



GODAN ZAIYAN

The Godan Titan Warrior

HD : 36
 Size **250 cm**
 Status : **Exalted**

Stats :

Str: 35 (+8) Dex: 50 (+10) Int 30(+7)
Wis: 30 (+7) Const:50 (+10) Cha: 25(+6)
 Languages: All : Telepathy
 Base Move: 300 'max Fly 600'
 Power Points :
 250 to use with Godan Attack Power



CAN'T CAST ANY MAGIC

HAS NO Anti-Magic

IMMUNE to Anti-Magic

Godan Titan Hit Points = 500

Exalted Power choices

2 in Extra attacks per round

2 in Enhanced Reflexes

GODAN TITAN

DEFENSES

The Titan defense now also Works VS Immortals
 Status Creatures

Saving Throws			
Spell Attacks	Physical Attacks	Mental Attacks	Power Attacks
2	2	immune	2

Hyper Senses: Darkvision 400 ft., Low-light vision, detect evil, detect snares and pits, true seeing / True Sight, Perception +50, Hyper Awareness

Mind Block: Immune to ESP, hold and slow spells, magical charms, quests, and Geas spells. all mind effects, feebleminded, Trap The Soul, Fear... etc.

Energy Block: Immune to any Energy Drain effect. The only way for a GTW to lose its energy is when is absorbed by his creator when he is killed.

Block Reading: Immune to any type of magic reading over him as well as anything in direct

contact with it. (Weapons, armor)

Summon Weapons: He can summon his katanas (infinite distance) to appear and disappear instantly in his hands so fast that is not even considered a combat action.

GTW Star Skin : AC (-5 base) + (-10 mod Dex) = -15 base

Immune to Magical weapons +3 and only take half damage from Weapons +4/+5

Immune any Acid

GTW Radiant Resistance: *The Godan Titan takes only half damage (round down) from all magical, breath weapons or powers that inflict damage, or one-quarter damage (round down) if saving throw is successful. Anything that will damage him can result in 0 points of damage. Any failed Saving throw will be considered successful up to 5 times a day. He can also spend 3 APC (attack power cost) to avoid one failed saving throw.*

GTW Link : The Godan may speak with any living or Unliving creature as often as desired. *The creature being spoken to does not have to converse with him.*

GTW Combat Regeneration:

10 hp/ round fully heals in 12 minutes and 30 seconds.

	10 seconds...	1 round	10 hp
	1 minute...	6 rounds.....	60 hp
1 Turn	10 minutes...	60 rounds.....	600 hp



OFFENSE

Martial Arts Bekan Jutsu (unarmed combat) This is the martial art that was used to hunt the Bekan felines that was part of their main diet.

AC	Dmg	#AT	WE
-15	2d10+13	5	+5

The AC only applies if he wears NO armor.

Weapon.Equivalent [WE] – The hands of the Godan will be equivalent to magical weapon (“just to hit”; bonus don’t count for attack roll or damage)

Mandatory Skills *even with defense powers:* Alertness/ Tumbling/Acrobatcs/Cat fall/Danger sense/ jungle lore/ Demonology /Survival Jungle/Endurance/ jumping/ Blind fighting/Riding dragon

All Godan Passive Powers work with Bekan Jutsu

Godan Speed Burst/ Combat Speed works with Bekan Jutsu

Block Natural Attacks – With his martial art the GTW can try to block the enemy’s natural attacks. He must make an attack. If the value of his attack is equal or superior to the one thrown against him, he defends himself from the attack by reducing his damage to the attacker damage.

ie. An Ogre strikes one successful blow with his fist hitting (AC -3) against a Godan with no armor giving him 12 damage. The GW uses one of his attacks to parry the enemy blow. He strikes and hits AC -3 also and rolls 9 damage. He subtracts 9 from the 12 taking 3 points of damage. If the value was higher than 12, he gets always a minimum of 1 of damage.

Godan Titan Powers

The player informs the DM that he will use the power before the combat round starts. GTW can activate the following powers and attack in the same round.

- **Godan Titan Speed Burst (one extra attack rule + 8 bonus AC) 36 times day**

Two Weapons Godan katanas (Mandatory):

These magical katanas can be summoned by the Godan Titans. When they are wielded by a Godan Warrior his attack energy imbues the weapon becoming +5/+10 VS Chaos / Evil/ Beings with the power of **Slicing**

Slice

If the weapon's attack roll is 18 or 20 counting the weapon's magical bonus but no other bonuses, the opponent struck must make a saving throw vs. death ray or be struck dead with one blow (cut in half, disintegrated or similar...).
If the saving throw is successful, the victim still takes triple normal damage from the blow. These special damage bonuses do not apply when the weapon is used against constructs or undead creatures of any sort.



- **Godan Weapon styles One weapon and 2 Weapon Style**

(Normal weapon Stats)

	Attack Roll	Dmg	
Hyper Master	+8	2d8 + 8	1w H: -4AC / 4 Deflect 3 (save +6)
			2w H: -4AC/ 5 Deflect 4 (save +6)

Godan Titan Deflect: In addition to any attacks, the Godan may attempt to deflect the number of attacks (**Melee, Thrown, projectile any size**) indicated in one round.
To deflect each attack, the GW must make a saving throw vs. Physical.

The Godan warrior does not disarm nor can he be disarmed. Godan the warrior never throws his weapons. The Godan warrior does not use any shield.

Godan Titan Attacks

The Godan Titan Warrior is an absolute hyper Master in his weapons.

1 Weapon	# 4	Max 6 from 2 extra attacks
2 weapons	# 5	Max 7 from 2 extra attacks

Godan Passive Powers:

- **Godan Combat Focus (passive):** up to 8 enemies

At the end of each combat round, the GTW makes a Wis / Int check (what is higher), against each enemy he chooses. If he succeeds is AC and saving throws against that enemy has a bonus of 6 in the next round).

At the end of the next round, he makes a Wis/ Int check again, if it fails, he gets back to the previous round bonus, if he is successful, he adds 6 to the previous bonus up to a maximum of 30.



- **Godan Combat speed (passive)**

The GTW combat initiative equals 1d10 plus half of its Dexterity

- **GTW Attack Energy (Zenit) (passive)**

The attack of a GTW only misses a mortal creature if he rolls two natural rolls of 1 in a D20. The value of the A.C of the enemy is ignored. Any mortal target hit by a GTW strike has to save vs death ray -5 or take the maximum damage of that strike and from all attacks that hit next.

Any exalted to Immortal hit by a GTW strike has to save Physical -4 or take as much damage as possible in that strike and all the following attacks in that round.

The attack of a GTW only misses a exalted or immortal creature if he rolls one natural roll of 1 in a D20. The value of the A.C of the enemy is ignored.

- **Godan Attack Powers**

Player and DM must use the GTW attack power table

The player informs the DM what power he will use the power before is round starts and use all his attacks after.

He can use one extra attack power if he spends 1 of his attacks to a maximum of 3.

le if the GW has 3 Attacks, he can spend 2 of them to activate 3 Attack powers and still attack 1 time in the same round.

He cannot activate more than 3 Godan Attack powers simultaneously per round.

Attack energy cost

Every Godan Attack Power has a “power cost” to him [**APC**], this cost is marked on the attack power table every time the GW uses his powers.

Attack Energy Recovery

Godan Titans don't sleep, Eat or Breathe

Spend TP Each Power point spend temporarily will recover 6 Energy power slots instantaneously

In Non-combat activity he recovers 12 points per hour.

In Combat activity he recovers 6 points per hour. One point per turn.

In Seiza Meditation 3 turns 1x day. He makes a Wisdom Check. If successful he recovers full Attack power slots with no need for rest.

Godan Titan Blade Shield must use two weapons. 2 APC

The GW will not make any direct attacks on his round and is movement is normal

He can only be hit by a melee or projectile attack by a mortal enemy if they roll 2 natural 20 on a d20

He can only be hit by a melee or projectile attack if a exalted or immortal enemy if they roll 1 natural 20 on a d20

The **Godan Attack Energy does NOT apply** for each save of the target because this considered is a defensive attack.



The GW can make one save vs death ray for any incoming attack. If he is successful he simply deflects the attack. **If the GW roll a natural 20** in his save, he hits the attacker.

If the attacker is using a melee weapon, he must make a saving throw vs death ray-4 to avoid being hit by the GW.

Missiles attacks can only be deflected. If the GW roll a natural 20 in the save the missile is reflected back at the shooter with his own attack roll.

Natural attacks that hit can't be deflected but his damage reduced to half on a successful save vs death ray by the GW. The attacker takes half damage from a GW attack if he fails the saving throw -4

Natural attacks that miss. The attacker takes normal damage from a GW attack if he fails the saving throw vs death ray -4

The visual effect of this power has the effect of causing terror (wisdom check to avoid) on creatures with the same level or HD of the GW. Ie - Lv 36 affects Lv 36 or HD 36

Godan Titan Combat Speed (Duration = 36 rounds) 3 APC

The initiative of the GTW is always his Dex Value + 1d10 launched in each round.

Godan Titan Defense Obliteration (Duration = 36 rounds) 5 APC

From that moment and until the end of the combat round and the duration of the power it will only be considered the best result made in the D20.

*ie: **first round**, The GW rolls 12 in the first attack, then he rolls a 7 in the second, this last one will be considered a 12.*

Second round, The GW rolls a 20! in the first attack, all attacks to the end of the round will be considered 20. **(This Attack power works with the next Attack Power!)**

Godan Titan Vortex Strike (Duration 2 full combat rounds)) Slice effect 6 APC

The opponent hit by the GW blades must make a saving throw vs death ray -1 or be struck dead by each blow made by Godan Warrior that round. Remember that Godan Attack Energy still applies in each blow. So, the target save might be successful vs Slice but fail against Godan Attack Energy.

Difference between Vortex Strike and the slice Weapon Effect

This slice effect from this power is immediate and overlaps the slice from weapon effect. Even if the target saving throw is successful, the victim still takes double damage from the blows (Triple on natural 20). *The double or triple damage follows the normal rules. Only the result of Dice Roll is affected and then adding the bonuses.*

Godan Armor

This armor can only be built inside the Godan Zayian temple on the unnamed island.

Temporarily spend 10 GEP to transform his strange cocoon "bed" into a forge that will transform the armor he wears to a Godan armor.

These armors are always exactly the same in shape and effects.

Requirements:

Spend 50 PP (Exalted PP)

Have a magic armor



The appearance of the armor before taking the true form becomes a circular black medallion tattoo with 5cm used in the neck of the Godman Warrior. This instantly turns into the black Godan armor whenever he wants.

Godan armor powers

Weight: nil

It becomes malleable with the movements of the body.

The armor attaches the two katanas by contact allowing them to be removed only by the Godan Warrior

AC: improves the AC GTW in 12(if+5) 11(if+4) 10(if+3) 9(if+2) 8(if+1)

Powers

Fly at will: *Speed = Godan base move x 2*

Survival permanent, *protects the recipient from adverse conditions of all types, including normal heat or cold, lack of air, and so forth. The GW needs no air, food, water, or sleep. It does not protect against magical damage of any type, attack damage, poisons, breath weapons, or physical blows from creatures. It does protect against all damages caused by natural conditions on other plans of existence.*

The GTW don't need to eat drink or breathe also.

Indestructible: *the armor regenerates permanently and disintegrates if the GTW dies.*

Death ward: *If someone tries by their will to hold or wear the armor has to make a roll vs. Cumulative -1 death roll per round or it will be disintegrated. (Immortals take 50 hp dmg/round)*

Regeneration: *Heals is user 2 extra hp*

How it fits in Campaign

The Godan Titans are the absolute zenith of destruction in a role play setting, and after reading their background the DM will realize why.

These warriors are beings imbued by the very power of the vortex.

Just like the Old Ones should be kept in absolute mystery and even ignored by the players.

Reproduction of Godan Warriors.

The Godan can only reproduce between themselves while mortals. The Godan women are fertile once every five months. The percentage of a pregnancy is only 5%.

The Godans Titans are all 100% infertile. They are the last and final evolution of the Godan Zaiyan's warriors.

Yet their essence never allows them to become truly immortal, passing to an Exalted state of existence.

Yet their fighting powers and light speed actions easily surpasses any creature of the multiverse.

Currently only 5 Godans Titans Warriors exist in the Mystarian Prime Plane:

Ryu (Male), Saiyan (Male), Azath (Female), Gynzu (Male), Azura (Female), and another four somewhere in the Inner Multiverse. Azza (Male), Zagat (M), Zoa (Female) and Ryzen (Male).

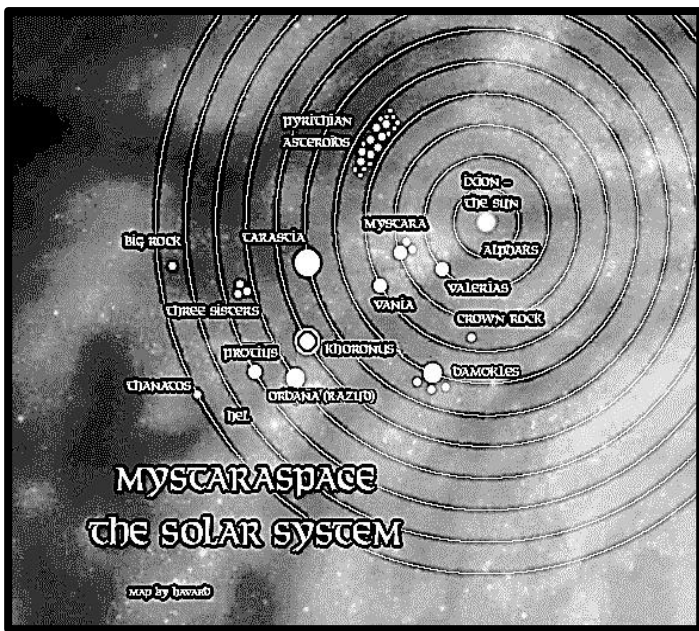
“Hell’s Stormlight ”

“How Devils don’t come to exist in the Mystarian plane of existence?”
Let’s see the true answer with the true facts.

Around the year of 2,551 BC the world of Mystara faced the biggest invasion in its existence. Powerful entropic followers of the Immortals Thanatos, Atzanteotl and Demogorgon managed to open a great hell portal between Damocles, one of the planets of the Mystarian solar system to Baator the plane of the Nine Hells.

Some time ago Atzanteotl had contact Asmodeus the overlord of Baator and offered him a powerful Entropic artifact. The artifact had the power to steal and channel the powerful magic energy of Mystara directly to the Nine Hells. This way the Devils would increase their power and would gain a tremendous advantage in the millennial War Blood War between Devils from the plane of Hell and Demons of the Abyss

Of course this is was all part of another side plan forged by Demogorgon and Thanatos the “big boys” of Entropy...



Damocles was a flat world (semi sphere) with a thriving and advanced civilization living on it. The Damoclites. Nothing very concrete was known about them but many speculations say they were masters of magic and psionic powers (although not to the level of Old Alphatia). Unfortunately, they didn’t last much. And Damocles was destined to blow itself in the future. Neither Mystarans nor Damoclites know of each other existence.

Because was very difficult and time expensive to open a portal of such magnitude to Mystara, the entropic followers manage to discover a great shortcut...

One of the greatest features of Damocles was that it contained open portals to all the planets of the Mystarian solar system.

Through the Hell portal, Legions of Devils roamed Damocles and begin to exterminated all the damoclites. They were pacifists with no War magic to help them against this unknown threat.

In the end the real secret plan of Thanatos and Demogorgon worked. Demons that came from the Abyss and fought Devils in the Blood War could now also enter in Mystara and used the portals that existed in Damocles to invade many planets of the Mystarian solar system destroying everything in their path. It was a time of total chaos and raw destruction.

The Mystarian immortals could do nothing because they had to comply with the prime rule of direct Nonintervention on the first plane against mortal creatures.

The whole sphere of the Entropy monitored and demanded that the supreme rule of the immortal council be fulfilled to the letter.

The immortals of the other spheres begin to direct their strongest mortal followers trying to stop the legions of Devils who roamed through Mystara in the direction of the entrances to the Hollow World, and on the other side the demon hordes that swept everything in their path.

The only Mystarian force that seemed to be able to cope and delay the advance of the baatezus armies and Demons were the dragons at the cost of heavy losses.

It was then digging up in ancient legends, that a few older dragons along with the last members of the Eldar race were able to find and get the help of a secret weapon that was never used until then.

The Godan Warriors.

These last, allied with the Dragons of all colors and the Eldars managed to stop the invasion of

Baator and the destruction of the Abyss, fighting epic battles for almost 1800 years. Many of them died defending Mystara as Baatezus and Demon Hordes never seemed to end.

By that time, other worlds had not been so lucky, becoming lifeless or ended to the nine hells, where they were enslaved and tortured by the Devil race.

During those thousands of years of legendary battles, five of the few hundred Godan warriors accumulated so much fighting energy that they discovered in themselves another state of existence. They had become Godan Titans.

That new state gave them an unparalleled combat ability, giving to those five a combat power that started to destroy all Devils and even demons with increased ease.

It was when the last Eldars along with some of the older and more powerful Golden and Silver Dragons decided to help them and do something risky.

They build a powerful Mystarian elite force and travel to Damocles using the portal between the two worlds.

In the surface of Damocles, the battles had such great proportions, that between the extermination of the devils, demons, the world itself collapsed and became very instable exploding many centuries later in the year of 1.000 AC. (Mystarian Calendar)

The Mystarian Force won the great war but that was not the end...

By that time the only 10 Godan warriors that were alive had all become Titans.

The ten Godan Titan brothers gathered in circle in the destroyed and scorched wastelands of Damocles. Five of them, **Azza** (M), **Zagat** (M), **Zoa** (F), **Sazat** (M) and **Ryzen** (M) had decided to enter the Hell Portal that could only be closed on the Baator side. After that they would continue to counter attack and destroy everything they could in Baator. Many Silver and Gold Dragons followed them in this epic action. The Godan Titan essence wanted to destroy as much darkness and evil as they could.

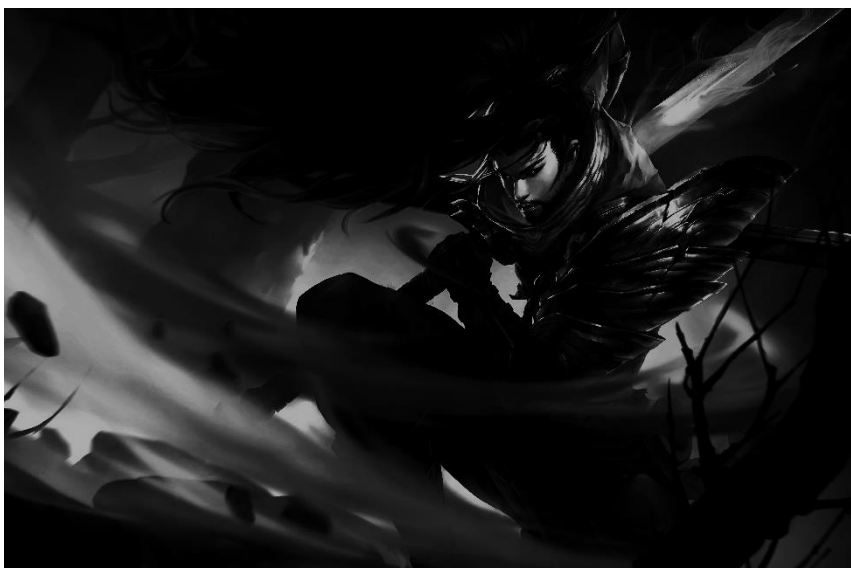
The other five, **Ryu** (M), **Saiyan** (M), **Azath** (F), **Gynzu** (M), **Azura** (F) traveled through other portals from Damocles to save Mystara and other worlds ...

The last Eldars, many Silver and Golden Dragons followed the five Godan warriors and entered Avernus the first of the nine infernal layers of Baator.

They travel through the Hell portal and found themselves in a vast red wasteland of rubble with skies red as blood and fire.

On the other side they found the guardian of the Portal to Damocles...Tiamat the five-headed Dragon Goddess of all evil dragons

The portal was next to the Pillar of Skulls, a stinking trophy frame, made with skulls of the dead demons in the Blood War that rose more than a mile towards the red skies. Beyond this, the passage to DIS, the second layer of hell was opened ...



In that place there was another combat of epic proportions with Tiamat. She was a powerful deity and she alone managed to almost destroy half of the Mystarian force. However, the five Godan Titan warriors discovered the secret that made it "almost" immortal in battle. Each Godan warrior cut off simultaneously her five heads before she mysteriously disappeared.

At the end of this great battle in the year 600 BC remained only ten powerful male Silver Dragons and one huge female Gold Dragon as well as the five Godan Titan warriors.

With the mysterious disappearance of Tiamat, the Dragons used their powerful magic to close the Hell portal permanently imprisoning all the Devils and Demons that had been scattered in the prime plane of Mystara.

Godan Titan Gynzu that had returned to Mystara along with three dragons swept the Hollow World from the inside out, annihilating in just over sixty years all the Devils on the planet. As for demons these proved much more difficult to track

During that time several powerful entropic agents were secretly sent by the Sphere of entropy to stop the Godan Titan warriors but were also exterminated.

The Entropic Immortals gather the great Immortal Council in Pandius and demand that the other spheres stop the annihilation of the Devil Race by the Godan Titans.

The upper hierarchical council decides to call to his presence Saiyan one of the Godan Titan, himself responsible for the extermination of all Demons in the world of Charon.

Centuries later the four immortals who once came into contact with his creator told him that even Godan Zaiyan in the name of creation had manage to stop himself just in time...

Saiyan was taken to the Immortal council just to listen from him the last sentence of his creator.

The darkness that touched the light would be destroyed.

The Devils and demons who launched the attack and become trapped in the prime Mystarian plane would all be destroyed. Until they got the sign to stop from Zaiyan himself. Only then they would stop.

The entropy can do nothing but watch frustrated the extermination until the death of the last Devil in the year 676 BC. Some valuable demons were put in a suspended sleep state by Thanatos and Demogorgon so they can't be tracked and destroyed by the Godan Titans.

Nevertheless, the Entropy plot was nor a total failure, because many demons were still scattered in Mystara and other worlds, a whole civilization created by de Imortal Asterius were annihilated and the future Damocles explosion would be used in the future...

The five Godan Titans kept their word and eventually stopped their hunt and returned to their now millenarian village located on the no name island. There was only 38 left of their people. Together they build a secret home inside the village temple. They built ten rooms, one for each of them and the other five to honor the brothers who dived in the depths of Baator

Sometime later they start to reveal to the thirty-eight Godan members of their village among men, women and children the **path of the Godan Titan Warrior**.

Since then, the "five" started to roam all over the Prime Mystarian plane spending dozens and sometime hundreds of years away from home. Few times they travel together, many times alone, just waiting for the darkness to "touch" the Light...

These secret warriors are closely watched by Ixion, Terra, Odin, and the Great One, the four immortals who know the true history of their origin. It is speculated that since then, entropy itself took much more caution with its large-scale actions, and start taking much more subtle ones...

The flowers of Entropy look at them as complete "aberrations", "vortex monsters" that have come to unbalance all the Multiverse. Thanatos once said ..." Fortunately for all, they are few for the vastness of the multiverse... they can't be in all places at the same time."

All Mystarian Immortals consider the Godan Titans extremely dangerous beings but since they are so few,

so old that secret force, they tend to fall into oblivion of all...

As for the "five" who plunged into the Nine Hells ...

Stay a While and listen "The Tragedy of Nessus"

In the Year of 340 BC, after a few hundred years of entropic advances over the other four spheres this one come to suffer a great blow to its power.

The most affected was Asmodeus the Overlord of Hell who was informed by Adramalech his chancellor that a huge tragedy was happening in the Nine Hells.

Five Godan Titans accompanied by Silver and Gold Dragons entered the hell portal and cross for dozens of years the nine layers of Baator. To the point of threatening the very Nessus, the last layer of Baator where his Diabolical Highness Asmodeus lived.

The Duke Zagum a Giant hamatula was destroyed as well as 17 of the 30 hamatula companies he commanded.

The Duke Rimmon a powerful Gelugon disappeared after his five companies of gelugons (ice devils) were totally obliterated.

When the powerful Asmodeus learned of these events he sent Duke Morax's nine Pit fiends' companies to quell that "anomaly." That "anomaly" destroyed Duke Morax and his nine companies.

After that they continue to advance. Thousands of Brazen devils, hell hounds, storm devils, legion devils, pit fiends and war devils had been destroyed by the Godan Titans and their Dragon Allies until they reach the gates of the great fortress that protected Malsheem the capital city of Baator.

Asmodeus was in absolute Fury, because they were doing what not even the most powerful demon lord was able to do... Menace Malsheem, and destroy vital devil forces that protect the inner layers of the nine hells in the Blood War.

Asmodeus then ordered Alastor, Baator's Most Powerful Pit Fiend to join Duke Buer another great pit fiend and commander of the fifteen elite companies of Pit fiends to finally exterminate that eminent "danger."

The Malsheem's battle between the five Godan Titans, the huge Mysterian Dragons and the Pit fiends was something that no mortal words can describe till today and has become **a taboo legend** in Hell until today.

It has become only known in Baator as "The Great Obliteration" the greatest and most tragic battle in Baator existence.

In the end of this unimaginable battle Sazat (M) one of the Godans Titan and almost every Mysterian Dragon were killed as well as Alastor, Buer and all the army of the most powerful Pit fiends of that Plane.

The remaining four Godan Titans and five Silver Dragons entered Malsheem overcoming his defenses and spreading their obliterating light until they reached Asmodan palace.

There they faced Asmodeus and his powerful bodyguard Martinet a Pit fiend almost as powerful as Alastor.

Protected by his top bodyguard Martinet and other powerful minions, Asmodeus was able to use all its power to barely escape from the Godan destruction leaving the Entropic Artifact behind.

After another short but lethal battle, Martinet and his minions were destroyed but still claiming the life of three silver dragons.

In the end of the Battle and the four Godan and the two dragons destroyed the artifact and disappear without a trace.

Asmodeus remain hided and exiled recovering from the great power loss in the entropic planes for more than 300 years. During that time Baator was ruled by the other ruler Entities of Baator, always fighting

for the power to become the overlord themselves.

During this time The Nine had lost all the advantage they had gained to the Abyss that took more than 2000 years to build, and more, the Abyss started to gain the upper hand in the Blood War. The Abyss advantage only stopped by the returning of Asmodeus 300 years later and 200 more years of conflict...

Some secret information's came to Asmodeus knowledge, talking of great and strange destruction inside the Abyss...

Words of Adramalech after Asmodeus returned to power...

"Ooh my lord ... If just one of those creatures were in our ranks, we would win the blood war for sure ..."

Asmodeus answer him:

"- Those creatures have their own purpose...and are immune to the purpose of others... I fear they could be the end of Baator and the Abyss altogether my hope is that their path is a straight line with no return..."

A conversation in the halls of Mount Celestia, between the Immortal Ixion And Viryn a Powerful Aasimon Solar in service of the God Tyr.

"- Lord Ixion we call you because something from your world has appeared in Mount Celestia on the top layer of Chronias. He's standing there... silent for 10 years now... No one can communicate with him, the powers sense that he is connected to Celestia but don't know his purpose..."

Engulfed in the sacred flame's Ixion gaze at the Godan warrior while approach him slowly...

After some time, he returns to the presence of the AAsimon Solar saying:

"- My dear Viryn... he just stopped here to understand more about "our" definition of "Light and Good..."

"- So, everything is safe...?" - asked the Aasimon

"- Celestia has never been so safe..." - Replied the Immortal Ixion with a smile....