Gold Mine Quest:

Setting:

(Present)

Within the forest area there is a clearing near to the large rocks which reveals a mine entrance.

Mine looks old and disused with collapsed rocks near the entrance and beams looking dangerously cracked.

Trees surrounding the area look spooky and dead.

There is a mine track coming from the mine to the outside area leading to some mine carts.

Closer inspection show ghosts walking around.

If brave enough to go inside there appears to be gold within the walls of the mine.

(Past)

This is a thriving community. The mine looks new and there are mine carts outside with gold inside.

Horses are also nearby with trucks being loaded.

Trees are nice and rocks are not displaced in front of the mine.

Drinking well with people stood around chatting.

What made it bad?

Evil guy that wanted to take over the mine for himself and profit from all the gold himself sabotaged the mine killing the people in the community.

What did he do?

Poisoned the drinking water in the well.

Put dynamite in the mine to blow it up when the poison wasn’t killing off the people quick enough.

What do you need to do to change events?

Possibles:

Save the well.

Clear the mine of charges.

Kill the bad guy.

Will need looking at closer for game mechanics.

When get back after clearing the level, going back in time could have ripped the fabric of time causing demons etc to appear from the mine or within the mine. So although think everything is fine people could start dying again from this and have to go in the depths of the mine to rid it of the demons?

MH – To not repeat elements of possible ‘ghost in the woods’ quest, perhaps the people are trapped and evolve into something terrifying over 100 years or so.