acceptable standard and can fight in formation, and you're certainly good enough to take on most people with a chance of winning. Just be sure to stay away from the true titans of battle (i.e Arawn or his family) or any supernatural beasts.

For **200 points,** you are one of the best warriors, strong enough to challenge Arawn or his brothers in a direct fight, but not defeat them. Your body ripples with vitality, muscle, and sinew, making you strong enough to take on beasts such as the legendary stag king and overpower them with effort. Seemingly superhuman feats, such as climbing a rain-slicked mountain with a peak above the clouds, are possible for you now. You are strong, yes, but there are yet still those with greater prowess than you.

For **400 points,** you have reached the peak of warriors shown in this world, possessing great skill and might. You are as physically strong as the 200-point option, but a good deal more skilled now - skilled enough you could challenge Arawn himself and potentially triumph. That's before we factor in any magical relics or the unholy apotheosis he may have undergone later in life, of course. Butchering your way through hundreds of lesser warriors is nothing but an afterthought for you, as you seem almost invincible to all those below your skill - unless faced with someone of equal or greater might, of course. With this level of strength and skill, you could even decapitate a dragon or drive your blade through the skull of a giant chieftain. Truly, you are one worthy to stride forth and conquer.



Tuatha Dé Danann (1000): You are no man or beast. Forget the prophecy of one of the Sons of Siamh being equal to god - for you are one already, standing as an equal to ones such as the Morrigan, Taranis, or Eriu. Disregard your previous backstory if you aren't a drop-in. You're a god now, their kin. None may stand before your might, save perhaps another god or the Thing in the Cauldron if it's glutted itself on enough souls. As a deity, you are immortal and naturally have physical capabilities beyond even the mightiest giants, and can sense the prayers of mortals and appear before them. It is common for the gods to appear in a flash of thunder and lightning, and you too can do that. Aside from this, you'll find your form somewhat mutable. While you are incapable of outright shapeshifting, you can change sizes at will, growing from the size of a mere mortal to the size of a castle, or even larger. Perhaps two hundred feet tall.

Furthermore, you are a god of *something*, a concept or force in this world, as most gods are. That's free to pick. While you may not choose anything all-encompassing like "existence," things like ice, thunder, death, or war are fair game. Your control and power over this chosen force or concept is roughly the same, no matter what concept you pick. No specific concept will broadly eclipse another in power. You have a wide variety of divine powers revolving around this concept or force, and more besides. The Morrigan could raise armies of the undead, while possessing some sort of sonic scream/laser beam attack that could shatter the greatest of fortifications and even damage other godlike beings. Eriu had command over ice and cold, able to form constructs as detailed as dragons of ice and briefly freeze the demonic Thing in the Cauldron. Taranis could imbue his hammer with thunder to strike earth-shattering blows, and Ciann could effortlessly teleport people across the country. You will have your choice of powers, similar in scale to those mentioned here.



Son of Siamh

Remember, this origin possesses two sub-origins: Bran and Dag, representing who fathered you. Each is granted discounts on separate 200-point and 600-point perks.

The Guile of Heroes (100): A feared warrior does not just possess good technical skills and strength. They are also an adaptable, versatile, and intelligent fighter, often able to wrest victory from the (literal) jaws of death and defeat. When faced with a foe with an unusual advantage over you, such as a petrifying gaze, an armored hide, or regeneration, you are quick to adapt and come up with a new plan to fight them on even or advantageous terms.

Kin of Sorjha (200, Bran): Arawn was the unfavored son of Siamh, cast out at birth to the mercy of the wilderness. As such, the first true family he had was not made of humans, but of wolves. Perhaps this was the case with you, as well, for you possess a kinship with canines of all sorts, who are loyal to the death once you have earned their trust and friendship. Additionally, living as a member of a wolf pack for so long has instilled the value of teamwork - working or fighting in tandem is intuitive and instinctual. This does not apply to humanoid beastmen or werewolves.



Firstborn Son (200, Dag): Math and Kern were the favored sons of Siamh, being the products of her husband instead of the products of rape. Math especially, since Siamh ultimately wished for him to be the son equal to gods, even after he instigated the war with his brothers. You benefit from this as well, as any parental, authority, or mentor figures will look upon you with affection and show clear bias and favoritism to your benefit, even after you've come of age. This will even extend to the law in future jumps, and you'll generally get off lighter for committing crimes. Of course, this can only go so far...

Right of Conquest (400): The house of Siamh is a house of conquerors. The brothers will carve up the entirety of the British Isles between them, slaying and usurping the previous kings to establish one (fractious, divided) ruling dynasty. You'd think slaying the king would bring the wrath of his nation upon the murderer, but no. The brothers are just too CHADLY and exude too much RAW, PRIMAL ALPHA MALE ENERGY for that to happen. Too much MANLY AURA for that. And now you do too. When you slay someone, everything they had is now yours. It would take little effort to get an entire country to kneel before you as their new liege if you've taken out the previous leader and the line of succession, and they'll respect you just as much as their dead predecessor. Why, you could even shack up with their relatives and loved ones with no problem, though strong-willed people will resist this effect. Furthermore, you are a terrifying figure to behold should you wish to be, easily able to cow legions of lesser mortals. Finally, any lands you rule may be taken with you on the chain at your leisure.

Lord of the Scorched Earth (600, Brau): None should possess these wicked, unnatural powers, yet you do. Normally, they'd only be attained by Arawn after the Thing in the Cauldron left his body. Firstly, your strength and vitality has been enhanced to superhuman levels, as you can now easily leap dozens of feet into the air and crush a man's skull with one hand. The unholy powers that suffuse your form have made it so you have very few vital organs, and can survive injuries such as ripping out your own heart. In fact, your heart wouldn't even stop beating if you did so. Speaking of blood, yours has special properties. Any dead being that ingests it will be resurrected as a living corpse, an undead creature. They will be mindlessly subservient to you by default, though you may choose to return some of their free will if you wish. This only works on the recently deceased. If someone's been dead for too long, you will only get an empty husk when you feed them your blood, incapable of heeding orders. Lastly, pyrokinesis. You can create and control fire, calling forth great vortexes of flame at will.



Cernunnos (600, Ôaç): Kern was the most in tune with the natural world out of all of Siamh's sons, the most reasonable, and the most reluctant to shed blood. He was also the most druidic, for he wielded the Staff of Sylves. All this resulted in his resurrection at the hands of the Mother Goddess, the goddess of women, nature, life, and fertility. You are her beloved, and possess powers relating to such. You may transform into a majestic white stag at will, and even sport beautiful antlers in human form. You are as a demigod in wild, natural places such as forests, and the surrounding plant life growing to follow your every command. Wherever you go, nature and life will follow. Even death cannot conquer you entirely, for the love of the Mother Goddess will revive you like spring conquering winter. This will only happen once a year, and most likely in the spring. This blessing is not spent forever after use—it renews each year, as surely as the seasons turn. It's the circle of life.



Amazon

Survivor's Intuition (100): Even now, years later, Siamh is hunted and harried by the shamans who are still in search of the Bones of Fate. She stole those from them long ago, and they want revenge. She certainly hasn't survived this long by being dumb. Long years of solitude have honed your survival instincts, to the point where you almost have a sense for when you are being pursued by enemies, their number, and how best to combat them.

Silhouettes in the Dark (200): It takes some serious subterfuge to be able to infiltrate a camp of evil wizards and beastmen and steal their treasure, and such skulduggery is now yours. You are good at all sorts of acrobatics, stealth, lockpicking, and of course, getting away with your crimes once the deed is done. Especially getting away with misdeeds. Fate will bend over backwards to see you safely escape from danger, even involving gods if need be. If you don't actively seek out trouble, you're all but guaranteed to survive. Even if you do, you'll still be much likelier to get away untouched than others.

Progenitor of Kings (400): For all her faults, Siamh was quite the parent. While she certainly didn't raise well-adjusted children, it's hard to argue with her results. Each and every one of her sons grew to become a powerful, larger-than-life figure destined for greatness, warrior kings to a man. *And* she did it as a survivor of rape and a single mother. Doubly impressive. Now, all your descendants and children will be destined for such as well, through a combination of good genes and your mentorship. Any lineal child of yours inherits the best traits of both you and the other parent, and if you personally invest significant time in raising them, they learn much faster and will have the potential to change the world.

Ancestral Rite of Blood (600): The Amazon tribe has been destroyed by the vengeance of the Shamans, but it'll be a rare day when they go extinct. The reason behind this is a bloody ritual of power passed down generation after generation of Amazon, from mother to daughter, from the tribe's very beginning. By slaying a foe in battle, and tearing out their still-beating hearts before drinking their hot blood, you take their very life force as your own. However many years they would've lived naturally are now yours, and you will be immune to the ravages of age and time for that duration. By enacting this, it is possible to live to an advanced age while remaining young, beautiful, hale, and in the prime of life. As long as there is war and battle, there will be Jumper. You may also teach this secret technique to others.



Shaman



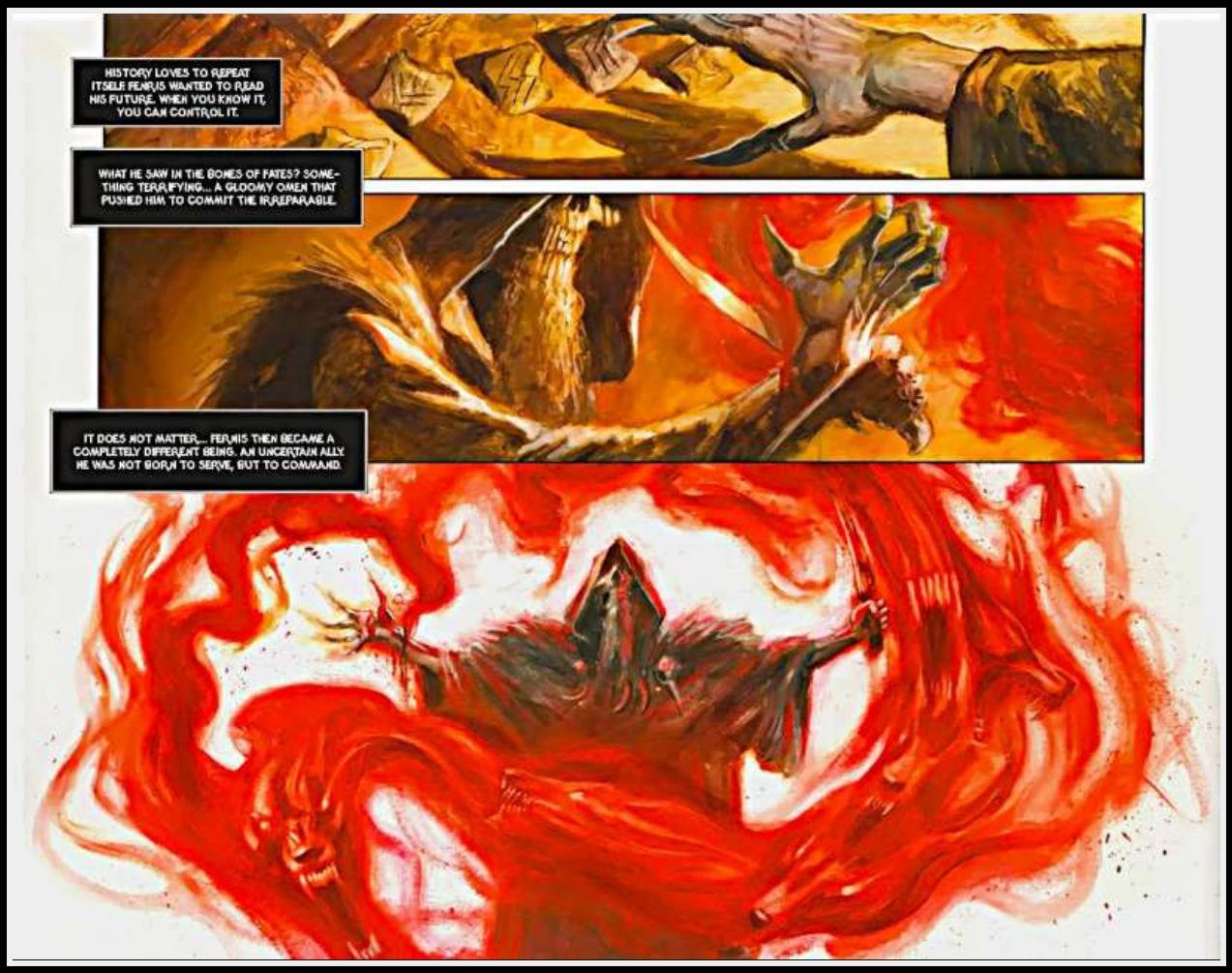
Dark Watcher (100): The druid Fenris stalked Siamh for many moons, watching in the distance as he sent wolfmen to kill her and take back what was his. It was only when he revealed himself that she became aware of his presence. As long as you observe someone from afar and avoid interacting with them, they will not notice you. You may aid or act against them if you wish, but this must be done through those who will act in your place instead of personally.

A Stranger's Trust (200): All of this pain and suffering to come can be traced to Bran, the warlock who murdered Dag in his sleep, forced himself on Siamh, forged the Cauldron of Blood, and was going to sacrifice children to it. He couldn't have done such things if Dag hadn't offered him hospitality. You come off as honorable and trustworthy, even when you are anything but those things. Lies and deceit are old hats to you, and the vast majority of people will offer you friendship if you put on a show of acting in good faith. All the better to slip the knife in with.

Packmaster (400): Why fight when you have bands of monstrous creatures to wage your wars for you? The brothers raise armies of treemen, the undead, and demons of fire throughout the series. Why should you be left out? Alas, gaining control over such a terrifying force often involves an artifact or a deal with a god. Sometimes both. However, you have an affinity with beastmen, who are eager to do your bidding and fight for you. Namely, two breeds of beastmen. The wolfmen, who are tall, strong, and armed with razor-sharp fangs and claws as well as canine senses and unnatural vitality, and the crowmen, who are fast and naturally gifted with flight. You will possess this authority over other forms of semi-sentient beastmen in future jumps, and can always find more of the mentioned breeds.

Fell Sorcery (600): I see. You are likely kin to Bran and Fenris, for you are as steeped in the dark magics of their clan as they are. Blood magic, necromancy, divination, demonology, and the associated forging of cursed artifacts... all of these paths are now open to you, a proper warlock. The undead of this world, you see, obey one power over all - that of blood. Naturally, you may use yours to gain complete command over any undead around you, regardless of what master they would usually serve. This extends to any ritual, as any magics that require material components will also accept your blood. You have the means and skill to create various enchanted artifacts, from the prophetic Bones of Fate to the concealing Cloak of Shadows, though doing so would be a great undertaking, demanding rare materials and a great deal of time, effort and likely a potent source of power. This skill is boosted to further heights should you be some sort of blacksmith or metalworker, allowing you to potentially forge

weapons such as the Sun Axe or the Black Blade. Finally, once per jump, you may bind a demon to an artifact you create, granting the object untold powers, sentience, and making it similar to the Cauldron of Blood. It can grow even further in power through human sacrifice, but be careful lest it consume you...



Monster

The following section is exclusive to those who have taken the Monster Origin, with one exception, Undead, which is available to everyone. It represents how they are a monstrous being instead of a human. There are no discounts in this section. You will be able to choose just what kind of monster you are. The kind of monster you are depends on your purchases. By default, you will be an obviously inhuman creature, but aren't much stronger than a man. There is a section in the notes detailing what the canon monsters would have.



Monstrous (free): The base. You are a beastman, like the wolfmen commanded by Fenris or the Boarmen indigenous to the Sacred Forest, or perhaps the Stag King slain by Kern during the Trial of Earth. You could be some sort of large predator animal common to these lands, such as a bear or a wolf. Or perhaps you are closer to man than we thought, possessing the brutish fangs build of the giants, but are the size of other men. Whatever you choose to base your form on, it must be terrestrial. This makes you much stronger than the average warrior, but not so much that no man can defeat you. You can choose whether you are humanoid or quadruped, or perhaps both, like how the Stag King resembles a centaur.

This is essentially the default option, and the shape of your body as dictated by your choices in this section. It will change depending on your further purchases in this section. Whatever body you end up with, it becomes an alt-form post-jump.

Natural Armor (100): Every inch of your form is covered by a tough hide, or perhaps it's feathers or scales instead. While you are far from invincible, the many mundane weapons of many mortal men will find themselves turned away by your armor. It's not like tenfold shields. Maybe five. Whatever the case, most arrows, spears, swords, axes, and other arms won't do much to you. But remember that your insides aren't so tough, and your eyes are unprotected...

Aquatic (100): Many horrors lurk unseen amongst the cold, dark recesses of the sea, and now there is one more amongst their number. You are an amphibious being, equally mobile and at home in land or sea... or perhaps you have traded legs for fins and a tail, the better to swim with. Drowning, pressure, and the darkness of low depths pose no danger to you, as you can breathe and see perfectly in deep, blackened waters. Naturally, you'll have an advantage in your element over those air-breathers who dare to venture down...

Wings (200): This one's pretty simple. You have a pair of wings now. They are strong, majestic or dreadful (depending on your tastes), and most importantly, perfectly functional. You can take to the sky with ease, and stay aloft for extended periods of time. You may alter bestial form to be avian. Perhaps you are one of the sorcerer's crowmen, a mighty eagle, or related to the great crow Engus fought for the Cloak of Shadows?

Giant (200): An even simpler option. You are big and proportionally strong. You would stand at a height of forty or fifty good feet as a humanoid being. Large enough to cram a man in your mouth and feel the crunch of his bones and taste his blood as you bite down, or to reduce a mounted warrior and his horse to nothing but a bloody smear on the Earth. The most obvious benefit of this is strength, as even the mightiest men cannot match you in a contest of brute strength, though they certainly could still harm you. Only the Tuatha dé Danann eclipse your stature, and that's only when they wish to.

Undead (200, Available to All): If you've taken this, it is likely either the Morrigan or the Cauldron of Blood is involved. You were at some point slain, but your tormented spirit was returned to your body. You no longer have any biological needs. Gone are the days of requiring food, drink, air, or rest, as you can now tirelessly work and fight. You also no longer age, and can survive ordinarily lethal injuries like bleeding out or decapitation. However, you don't heal either. Despite the name of this boon, you are not necessarily a corpse raised from the dead. If taken with Elemental, you are a tireless creature composed of that element instead. **Incompatible with Cernunnos or Regeneration.**

Prehensile Hair (200): You have far, far more than a mere four limbs, though your additional limbs come in an unconventional form. Yes, it's hair, what gave it away? Perhaps they are tentacles sprouting from your head, for your hair can be split into strong, sinuous tendrils that are stronger than any rope, with the same ease of manipulation as an arm. How many can you make? Something approaching 10. With these, you could bind, strangle, and restrain your foes without much difficulty.

Energy Attack (200): You have some way of attacking your enemies from afar, firing blasts of deadly power at them. Choose fire, lightning, or ice. You can make ranged attacks with that element, though each is different. Choosing fire is the most straightforward. While you don't have the control of flame Lord of the Scorched Earth would give you, you can breathe fire, launching in long streams or spitting fireballs. If you pick lightning, you can fire bolts of it from your eyes, capable of killing giants on a good day. Ice works differently. Instead of a direct ranged attack, you have a petrifying gaze. Anyone that looks you in the eye when you activate this power will be turned into a statue of it.

Regeneration (200/400): Some would call you unkillable, with the prodigious rate at which you recover from even lethal wounds. Those wounds aren't in fact so deadly when it comes to you, after all. You heal at incredible speeds, flesh knitting itself together mere seconds after a split skull or decapitation. Losing limbs, being run through with swords, and other such grievous injuries are dealt

with just as well. However, your healing factor can be nullified if the wound is cauterized, so you would be wary of fire or warriors with red-hot weapons.

For an additional 200 points, you are akin to the dragon Darach, who Math faced on his trial. Darach was more of a hydra than a dragon, for each time Math chopped off its head, two took its place. You, too, have this regenerative ability, to come back with double the heads each time you are decapitated.



Elemental (200/400): No longer are you a creature of flesh and blood. No, you are something much tougher. For 200 points, you are a being made of supernaturally tough wood. Your tough, fibrous form can shrug off the blows of giants, and is armed with bladed limbs sharp enough to eviscerate them in response. You might have more than two arms as well, for do trees limit themselves to just two branches? If taken with **Giant**, you are even larger and stronger than those giants as well. As a fringe benefit, you're probably capable of photosynthesis because you're a tree. This is not shown in the comic.

For an additional 200 points, though, you are something even the walking forest of Cad Goddun should fear, as you are a monster made of flame and lava. Every blow you make is suffused with the burning heat that radiates from your body, often hot enough to melt steel and reduce whatever you strike to cinders.

Items

You receive a discount on two 100-point items, one 200-point item, and one 400-point item. Discounted 100-point items are free. If you have an item that would ordinarily be unique, you may choose if you get the original or a perfect replica. You may import pre-existing items into anything on offer here, granting your gear the benefits of the following options should you so wish.

Arawn, the Comic (Free): You get physical and digital copies of all six issues of Arawn. I suggest you read the entire run. It's relatively short. When this your time ends, you will receive an additional six issues depicting what happened in this jump and what you got up to. Your story.

A Good Blade (100): This is a weapon. There are many like it, but this one is yours. It is your life, at least when you're in battle. Take your pick of medieval weapon. A sword, spear, ax, a bow and its quiver of arrows, or perhaps something stranger like a sickle. This is a decently forged one that will serve you well in battle, made of good, reliable steel. It'll last for a long time if you take care of it. Don't expect it to stand up to any special weapons, though. If lost, you'll find a new one in a day.

A Good Horse (100): Giddyup. This is a mundane, albeit well-bred horse. It is a trained warhorse and will get you to where you need to be, and is excellent for any aspiring cavaliers. It even comes with its own barding, and you have a stable with the resources needed to care for it somewhere. It's a loyal mount. If lost, one much like it will replace it within a week.

A Good Home (100): A homestead much like the one the brothers grew up in. This is a large roundhouse, with a few smaller ones to accompany it. It has a warm hearth and kitchen in the center, and is surrounded with a forest with bountiful game. The local wildlife population is more than large enough to sustainably hunt, and there's a little mill to grind wheat and bake bread with as well.

Messenger Raven (100): Mail here usually is sent via raven. Even kings use them to contact one another. This one is yours, and is intelligent enough to recognize anyone you know personally. It flies faster than a raven should and can cover great distances in short periods of time, and will always be able to track down the person you wish to speak with. Your bird will respawn in a day if killed.

Iron Helm (200): A helmet much like Arawn's. An iron fortress, if we're putting it in his words. Arawn's iconic helmet has lasted him many years, and so will yours. It's of a design of your choice, and while it's only as protective as an ordinary metal helm, you will never lose it. It won't ever break on you. Furthermore, this helmet has an iconic look to it, and in time all will come to recognize it as yours. In addition to this, you get a replica of the spiky suit of plate armor Arawn wears at the end, because it'd only be fair to let you complete the set.

Forge (200): Bran was a blacksmith. He built Dag a forge, with which he created the Cauldron of Blood. Both the forge and the skills to work it would be passed down to his son, Arawn (well, everybody was allowed to use the forge in Siamh's household, but the only person who did was Arawn). This is a medieval forge, with all the tools you need and a replenishing supply of mundane metal. It's strangely receptive to magic as well, and you'll find it significantly easier to create magic artifacts here.

Gold (200): What self-respecting dragon or king doesn't have a treasure hoard? When Math slew the dragon Darach, he found the Sun Axe atop a great heap of gold. It's too bad we never see it again in the comic. Not important, according to the narrative. Well, one man's trash is another's treasure, so it's yours now. This is treasure, a king's ransom. Enough for you to never have to do honest work again in a human lifetime. Gold, silver, rubies, diamonds and more. All yours. You could fill a kingdom's coffers for some time. Replenishes at the end of each jump or decade, whichever comes first.

Blood of your Blood (200): The heart of your child, even if you don't have one. It's ethically sourced. Totally! We're *sure* nobody had to be murdered to give you this. While this doesn't seem to have any practical uses, it can be used as a potent sacrifice to any god that would exist within a setting. By offering it up, the god you are praying to will swiftly answer you in person. They will be willing to fulfill any one request from you, even those that pose great risk. This can be used only once per jump, but will be replaced by the next one or the next decade post-chain.

Sun Axe (400): The axe of Dag, and later of Math. This mighty, two-handed, double-edged battleaxe slew the giant Fir Bolg, and a blow with it can cleave cleanly through metal. Mundane metal, that is. The axe's blade goes through steel like hot butter, and the metal haft is tough enough to withstand many powerful blows. It can return to your hand when separated, like a certain hammer of myth. Lastly, the Sun Axe is anathema to supernatural evil, and can destroy any artifacts of darkness... though destroying something particularly powerful will take out the axe as well. The axe will resize itself so you can wield it no matter your size. If lost or destroyed, you'll get it back in the next jump.

Staff of Sylves (400): The staff of Dag, which would be inherited by Kern. While it is of little use as a physical weapon, its dominion over the natural world more than makes up for this. The staff is capable of firing deadly blasts of lightning at your enemies, and can shake the earth - bringing about landslides and such. Finally, you know a specific ritual that can animate an entire forest into giant tree-beasts that will fight on your behalf. They are wooden behemoths that shoot lightning, the match of armies. Also a threat to the Cauldron. If lost or destroyed, you'll get it back in the next jump. Maybe you could make Birnam Wood march if you went to Scotland...

Cloak of Shadows (400): The cloak of Bran, later worn by Engus. True to its name, it is best for moving unseen. It makes the wearer invisible in darkness, and all but invisible in brighter environments. Its form is not perfect when illuminated, though, and is very faintly visible in broad daylight. Regardless, it is an extremely effective implement of stealth. It also acts as armor. It is difficult to

damage the cloak, as the wearer can survive even avalanches unharmed. Enough damage will remove the cloak of its enchantments. If lost or destroyed, you'll get it back in the next jump.

Black Blade (400, free with Cauldron of Blood): The sword of Bran. A blade worthy of kings and dark lords, for it is wielded by Arawn to this day. This sword, as dark as midnight, is supernaturally sharp and durable. This sword is the only metal that can weather the blows of the Sun Axe, and cannot be wielded to harm its owner. If a foe swings it at you, the blade will stop mid-swing, as if turned by the air itself. This option is free with the Cauldron of Blood, who will give it to you. However, if you acquire it this way, remember that the Cauldron can undo the enchantment whenever it wants...

Bones of Fate (400): These bones are the treasure of the sorcerers, and the reason why they are still pursuing Siamh to this day. Destiny is a real force in this world. The bones, messengers of the elements, are capable of reading it and ascertaining what it has planned, often in the form of prophecy. They come in the form of many pieces, all etched with symbols. These can be used to figure out the eventual fate of yourself and those familiar to you, though they do not tell all. They can also warn you of things that will spell your destruction in the future... though it is up to you to stop these threats.

Kingdom (600): Pick England, Scotland, Wales, or Ireland. You are now the ruler of that kingdom, numbering around 2 million subjects. Whether this is because you're the hereditary monarch or because you killed the last ruler and took over is irrelevant. It's all yours, and you have no political opponents vying for the throne from within. There is remarkably little courtly intrigue or scheming going on within your land. All of that *simpering, honey-tongued cowardice* is beneath the MANLY WARRIOR-KING you surely are. In fact, the kingdom practically runs itself, with you on top. It will fall into disrepair if you sit around in a depressive stupor and do nothing, though, and your vassals will start getting ideas. Your reign is absolute. Unlike real life, all of these kingdoms are roughly evenly matched, so taking England doesn't net you an advantage over the others. You possess a large, well-fortified castle keep and an army of over ten thousand soldiers. Soon, you may have to fight one of the brothers over the throne. After this jump, this kingdom will exist as a warehouse attachment.

Cauldron of Blood (800): Bran's magnum opus, his greatest and final creation. One that would claim its creator as its first meal, and the cause of the terrible state of the land. Arawn's relic. More than anyone, this is the villain of the story. The Cauldron of Blood is by far both the most powerful and the most versatile relic given to the Sons of Siamh, and though it begins with Arawn, it changes hands many times.

Part of this is due to the fact that unlike the other relics, the Cauldron is sentient and can speak. The Thing in the Cauldron is a demonic being, and while it's willing to help you out, know that it's ultimately out for itself and will not hesitate to betray you should doing so benefit it. Another word of warning before you start - the Cauldron can do many things for you, but to bring out its full potential,

it requires copious amounts of human sacrifice, and will ask you to do that. It can still accomplish a good deal without it; but withholding sacrifice will not endear you to it.

With that being said, the powers of the Cauldron are many. To start with, it will provide you with the **Black Blade** for free, though it controls the enchantment stopping the sword from harming its master. Lost limbs can be restored by plunging the affected areas within the cauldron's mouth, and many other injuries can be healed this way. A dip in it can even restore missing organs or negative conditions one has had from birth. Once the cauldron has restored a body part, you may no longer use it to harm the cauldron. It can also teleport you great distances through its hell-realm if you step through it, though you'd do well to know that human sacrifices are cast into the mouth you're stepping into. It can be used to scry, revealing divinations of faraway things or the future - though it may twist the narrative to benefit itself. With enough human sacrifice (in the range of thousands), it can spew forth great amounts of fire, calling forth a legion of warriors born from lava and hellfire. Lastly, the Cauldron is willing to make you a deal, the same deal it'd normally reserve for the sons of Bran. It will grant you what it calls living godhood, the equivalent of Lord of the Scorched Earth... or greater powers still, enough to battle and defeat the gods themselves, if you pledge your immortal soul to it and allow it control of your body.



Once again, the only being the Cauldron is truly loyal to is itself. It will seek its own power and consider you a pawn, and *will* betray you if it sees you as having outlived your usefulness. However, if you are alive and still its master at the end of the jump, you will earn its loyalty.

Companions

Import (Free): You likely have other travelers, friends and kin who you are blessed to have follow you throughout your journeys. It would not do to cruelly bereave you, as Arawn was left bereft of wife and son. As such, you are free to bring in up to eight companions, who will get 600 points each.

Canon (100): Many people here are pretty terrible, though I wouldn't blame you if you felt sorry for Arawn after hearing his tragic story. And his mom has got it going on. I wouldn't mind bringing along Kern or Ned either, or Engus before he fell to hedonism and darkness. Whatever the case, for each purchase of this you may choose one character who appears in the comic book and take them with you, though you must convince them to leave of their own free will without exerting undue influence, and they must understand what they're getting into. Perhaps you know each other. If not, fate will see to it that you will meet in favorable circumstances, and they will be quick to take a liking to you.

Wolf-Brothers (100): Arawn was not raised by his birth mother at first, but by a pack of wolves that adopted him as one of their own. Though Math would slay his wolf-mother, some of his pack have been his lifelong companions - from infanthood to serving as his current hounds. They have always loved him. You have two wolves as well. They love you deeply, follow your orders, and are loyal unto (and beyond) death. They will never betray you. These two wolves do not occupy a companion slot.



Pictured: Arawn's best friends.

Banes

There is no limit to the amount of Banes you may take.

Another Self (+0): This, perhaps, is your tale. You may take this drawback to insert your Jump-Incarnation into any canon character, though this does not net you any of the powers, skills, or possessions they might have unless you bought them in this document or manually acquired them in-jump. For better or worse, perhaps you *are* them now, with their feelings and memories.

The Past (+0): Would you like to start at the beginning of this story, before the birth of the brothers? With this, you may. A younger Siamh roams the land, a feared, unaging warrior fighting for ancestral honor. She'll soon meet Dag and give birth to his sons, and then they'll offer hospitality to the wrong visitor. Or you could start even further back, when the enmity between the Amazons and the Shamans first begins when an adolescent Siamh steals the Bones of Fate. By taking this, you will extend your stay to the end of the story.

Marred (+100): You suffered an unfortunate wound to the face in your youth. While you recovered, it left a distinctive, easily identifiable scar, disfiguring you. It really doesn't look that bad. Seriously, I don't get why Arawn makes such a fuss about it. But he does, so you do too. You will occasionally angst or mope about this scar, even though the wound no longer hurts. There is no method to heal this scar, in or out of universe.

Translation Error (+100): Arawn est originally bande dessinée by French writer and artist, and translation isn't best. Everybody sounds this way to you now. Articles such as "a" or "the?" Basic grammar? Out of question! Never! Applies no matter what language you speak. Everybody will have bad grammar. Grammar is not bad enough to sound too stupid or be unintelligible, but will grate on your nerves.

No Man (+100, Male Only): Arawn, unlike his brothers, was born missing a specific body part. He didn't have a penis. Now, neither do you. You are an eunuch, except for the fact that you were probably born that way. Nobody emasculated you. This doesn't impede you from urinating, but many would look down on you if they knew this detail, considering you incomplete. But there's nothing preventing you from getting a penis, and there are certainly things capable of giving you one...

Designated Fanservice (+100): Virtually every female character (especially Siamh and Deirdre, who are important to the plot) dresses skimpily, even in the midst of battle, and we see them naked in the comic book. And we see Arawn naked, too. You've decided to limit your wardrobe to skimpy clothes that don't leave much to the imagination. You'll be going shirtless a lot as a male, and you'll be wearing a lot of battle bikinis as a woman. If you have **Arawn, the Comic**, the issues you get at the end of the

jump depicting your time here are guaranteed to have at least a few detailed panels that show you buck naked, and if you have sex during this jump... well.

Bastardry (+100): Not in the sense of being a child born out of wedlock, but the sense of being somebody unpleasant. Like many people at various points of this tale, you are inclined towards bastardry. You are aggressive, and KILLING is as easy as breathing to you. In fact, you love it. You are bloodthirsty, enjoying HURTING and KILLING and VIOLENCE for the sake of VIOLENCE. You love hurting people, a SADISTIC, MURDERING MONSTER. That's you. This will make you few, few friends and many enemies.

All Want Jumper Evil (+200): Wow, it sure is hard to find a good friend here, isn't it? Arawn will be faced with betrayal from many close to him. His mother, his brothers, his kingdom, and his loyal servant Ned will all figuratively backstab him. Those around will be the same. Many around you will wrong you for greed or power, and each of these wrongings will cause you anguish. There are those who love you and would never do this, but they will suffer greatly for it at the hands of those who will.

Modern Day (+200): Ordinarily, you'd be starting out when the brothers are undergoing quests to reclaim their ancestral relics and setting out to become kings, but now that's all in the past. Those are flashbacks in the comics, after all. You now begin after Arawn has already become the Dark Lord. Much of the land has been reduced to a burning underground hellscape crawling with his infernal minions, the kingdom he calls the Scorched Earth. While the Dark Lord won't be hostile towards you unless you give him a reason, you'll find that the Scorched Earth is full of lava and monsters. It's not a nice place.

Shadow Hunt (+200/300): You took something important from the shamans, and they want it back. The sorcerer Fenris is hunting you, and aims to slay you before taking back his treasure. He is capable of many foul magics and leads a horde of wolfmen. He will not stop, and he will always know where you are. It should not come as a surprise that one so steeped in darkness is unknown to you, and you shall forget you took this drawback. Defeating or imprisoning Fenris won't stick the first time, too, and he will come back time and time again. If taken with **The Past**, you will get an additional 100 points because Bran is still alive and will hunt you as well.

Blood Feud (+200/400/600/800): Pick one of the four sons of Siamh. As a reminder, those are Arawn, Math, Engus, and Kern. You are now a hated enemy to the one you pick, and he will be guaranteed to try his hardest to kill you during this jump, or to capture and torture you forever if he feels like it or can't put you down permanently. All four are among the greatest warriors humanity has ever produced, have a magic artifact, and will have the resources of an entire kingdom at their disposal. This may be taken up to four times to represent each brother, unless you have taken **Modern Day.** In that case, you may only take this for Arawn, but it'll get you 400 points instead of 200. Cannot be taken with **The Past**.

Cauldron-Thrall (+200/300): You lost your hand, and had to restore it by placing the remaining stump in the mouth of the Cauldron of the Blood. Now it is returned to you, but in exchange, the Cauldron put a geas over it. Now you may no longer willfully harm the Cauldron, for your limbs will halt in place before you can strike. You can't harm the Cauldron, period. For an additional 100 points, the nature of this is far worse. You lost far more than a hand. You lost your life, and the Cauldron resurrected you... at the cost of your soul. The Thing in the Cauldron has possessed your body, and is in near-complete control of it. It has ascended to a level of power that can destroy even the Tuatha Dé Danann, and boasts your own otherworldly gifts besides. The only way to free yourself is to destroy the Cauldron (the physical object), and that you cannot do under your own power.

Mortal (+300): It is likely that you have overcome the greatest many worlds have had to offer, the strongest of the strongest helpless against the might and power of a hundred worlds concentrated in one person - the Jumper. That will not be the case here. You have given up everything you've gained from other Jumps for the duration of this one, and have taken the form of one as mortal as any other. So have your companions, should you have them.



Nameless Cruelty (+300, Requires Modern Day): Remember how we said how Arawn, the Dark Lord, won't start off hostile to you should you take the **Modern Day** drawback? Well, now he is. And furthermore, he's captured you. At this point, he's shed the last remnants of his humanity, having become a (literally!) heartless god of hatred. The Dark Lord indeed. He hates you, but shall not kill you. Instead, he has sentenced you to eternal torture and suffering, and locked you away deep in his dungeons. You will not die. He will personally ensure that. Perhaps you shall have your organs continually torn out and regrown, or you'll be put in solitary confinement forever. You are powerless until you escape, and good luck doing that. You may not access the End Choice section until you do.

Ned the Dead (+300): You've been beheaded! But don't worry, you're still alive. Your body has been destroyed and cannot be recovered, so it's just your head now. You are a talking head, and can somehow survive this way. You're probably undead at this point, and entirely harmless. Somebody, likely Arawn, has you in their possession, too, though they won't really harm you. You will remain this way for the entire Jump. If this is taken with **Modern Day**, you take Ned's place. The Dark Lord will carry you around his Dark Tower and narrate his story to you. He makes for a pretty melodramatic storyteller.

The Prophecy (+600):

"The first will be equal to gods. The worms will eat the heart of the second. The third will die in his sleep. The fourth will betray his blood. Hate, nothingness, four sons in ruthless battle. No one will survive..."

Somebody once said that when you play the game of thrones, you either win or you die. This is a game of thrones, and more than that - for it is a game of kings to see which of them will become a *god*. And now, you, too, are involved in this prophecy. A fifth descendant in the prophecy, or one of the brothers. Perhaps the prophecy refers not to the four Sons of Siamh, but the Jumper and their Companions. By taking this drawback, there is no stopping the prophecy. All save one will die. Fate will guarantee it that you will become the ruler of a kingdom and rise to greatness. So will your brothers. And then, for one reason or another, you will go to war with one another. Perhaps there will be some pretence of alliance at first, but in the end, it's everyone for themselves. Your brothers, or companions, will scale to your power - each and every one of them will be extremely difficult to defeat, and will slay you (or each other) to take your place as the god if you don't fight your hardest. Should you fall in this great war, the victor shall take all that you had. They will become the living god, the Jumper. All the world will be destroyed in this titanic struggle. This is fated to happen. No stopping it. No peace, no friendship, no forgiveness.



For there can only be one.

Scenarios

These are quests, of a sort, that you may take. Your story, perhaps. Take them, and entertain me.

Trials of the Elements: To earn the relics of their fathers, the four sons of Siamh had to pass an arduous trial, one that would push them to their limits. Each would slay a mighty monster and reclaim their birthright. So it is with you as well. Pick Fire, Earth, Air, or Water. You will complete this trial in the respective brother's place, earning the relic. **You may only take one trial.**

The **Trial of Fire** would be Math's, and he would claim the Sun Axe from the lair of Darach, the Dragon. You must travel to mountainous lands to reclaim his father's weapon and battle the dragon in its lava-filled cave. Darach has no wings, but is all but invincible. It will heal from every blow. Cut off a head, and two will replace it. Find a way to defeat the dragon for good, and the Sun Axe shall be yours.[1]

The **Trial of Earth** is undergone by Kern. The Staff of Sylves is deep within the heart of the Sacred Forest, and you must find it there. It is owned by the Stag King, who is unwilling to give it up. He will send beastmen to slay you, and when that doesn't work, charge you himself. Break his crown, his pride, and his will, and he will reveal to you the location of the Staff.



The **Trial of Air** would require Engus to climb a mountain barehandedly reaching high above the clouds on a howling,rain-slicked day. A single slip of the fingers would be lethal, sending you plummeting down until you're a red stain on the Earth. There is a giant crow's nest at the top. The owner will come when the sun sets. Its feathers are impervious to attack, but you must defeat it for the Cloak of Shadows.

The **Trial of Water** ended with Arawn reuniting with the Cauldron of Blood. You must dive to the bottom of a storm-tossed sea, full of razor-sharp stalagmites and strong oceanic currents. There is a sea succubus in the depths, and she has taken the Cauldron into her cave. It'd be extremely difficult to overpower her in the water, and you will turn into ice if you make eye contact. Nevertheless, you must defeat her and take the Cauldron for yourself.

Whichever scenario you take, the relic is your reward.

[1] There's also a big pile of gold in there, as described in the Gold item. It won't replenish, but it's all yours now. You'll need to find a way to transport it. Math never takes that gold on-screen in the comic. Does he? We don't know. If he didn't, he's a fool. If I were Math, I would've led an expedition of men with wagons there to bring it back. There'd be some logistical concerns there, because he took over Ireland and would need ships to bring his cargo over the Irish sea.

Equal to God (Requires the Prophecy)

I believe we've been over the prophecy. Quite the Bane to take, if you ask me. Well. You may take Arawn's place as the Dark Lord, if you defeat him and the rest of the Sons of Siamh, or your Companions as appropriate. That scenario is mostly detailed in The **Prophecy**, as in the Bane, or Drawback as we would otherwise say. That would net you an army of undead followers, an imposing black fortress made out of godbones, and Lord of the Scorched Earth. And the Scorched Earth itself, which is an underground, hellish realm that follows you from Jump to Jump. That's pretty much the scenario. Once you've won, it's over. Is that not its own reward? You are the conqueror. Perhaps that's not enough. Perhaps you want one thing, POWER, above all. Perhaps there is a way to take this further.

In that case, look no further than here. You may take the place of the story's ultimate villain, the Cauldron of Blood. You are now the thing inhabiting it, and you will succeed where it failed. This supersedes any in-jump identity you would've had otherwise. The object is both your being, and the container that holds the hell-realm in which you dwell. You have lost your powers from outside this world. You can speak and heal people, but that's it. You are the king-maker, so to speak. More like the god-maker. But you don't want that. You want to be the god.

You are currently in the cave of the sea-succubus, serving her as a mundane cauldron. But things are changing. A younger Arawn will soon enter and destroy the flesh-eating succubus with her own power. He will step through, and you'll make him a complete man[2] and teleport onto land. From there, he will keep your cauldron-form with him as he conquers. Convince him to feed you, and should somebody else take possession of you, convince the same of them. As more and more people are sacrificed to your hell-realm, the more you grow in power. You will find your powers slowly returning and more besides. Soon, you will be able to scry great purposes, and grant those who step into your realm demonic powers, akin to Lord of the Scorched Earth. You may also grant your champion any of your powers as the Jumper. The brothers will grow into mighty warrior-kings, as they do in the book. Eventually, they will turn on you and destroy you, so it would be wise to corrupt them with whispers and promises of power before that happens. Turn them against one another, and ensure that all four are taken off the board. Once that is done, you need one of the Sons of Bran to step into your realm. Arawn or Engus. You must convince them to offer themselves completely to you. Body and soul. Once that is done, you shall live once more. You shall possess the body of Arawn/Engus and regain your power.

At this point, you are almost equal to one of the gods, and stand a chance of defeating them. But there are still obstacles to your reign. For one, the gods themselves. First you'll be faced with the goddess Morrigan, who has been summoned to put an end to you. A difficult fight, and one where your foe will scale to be a little more powerful than you. Find a way to defeat the Morrigan, and devour her essence.

[2] Arawn was born without a penis or testicles and jumping through the Cauldron somehow gives him them. How did he pee before this? Maybe ask him. Yes, ask the Dark Lord "how did you pee?"

At that point, the other gods shall descend to put you down. While this will be another difficult fight, you'll find that you're more than strong enough to devour them given enough time.

Though you are all but invincible in the possessed form of Arawn or Engus, the cauldron can still be destroyed by the Sun Axe or the Staff of Sylves. These relics, alongside the gods, are the last hope of the world. Someone will don the Cloak of Shadows, invisible to even your senses. They will set about finding one of these, and strike your body as the cauldron with them. If this happens, you will die. Destroy these last threats to your power, and you will rule uncontested over what little ashes remain of the world. A dark, evil god many times greater than Arawn, having devoured tens of thousands of mortals and multiple gods. You are undoubtedly the most powerful being the world has ever seen. Not equal to gods. The greatest there's ever been. You regain your original form, keeping the Cauldron and the possessed body of Arawn or Engus as alt-forms.



Pictured: The Cauldron after gaining a body and eating two gods.

Are you *sure* you want to do this? It's pure EVILLLLLLLLL.

Endings

You are alive. Your banes are finished. At long last, it is over. It is time to make your choice.

Go Home

Stay Here

Move On

Notes

On the Modern Setting: For most of the time when I was writing this document, I thought most of the world was ruined in the final battle between the cauldron and the gods. I was wrong. I mean, how could the Sacred Forest still exist in Issue #6 for Arawn to ride into if the world was ruined? How could this battle ruin the entire planet? Fortunately, I caught onto this at the last moment. Arawn says the following on his kingdom:

> *"Math's fortress was no more. The stones had fallen down. The ground collapsed in on itself. There was nothing left. Just a huge hole, a black and dark abyss, which sank in the darkness of the Earth."*
>
> *"The Scorched Earth... that is what I named this underground kingdom. Black and barren soil. Plunged into a perpetual night. This land unknown to the living..."*

So, in other words, the world is fine. The kingdoms are presumably alright, but there's a huge hole in Ireland that leads to the underworld that Arawn rules over. A literal underworld. Not in the sense that it's where the souls of the dead go, but in the sense that it's underground. Man. This whole time, I thought he was the king of the ruined land, but it turns out he was just living in a big hole. Arawn probably sits around and broods all day, and he's telling Ned his story because he's got nothing better to do. He might occasionally go brood over Deirdre's corpse. He tortures Math and Engus, who he's got locked up in his citadel. He rides out every fall to kill Kern, who has **Cernunnos** and will inevitably respawn. He kills anyone who comes to fight him. He's got nobody else besides Ned. Arawn, at the end of the day, has been reduced to a grumpy, broken, edgy recluse who lives underground.

On Son of Siamh and Amazon: These are not restricted by gender. You may take Son of Siamh as a female, or Amazon as a male. I hope this document doesn't come off as, like, discriminatory against non-binary people.

On Lord of the Scorched Earth: This is basically everything Arawn can do after the Cauldron is killed and exorcised from his body. You're far less powerful than the Cauldron at its peak. The Cauldron could out-and-out resurrect people with red lightning. Arawn has to do it with his blood and can't bring back Deirdre.

On Blood of Your Blood: This will change forms to an appropriate offering if you are praying to a deity that would take offense to offering what seems to be the heart of your child. They will act in-character, so don't go asking Thor to do something that would disgust him. If there are no gods in the setting, it will default to the Morrigan of this world. This item is meant to summon beings closer to the level of pagan deities than God.

On some canon monsters and their powersets:

All have some variation of Monstrous Form.

- Fir Bolg - Giant
- Giant Crow - Armored, Wings, Giant
- Darach - Regeneration (400). Darach is described as a dragon but is really a hydra.
- Sea Succubus - Aquatic, Energy Attack (Freezing Gaze), Prehensile Hair
- Stag King - just Monstrous Form
- Forest of Cad Goddun - Undead, Giant, Elemental (200), Energy Attack (lightning)
- Burning Soldiers - Undead, Elemental (400), potentially Giant

On the Prophecy - if your companions die or something they'll be back by the end of the jump. They'll try their hardest to defeat you, though.

Red text means the Cauldron of Blood is involved. The "Thing in the Cauldron" is not a phrase that appears in the comic book; it's a phrase I made up because it sounds cool. When this jump says "man" it probably means "human."

On the Cauldron's powers - the Cauldron at its strongest (after gobbling up tens of thousands of people and the Morrigan) essentially has Tuatha dé Danann and Lord of the Scorched Earth. It's bigger than any of the gods, wields the black blade, breathes fire, and more. It has a stronger version of natural armor, giant, undead, energy attacks for fire and red lightning, regeneration, and elemental, among other powers. It can resurrect anyone, even a decapitated head, with bursts of red lightning. It can create tentacles with vampiric, xenomorph-like mouths that devour the essence of any being, even gods. The Cauldron is much, much stronger than Arawn as the Dark Lord. In fact, it's the reason why he's the Dark Lord. It destroyed a huge chunk of the world and killed two gods in his body before it was destroyed by the Sun Axe in turn, which meant Arawn got his body back. As the Cauldron, you may still eat people for a small permanent power boost or grant anyone who steps into your realm any of your powers.

If I am writing IN ALL CAPS and talking about how the brothers are MANLY WARRIORS, I am probably doing so mockingly. For example, me writing *simpering, honey-tongued cowardice* is to point out that the series ultimately gives little thought to the politics of running a kingdom and more to these kingdoms smashing against each other in a big war that's really just a family feud writ large. Seriously, all these people died in battle because Math kidnapped Arawn's wife because he wanted the Cauldron, and Arawn crashed out? What a stupid reason to die. My friend has pointed out that a lot of people die in wars that happened over reasons that don't concern them.

The fonts used here are Uncial Antiqua (titles) and IM Fell English (body). You know, there was this really good picture of Engus feeding a ton of people to the Cauldron. I think that specific picture would be the best to portray how evil the Cauldron is, but unfortunately one of the people being eaten

is a topless woman. That prevents me from putting it in this document. I had a rule while making this. No pictures of people naked or having sex. Wanna see those? Read the comic. Also, I wanted to use this picture for the Regeneration option in the Monster section, but changed my mind. See, Darach is getting beaten by Math in this picture. Also, this picture is from Issue #1. I had a lack of pictures from Issue #5 and wanted to include pictures from each issue.



Every major character is a terrible person in some way. Some more than others, but they all suck. I should read Conan. I get the impression that these guys are like him. They're all manly, muscular warriors. I guess that's alright. Arawn's meant to be portrayed as a tragic figure who was once a man and a king, but he does some pretty bad things by our modern-day standards even before becoming the Dark Lord. Seriously, what kind of good guy murders his way to the throne and tortures the former king to death?

Jump #31. Thank you to QafianSage and Poscidion. Thank you to that specific anon on the thread who took interest in my work. Thank you to the anon who wrote that build about Kieran. That was awesome. Thank you to anybody who reads this. Thank you to Neocorvinus, who also took an interest in my work. Thank you to the creators of the comic book.

Changelog

Made 2025-06-02. I got off my lazy ass and started on 2025-07-22.

0.1 released to Bunker Thread #36 on 2025-07-30.

0.2 released to Bunker Thread #37 on 2025-07-31.

0.9 released to Bunker Thread #38 and various other threads on 2025-08-01 for proofreading.

1.0 released to Bunker Thread #38 and various other threads on 2025-08-02.