Ideas

# Gods:

1 Deus Ruling the entire multiverse

GM – Deus ex plasmatio

5 Dei ruling over the main alignments

Good – Deus ex bonis

Neutral – Deus ex Scientia

Evil – Deum de Chao

Lawful – Deus ex Imperium

Chaotic – Deus ex Machina

9 gods ruling the individual alignments

# Artefacts:

Artefact building

Artefact from each god

Artefact of “the DM”

Corrupting artefacts

# Big Bad of first campaign

Keeps restarting when he dies, in the start tried to help everyone, in the end he became corrupted by the repeated restarts, leading to logical leaps making him think everyone can be saved if he controls magic and the lay-lines. All this started when he was at death’s door by his already dead comrades, he wishes with his last breath to be able to save everyone as he closed his eyes for the final rest. He discovers that he has been sent back in time to the week prior when the group was in a bar, with no recollection of why or how. He discovered that this happens every time he dies, no one believes him when he tells them, but they stay together, the rest of the group accepting his recollection of the future as one of his quirks that should just be ignored. He keeps dying to save all his comrades not knowing the eldritch monstrosity lurking outside of time slowly corrupting him every time he passes.

# Interesting characters:

Gaster-like character, spread throughout time, can noticed if people roll sufficiently high, is everywhere always… just hidden in the weave. Is incomprehensible, sounds like garbled mechanical speech of every language at the same time.

# Interesting items

Items that let’s you look at the weave and adjust fate.