

# The Warrior of **GODAN ZAIYAN**

“Mystara Secret Warrior”

Level 1- 36

Size 190-210cm

Status: Mortal



## Godan Warrior Experience Table

Level	XP
1	0
2	2,200
3	4,400
4	8,800
5	17,000
6	35,000
7	70,000
8	140,000
9	240,000
10	400,000
11	530,000
12	660,000
13	800,000
14	1,000,000
15	1,200,000
16	1,400,000
17	1,600,000
18	1,800,000
19	2,000,000
20	2,200,000
21	2,400,000
22	2,600,000
23	2,800,000
24	3,000,000
25	3,200,000
26	3,400,000
27	3,600,000
28	3,800,000
29	4,000,000
30	4,200,000
31	4,400,000
32	4,600,000
33	4,800,000
34	5,000,000
35	5,200,000
36	5,400,000

## Requirements & Minimum Abilities to Play the Godan Warrior

The Player must have be a Master playing the fighter Class and have Excellent role play.

**Str:16**

**Dex:18**

**Int:14**

**Wis:14**

**Const:16**

**Char: 10**

**Base Move:** 130' + 10' per Level up to 300' max. i.e. (140' lv 2 etc...)

**Languages:** Common, all Dragon, Celestial, Telepathy at Lv 15

**The Godan Warrior Hair** – The gorgeous, huge and wild black Godan hair still retains its original trait of the wild Zettas . After the Zetta transformation into Godan warrior his hair can grow to the knees at a rate of 7 cm per day. When it is cut, the part that is cut disintegrates. When short or medium in size the hair gets hard and upwards. When In full length, is hair gains the ability of detect demons or devils to a distance of 100 meters per Godan level.

## **GODAN WARRIOR DEFENSES**

The Godan Warrior uses the Mystara **Fighter Saving Throws Table**

**Hyper Senses:** *Darkvision 150 ft., Low-light vision, detect evil, detect snares and pits, true seeing / True Sight, Perception +33, Hyper Awareness*

**Mind Block:** *Immune to ESP, hold and slow spells, magical charms, quests, and Geas spells. all mind effects feeble mind, fear, Trap the Soul etc.*

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

**Block Magic Reading:** *Immune to any type of magic reading as well as anything in direct contact with him. (Weapons, armor)*

**Lv 5 - Summon Weapons:** *He can instantly summon his katanas to appear and disappear instantly in his hands up to (his level) in Miles. (max 36). This action it's instantaneous and not even considered a combat action.*

**Lv 7 – Radiant Resistance:** *The Godan warrior 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 will result in a minimum of 1 point of damage, even if rounding indicates 0 points of damage.*

**Lv 10 - Speak with Anyone:** *The Godan may speak with any living creature that has a language of any sort, as often as desired. The creature being spoken to does not have to converse with him.*

### **Lv 15 - Godan Skin**

**LV 15 –** *½ dmg vs normal / Silver weapons*

**Lv 25 –** *immune normal / Silver weapons, ½ damage vs weapons +1*

**Lv 35 –** *immune +1 weapons, ½ damage from weapons +2*

**Godan Hit Points -** *The GW gain 6 Hp per level+mod Const (does not roll dice for hp) up to lv 9. Up to level 9 when he gains a level, he does a constitution throw, if he is successful, he gains 8 + mod const instead of 6. From Level 9 to 36 he gains 6 hp per level.*

### **Godan Regeneration:**

#### **In Combat**

i.e 10-24 regenerate 1hp/round

Lv 25-36 regenerate 2hp/round

#### **Non-Combat Regeneration (passive)= combat regeneration + 2**

i.e 10-24 regenerate 3hp/round

Lv 25-36 regenerate 4hp/round

**Lv 30 Anti-magic Resistance:** *The GW and everything in contact with it will become immune to this effect during its level in rounds if he saves vs Spells.*

## OFFENSE

### **Godan 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.

Lv	AC	Dmg	#AT	W.E
1	6	1d6	2	+1
3	6	1d6+1	2	+1
4	5	1d6+2	2	+1
5	5	1d6+3	2	+1
6	4	1d8+1	2	+2
7	4	1d8+2	2	+2
8	3	1d8+3	3	+2
10	2	1d10+1	3	+2
12	1	1d10+2	3	+3
14	0	1d10+3	3	+3
15	-1	1d10+4	4	+3
16	-2	1d10+5	4	+4
18	-3	2d10+2	4	+4
20	-4	2d10+3	4	+4
22	-5	2d10+4	4	+5
24	-6	2d10+5	5	+5

The **AC** only applies when he wears **NO** armor.

**WE** – The Godan hands will be equivalent to magical weapon (“just to hit”; the **W.E** don’t count for attack roll or damage)

**Mandatory Skills** even with his defense powers the skills: Alertness / Tumbling / Acrobatics / Cat fall / Danger sense / Jungle lore / Demonology / Survival Jungle / Endurance jumping / Blind fighting / Riding dragon are mandatory.

### All Godan Passive Powers work with Bekan Jutsu

### Level 10 - Godan Speed Burst/ Combat Speed works with Bekan Jutsu

#### Block Natural Attacks

With his martial art the GW 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 Powers

The player informs the DM the power that he will use before the combat round starts.

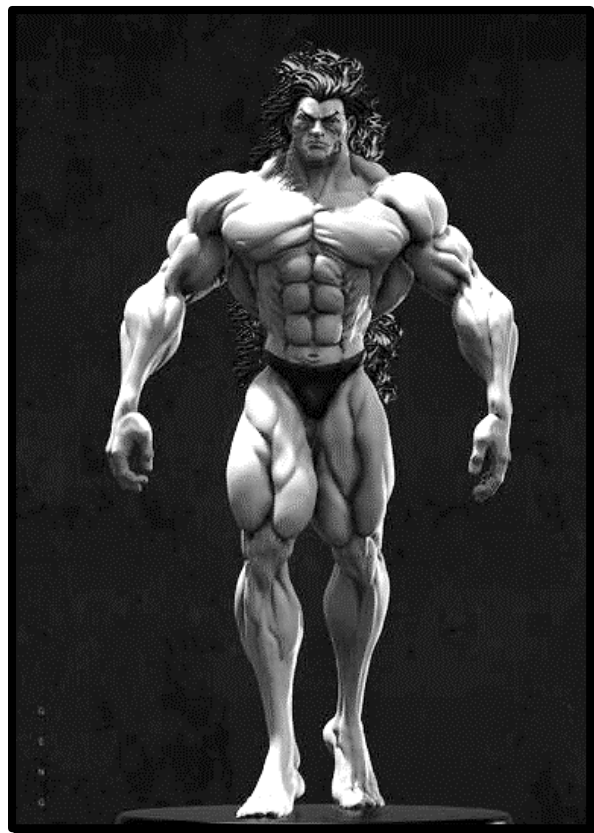
GW can activate the following powers and attack in the same round.

GW can activate **one** of the following powers and still use up to **2 Godan attack powers** in the same round spending 1 of his attacks. The maximum power activation is in any case 3.

**Lv 4 Godan Combat Speed Burst (Haste effect, one extra attack rule + 2 bonus AC) , duration 3 Turns (Godan level / 3 per day**  
ie At Lv3 1x day Lv 36 12 x day

**Lv 15 Fly speed = Godan base move x 2, duration GW level Turns (Godan level / 4 per day**  
ie : At Lv 15 3x day Lv 36 9 x day

*Note: This fly is a power cannot be canceled or dispelled like spells or spell like abilities*



## Godan Attacks, Weapons & Master

### Two Weapons Godan katanas (Mandatory):

Out of his hands they are two normal non magical katanas.

When they are wielded by any Godan Warrior is inner energy imbues the weapon increasing their attack power according to the level of the warrior. The same applies to any non-magical "normal" sword type it wields.



### Attack Equivalent Godan Katana

(The Equivalent count for attack roll and damage)

Level	Equivalent
5	+1 Weapon
9	+2 weapon
12	+3 weapon
15	+4 weapon
18	+5 weapon

If the weapon is already magic the applicable bonus will be the higher one. If a level 12 Godan warrior, uses a katana + 2, this will be +3 in his hands. If the Katana was +5 it would still be +5.

### Godan Weapon styles - Unique and mandatory (no weapon choices apply to GW)

#### One weapon and Two Weapon Style (Normal weapon Stats)

Attack	Attack roll	dmg
Lv1-5 <b>BS</b>	+1	1d8+ 1 <b>1w</b> H: -1AC / 1 Deflect0
Lv 6 <b>Sk</b>	+2	1d8+ 2 <b>1w</b> H: -2AC / 2 Deflect1 (save +1)
Lv 9 <b>Ex</b>	+4	2d8+ 4 <b>1w</b> H: -3AC / 3 Deflect2 (save +2)
Lv 12 <b>Ms</b>	+6	2d8+ 6 <b>1w</b> H: -3AC / 4 Deflect3 (save +3)
Lv 15 <b>GM</b>	+8	2d8+ 8 <b>1w</b> H: -4AC / 4 Deflect3 (save +4)
		<b>2w</b> H: -1AC / 2 Deflect 1 (save +1)
		<b>2w</b> H: -3AC / 2 Deflect 2 (save +2)
		<b>2w</b> H: -3AC / 4 Deflect 3 (save +3)
		<b>2w</b> H: -4AC / 4 Deflect 4 (save +4)
		<b>2w</b> H: -4AC / 5 Deflect 4 (save +5)

*Godan 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. Death Ray.*



### # Godan Attacks

The Godan Warrior automatically gains his attacks by only rising his power. (XP).

He does not need any masters, his fighting power and Art is inside him, just waiting to be released.

#### 1weapon

Lv 1 # 1    Lv 9 # 2    Lv 15 # 3    Lv 20 # 4

#### 2weapons

Lv 1 # 2    Lv 9 # 3    Lv 15 # 4    Lv 20 # 5

- **Godan Passive Powers:**

**Godan Combat Focus (passive):** 1 enemy per 9 levels of the GW

At the end of each combat round, the GW can make a Wis or Int throw what is higher, against each enemy he chooses. If he succeeds is AC and saving throws against that enemy has a bonus of 2 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 2 to the previous bonus up to a maximum of his Intel or Wiz what is higher

**Godan Combat speed (passive):**

In combat the GW initiative is 1d10 plus half of its Dexterity (9)

*“in 5 edition GW initiative is 1d20+ plus half of its Dexterity (9)”*

**Godan Attack Energy (passive)**

Any target hit by a GW strike must **save vs death ray** or take the maximum damage of that strike and from all attacks that hit him next, during that combat round.

**GW Level      Target save penalty**

10	-1
16	-2
26	-3
36	-4

- **Godan Attack Powers**

**Attack energy cost**

Every Godan Attack Power has a power cost to him **APC (Attack Power Cost), this** cost is marked is the attack power table every time the GW uses is powers.

**Godan Warrior 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 Recovery**

To recover his full attack points the GW must rest/sleep for a 5-hour period. He recovers 8 points per hour.

**In Non-combat activity** he recovers 4 points per hour.

**In Combat** he recovers 2 points per hour. One point each 3 turns.

**In Seiza Meditation** 2 hours of duration 1x day. He makes a Wisdom Check. If successful he recovers 20 points. But the next period of rest is doubled.

### **Lv 9 - Godan Blade Shield must use two weapons. 2 APC**

The GW will not make any direct attacks on his round and can move at normal rate. The GW Armor class gains a +6 bonus to his AC.

If the GW is flying the AC gains only +3

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

The GW can deflect any melee/ thrown or any size projectile attack that enters in the high-speed defensive blade field formed by his weapons.

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 back the attacker.

If the attacker is using a melee weapon, he must make a saving throw vs death ray 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.

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

The visual effect of this power has the effect of causing **terror** (wisdom check to avoid) on creatures with half the level or HD of the GW. Ie - Lv 36 affects Lv 18 or HD 18

### **Level 10 – Godan Combat Speed (Duration = ½ GW level rounds) 3 APC**

The initiative of the GW is always his total DEX Value + 1d10 launched in each round.

### **Lv 15 Godan Defense Obliteration (Duration = ½ level GW 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!)**



## **Level 20 Godan Vortex Strike (Duration 1 full combat round) ) Slice similar effect 6 APC**



The opponent hit by the GW blades must make a saving throw vs. death ray (with no penalty) or be struck dead by each blow made by Godan Warrior that round. Remember that Godan Attack Energy still applies in each Strike. So, the target save might be successful vs. Slice effect but still fail against Godan Attack Energy due to the save penalty.

### ***Slice effect from rules***

*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 Zayan temple on the unnamed island.*

*For this the GW must have level 20 of power or higher and temporarily spend 18 APC to transform his strange cocoon "bed" into a forge that will transform the armor he wears in a Godan armor.*

*The appearance of these armors is always very similar in shape because they are a reflection of the Godan Warrior himself.*

### **Requirements:**

**Have a magic armor**

**He must have** one heart and five scales of any X-Evil Dragon that should be placed over the small hole inside the center of his temple.

**He must have** one heart and five parts of a Demon / Fiend / Devil / Batezu or similar that should be placed over the small hole inside the temple.

**Wear the armor** he wants to transform and put himself in the bed of rest where we will lie for 10 days for each bonus and magic effect of the armor. ie 40 days to transform a +4 armor into Godan +4 armor

**Temporarily spend APC** that will only be recovered after 28 days for each bonus or armor effect. In a +4 Armor it would take 112 days to recover its 18 APC

**Permanently** Spend 100,000 xp-energy for each bonus or armor effect. That you want to keep. A +4 armor can only get +3 if the warrior does not want to wait that long or spend as much energy.

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



## **Godan Armor powers**

*Weight: nil*

*It becomes fully malleable with the movements of the body.*

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

**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.*

**Indestructible:** *the armor regenerates himself permanently and disintegrates itself if the Godan Warrior dies.*

**Death ward:** *If someone tries by their one will to hold or wear the armor has to make a roll vs. Cumulative - 1 spells roll per round or it will be disintegrated.*

**Regeneration:** *Heals is user 1 extra hp in combat or noncombat activity.*

## **How the Godan Warrior fits in My Campaign?**

*The introduction of this powerful and secret Kit in the campaign must be carefully evaluated by the DM. The kit has in its essence the fusion between Japanese Mangas like Karas, Goku Super Sayajin 5 to 10, Ninja Gaiden, the Mystic Class and creatures like Golden Dragon and AASIMON SOLAR. All fused by the Destruction of the Vortex Godan Zaiyan.*

*With the increased power of this warrior the kit can become too dangerous and even cause "momentarily" imbalances in the campaign itself. And it requires from player a great responsibility when playing this character.*

**This Kit is a Mystara Exclusive and use the rules of the Rules Cyclopedia. This Kit might be used in any fantasy worlds but caution is advised in using it.**

*The Godan Warrior Kit is not "simply available" to players, even if they have the characteristics, they need to play it. This should only be allowed to play by the DM to those he considers to be a **master player** in the fighter class and also at the role play level.*

*This kit, due to its rarity and lethality, must be integrated into a campaign that justifies its appearance.*

*Unlike other classes this one is never 100% controlled by the player, because the DM can also give some input in his gameplay.*

*The missions for which the Godan warrior was created are usually linked to great imbalances that he/she will attempt to destroy. The Kit can be used by the DM as a rebalancing tool in a campaign provoked (or not) by the Players. He can be a more or less temporary ally who would help them if the mission was really "too Dangerous" or almost impossible.*

*The Godan warrior has two forms in its existence. A Mortal one and an Exalted one even rarer called **Titan Godan**. This last one is a truly well-kept OP secret...*

## **The Godan Warrior History**

To understand the creation and power of the Godan Warrior, we have to delve into the very structure of time ... At the beginning of everything, the Multiverse was created by the "Ancients" (Old Ones).

Nobody knows their origin or even what they were. The Ancients also created the Gods so that they could freely populate the Multiverse, giving it form and direction, in addition to judging mortal creatures. What is certain is that even today no one knows the true purpose of the Ancients. Some deities believe that universal laws are embedded in the Multiverse's own structure, others believe



that the Multiverse only exists as a complex "diversion" and others argue that something like the Ancients never existed. Whatever the truth, if the Ancients exist, they seem "Absent", busy with more important things, rarely checking the Multiverse.

Before time itself, there were great wars between the Gods. One of them, Tharizdun, enslaved and devoured many gods, eventually becoming the most powerful of all gods. But he too, with all his power, had to pay the price for devouring and enslaving those who opposed him. His interior became corrupted, becoming more and more power-hungry and evil. Recognizing the danger that Tharizdun had become, the other gods united against him and at great cost were able to defeat him and his servants, imprisoning him in the "EMPTY". After that, there was a long "Era of Light", in which good flourished and evil became weak. But that Era passed by, inaugurating the present "Era of conflicts and uncertainty", marked by great cataclysms in many worlds. It is prophesied that the current Age will end in more upheavals, and that an Age of Darkness will come if Tharizdun awakens and defeats the Four Supreme Gods. However, even the darkness will come to an end, and no prophecy says what will come next ...

When Tharizdun was defeated, the gods created a dimensional prison to keep him asleep, calling it "The Void". But even asleep, Tharizdun can continue to dream, and such was the malice and power of his dreams that a "new thing" was created, The Sphere of Entropy. From this sphere of pure darkness, a subtle corruption was born that radiated throughout the Multiverse. In some places, where it flowed more strongly, it grouped, forming new planes and dimensions. Thus, the dimension of Nightmares, the Domains of Fear and the Abyss was formed.

The 'fragments' of Tharizdun's personality took on the aspects of new and evil Gods, who came to corrupt, kill and devour. The smallest were called Baatezu and Tanaari, the most powerful ... Demons. There was war again for the universes, when Tharizdun's dream servants rose up against the Gods of Good. In the beginning, Good was stronger, easily defeating the Evil Darkness. But Tharizdun continued to dream ... and Evil was continually strengthened, until now it has managed to match the power of Good.

New evil gods have emerged to oppose those of good, fueled by the dark power of Tharizdun. The Gods of Good, knowing the futility of wars, decided to cut Tharizdun completely from the Multiverse, imprisoning him in the heart of a Vortex from which his Evil could no longer escape.

The oldest and most powerful Four Gods of Good decided to join and create "The Vortex", for that they would sleep all eternity together with Tharizdun, opposing their dreams to his. Four Gods to oppose one, uniting their power under a single will: - The God of Thought to direct and unite them, the God of Energy to provide the pure and raw power of the opposition, a God of Matter to legitimately restrict and direct energy, and a God of Time, so that the Vortex would last for the Eons. The center of the Vortex was a vast storm, so powerful that it drew everything to his heart and nothing could escape its attraction. From the outside, it would look like absolute darkness. This black hole is known in the Multiverse as "The Void".

When creating the Vortex, the gods of good "cut" a part of the Multiverse itself - the part that contained the Void in which Tharizdun was placed and where he would sleep forever. More precisely, they built the Vortex around it. Vortex itself is neither flat nor has a dimension, it is an unnatural anomaly within the very structure of the Multiverse. Thus, it contains planes and dimensions, being itself a small Multiverse. However, although it is a subset of the major multiverse, the minor multiverse within the vortex is also infinite in theory. Only the Ancients understand the complexity and grandeur of such things, and perhaps even they did not realize everything ... The Vortex contains the absolute power of the five greatest Gods, counting on Tharizdun, and concentrates all its power within. This power is grouped in the Multiverse at the center of the Vortex, creating an unknown phenomenon in the external Multiverse. The Five Spheres of Power. As the gods sleep, this power is not directed by them and can be used by those

within the internal Multiverse. Arkun-Dar, Mystara, Oerth, Kryn, Toril, Old Alpathia and many other worlds exist in the Internal Vortex Multiverse. In the beginning, this Multiverse had no Gods, as no God wanted to be connected to Tharizdun.

Many of the worlds in this Multiverse contained mortal life. This life grew and developed subtly, altered by environmental energies, giving rise to many intelligent races. Eventually, some mortal creatures were able to touch the power of the spheres becoming immortal. These immortals learned to strengthen the spheres they touched and eventually developed a power that rivaled the gods of the Outer and greater multiverse. But even they failed to get through the Void, in the center of the Vortex. The cold truth is that the few who tried it were never seen being completely destroyed. Some theories of immortals say that they may have found a way to escape the Multiverse, exploiting Vortex's own energy to pave the way. Or maybe they got sick becoming impotent entities, isolated from their spheres. Or maybe they discovered the secret to making the transition to true divinity.

But within the Vortex, history repeated itself. Tharizdun continued to dream, and his dreams created new immortal beings to threaten the new immortals. It was his dreams that created the dimension of Nightmares and the plan of the Nine Hells. In the Great Outer Multiverse, outside the Vortex, other wars between the gods continued, where evil was again defeated. The defeated gods were so bad that they too were thrown into the Vortex, where they would be imprisoned for eternity. That's how they found Vortex's secret, unwilling to escape it, as their enemies were outside the Vortex. On the contrary, they began to covet the power of the spheres, conspiring against the Immortals who wish to rule the Inner Multiverse as their undisputed masters. In the early ages of the existence of the Main Plan, a being called Arik appeared. His species was totally inhuman. Arik grew up to become the ruler of his world, embarked on the path of immortality in the sphere of entropy. His final test on the Path of Immortality was the condensation of all the magical knowledge of his people into a hellish collection. To achieve this, he killed all living magic users of all species and gathered his intelligence in a single container. Later, Arik's inhuman followers used this item, "The Lost Souls Concordance", to conquer his entire galaxy. Arik was a totally cruel and inflexible being in his thirst for knowledge and power. He sacrificed anything to get what he wanted, although he did not do it arbitrarily or stupidly. His clerics tend to be insane (but not stupid) because of the nature of their "communication" with him. His followers fought for his release and, like their Patron, they were always willing to destroy everything to achieve this.

When the evil gods came together for war against the Immortals, Arik was one of their Entropy Immortals, allied to him, as he saw an opportunity to gain greater and more horrible knowledge from them. Despite obtaining the knowledge he sought, he also shared the fate of the Evil Entities when they were defeated, and was subsequently sent to the Prison Dimension. After interposing the Nightmare Dimension and the Prison Dimension, Arik continued his efforts to return to the Multiverse and ended up having some success. Only Arik the Immortal of the hundred eyes was not a true immortal; he was just a powerful entity of pure malice dreamed of by Tharizdun. In a sense, he was Tharizdun's unconscious avatar.

He entered the war in the Internal Multiverse. And although immortals managed to defeat him and imprison him in the prison dimension, he was more powerful than they thought and ended up fleeing wrapped in their dark and malevolent intentions. During those times the sphere of entropy gained too much power, too much power, and Tharizdun's dreams became more and more powerful, creating the 666 layers of the Abyss.

That was when the four Great Gods of Good, alarmed and afraid that Tharizdun would wake up and break free, decided to dream of something they initially hesitated to create, because even they were not sure what would result from their creation. They all gave an equal part of their power, fusing it with almost all the Void's pure destruction energy in the Vortex. From that moment the Void would

no longer disintegrate anything that tried to enter. This would still remain with a limited capacity for destruction represented by Blackballs and other similar entities. Thus, the 4 Gods created Godan Zaiyan "The Light of the Vortex". An entity of pure light of good, but containing within it the ultimate Destruction of Void. He was the weapon that would be released in the Multiverse, to destroy any evil energy in its path where it was strongest in an attempt to quickly bring balance in the Multiverse. The great entities of Entropy, be they mortal, exalted, immortal or divine, were all obliterated in their passage. What's more, as Godan Zaiyan was destroying the darkness on his way, he became even more powerful.

The time has come when the Light of the Vortex has returned equilibrium to all Spheres. But there was a side effect that the four great gods of good had not foreseen. The Vortex Light did not know when to stop. And so, he continued to destroy all darkness making him responsible for unbalancing the spheres again. Tharizdun started to stop dreaming and to die. But with the passing of the Eons, the five spheres became linked to each other, in a critical balance that had become vital for the Multiverse itself.

If Tharizdun died, entropy would die in the Multiverse, and that would also be the end of everything ... While Godan Zaiyan tore up the Mystarian Plan, there were several entropic immortals, including Arik, who tried to block his way thinking they were protected by his immortal abilities. They all had the same fate, the destruction by Godan Zaiyan. It was when the Immortal Council realized that they were all on the verge of destruction, that in desperation, the four immortal leaders of Mystara, Odin, Ixion, Terra and Great One, managed to do together what seemed impossible until then. Instead of trying to stop him (as they knew it would be his end), they used much of their power to establish the most powerful telepathic link of all time in order to try to communicate with Godan Zaiyan, and to understand the reason for his destruction unstoppable. Almost miraculously they managed to communicate with the Light and tried to show him that He would end up causing the same result as what he destroyed ... Godan asked them what their solution was, because he only knew and believed in his. The four immortals together managed to get Godan to stop his destructive essence for a few moments, showing him that the solution was "him creating something".

The intrigued Light agreed to stop its destruction and accepted the "strange" challenge. And so, it was, that the balance began to slowly return to the Spheres.

Godan Zaiyan was very close to the World of Mystara and decided to feel all his energy in search of something to create ... it was then that he detected something ... Lost in a vast and wild ocean, there was a small island covered by an ancient and very dense jungle. In its depths there was a small village, which was home to forty powerful wild humans, including men, women and children. Then, secretly, he started watching their lives and feeling the soul of each one of them for years ... Discovering the origins of their essence ... They were created by Sollar a deity from the world of Arkun-Dar. The reasons why they came to that world was a mystery. They were very powerful warriors, almost about humans with the purest and most savage souls he had felt so far. They hunted giant cats using only their own hands. Zaiyan call them ZETTA (Solar Souls).

But there was something very special about that small village. It was the place where some Golden and Silver dragons came for their eggs, which were carefully kept by the Zetta until they hatched. Godan Zaiyan also felt the soul inside these eggs, also feeling purity, power and goodness. Many years have passed.

Until one day, a huge golden dragon arrived in the small village. Godan felt an ancient creature with a brilliant and powerful soul. He had come to the village simply to die of old age. The dragon's ancient soul had thousands of victorious battles within it, against the forces of darkness. He stayed in the village where he was received by the Zetta as an old friend. A few days later, all the members of the village surrounded the dragon as he prepared to release his soul. In his final moments, the

Great Dragon offered the village chief two beautiful black swords in the shape of katanas. The swords he always used when he assumed his human form ... just like them ... So, everyone in the village waited for something for hours ... That something came from the heavens like a little flaming sun. It was an angel, a Solar Aasimon who came to take the dragon's soul to the highest heavens of Celestia. It was at that very moment that Godan felt within himself that the time had come to "create". Feeling the strength of the light of all the souls concentrated in that place, he began his creation: He felt hearts brave, wild and pure ... He felt great physical and mental power ... He felt great fighting power ... He felt the joy of souls full of clean and pure light .... Yes. .. he would create something ... just once ... He wildly released his destructive light as part of the jungle collapsed for kilometers while he merged all the Bodies, souls and energies into one entity, during a dream that lasted thousands of years. Just like the gods who created him, he also did not know what would result from the fusion of all those creatures with his light. Thousands of years later, the Light of the vortex had created ... a Warrior. ... his Godan Warrior.

It was then that for the first time he felt and understood what it was like to "create something" and want to protect instead of destroying ... Maybe it was time to go home ... to the Vortex Void.

The four Mystarian Immortals who watched from a distance what Zaiyan had created, asked him before he left if he understood the essence of creation, what he planned to do, and what the role of his warrior Godan would be. Godan Zaiyan told them just three sentences before disappearing without a trace.

"- IN THE NAME OF CREATION ..."

"- DARKNESS WILL NOT BE DESTROYED BY LIGHT ..."

"- DARKNESS WILL BE DESTROYED IF YOU TOUCH THE LIGHT ..."

Since then, the four immortals have decided to keep the existence of the Godan Warriors a secret. For, apparently, his world and perhaps others had won a new secret weapon ...

