Clones  
Whenever you die you are respawned via cloning or/and enemies are cloned.

Mind control

Time travel

Past self still around, blocks paths chosen before. Activate time travel at given opportunities. Time turner like device, only the environment reverses its time and you stay where you are with what you have. map or choice chart.  
Infiltrate a castle to steal a time turner on an apparent mission from yourself to uphold space-time continuum. Multiple items in a time loop like a book that's passed on through time travel to yourself from yourself. Plot twist: the mission wasn't actually from yourself but from a thief that wanted to steal a second time turner.  
Incorporate invisibility cloak, enables stealth options, often usable to sneak guards or eavesdrop. Counters: locked doors, dogs, wizards, dialog (info).  
Objective is to obtain a time travel artifact in the center of a castle that you infiltrate at various risks you choose between.

Pilot (dungeons and dragons setting):   
Introduction:  
You’re a wizard in a group of adventures undertaking quests. When you awake in your inn one day, after a particularly gruelling quest, you find a letter claiming to be written by yourself even though you have no memory of writing such a thing. In the letter there is a strange artifact that can allegedly bring anyone who activates it back in time. The letter claims that you must go and retrieve the same artifact from where it was originally stored and then travel back in time to put together this letter in order for the space-time continuum to remain stable.

Options:

1. Nonsense! You don’t believe in any of this! You should investigate if this artifact even does anything at all.
2. This sounds pretty serious! You should bring this letter and the artifact to your companions and see if they have any insights.

Intro 1 Avoiding scams:  
As you begin trying to interact with the artifact, running your fingers along the clock-like design, you quickly notice the room darkening and you can see the night sky through a window. Unless this is a powerful illusion then this artifact seems to have actually turned back time. So it wasn't really a trick, was it? Confounded with having your only reasonable expectations broken, you decide to:  
  
Options:  
1. Take this quest alone.  
2. Involve your companions by consulting them about this suspiciously potential scam to an intriguing quest anyway.  
3. Turn down this quest entirely.  
  
Ending - The phantom trick  
Convinced the quest is a treacherous waste of time, you move on, business as usual. Some time shortly thereafter, you’re approached by a cloaked figure. It turns dark and you feel no more.  
  
Options:  
1. Game over.

Intro/Avoiding 1 Consulting your companions:  
Entering the bar in which the companions of yours reside, you hastily gather your party to announce the conspicuous quest. Given your history of embarking on many dangerous quests in this company before, it comes as no surprise that they’re willing to undertake this one right away. The letter addresses the location of the sought artifact, a great castle in the woods not too far from where you currently are, so that’s where you along with your companions will be heading next.  
(Alternatively - Entering the so called dunka dunka party that was raised after your last successful quest)  
  
During the event a fellow adventurer poses a query regarding why you studied the arts of wizardry. You reply that you became a wizard not to purge/smite the wicked nor cure the sick, but to transmute lead into gold.  
(You became a wizard to:  
  
Options:  
1. Purge/smite the wicked  
2. Cure the sick  
3. Transmute lead into gold)  
  
  
Infiltrating the castle solo - entry:  
Once at the site, you notice two distinct ways of entering the castle. The front gate stands open but ominous shadows surround it, is there someone there? The dungeons is the other entrance, located in the midst of ruins nearby the castle, perhaps it can give you as well as anything else a stronger cover.  
  
Options:  
1. (solo) Sneak through the front gate  
2. (solo) Sneak through the dungeons  
3. Listen for signs of danger  
  
Infiltrating the castle - entry:  
Once at the site, you notice two distinct ways of entering the castle. The front gate stands open but ominous shadows surround it, is there someone there? The dungeons is the other entrance, located in the midst of ruins nearby the castle, perhaps it can give you as well as anything else a stronger cover.  
  
Options:  
1. Enter front gate  
2. Enter dungeons  
3. Listen for signs of danger  
  
Infiltrating the castle - front gate:

Determined to enter this place head on, your firm warrior Leroy charges ahead into the main hallway with a fierce battle cry!

With any sense of suddulty gone, you've catched the attention of a dragon, leaving you with no choice but to:

Options:

1. Engage the dragon in combat
2. Perform a tactical retreat

(alternative - Before you know what’s happening however, he is stepped on by a dragon, stopping you and the rest of your party in their tracks.)  
(Random encounter with a dragon, may be avoided or battled through the section)  
  
Infiltrating the castle - inspection of entry:  
Taking the time not to run in blind, you listen very closely for any signs of what’s happening in there. You hear the sound of a faint breath and sense heat in irregular waves from the front gate. (Replace this sentence in accordance with the randomly appearing enemy here - nothing: The dungeons quietly sound with dripping liquids.) The dungeons echo with many light footsteps in bursts.  
  
Options:  
1. Enter front gate  
2. Enter dungeons  
  
Infiltrating the castle - dungeons:  
Committing to what appears to be a stealthier route, you go downwards towards the dimly lit and seemingly desolate dungeons. (Replace this sentence and the following event in accordance with a random encounter which is vaguely revealed if you inspect in the previous choice)The treversal goes smoothly and you spot something different. Engravings on a wall, depicting an odd object on a throne in a rather vague frame. Regardless of what direction may be optimal at one point or another, you proceed to walk the only path before you now that doesn’t turn away from the castle’s chambers.  
  
Options:  
1. Continue  
  
Infiltrating the castle - stairwell, ground floor:  
Having now exited the dungeons, you stand before a stairwell leading to three different floors. Potential points of interest on these floors are respectively a kitchen, a library and a hallway with many smaller rooms.  
  
Options:  
1. Explore first floor  
2. Explore second floor  
3. Explore third floor  
  
Infiltrating the castle - Choice of two doors:  
Throughout the hallway you now freely roam, there are two doors that presumably lead to differing treasures, but one of the doors is contemporarily locked. You pick:  
  
Options:  
1. The somewhat transparent shimmering door via traveling back in time.  
2. The golden door.  
  
Infiltrating the castle - somewhat transparent shimmering door:  
Inside the small room you promptly find an invisibility cloak. This ought to be useful for lurking or eavesdropping. (+invisibility cloak)  
  
Infiltrating the castle - golden door:  
Upon opening this door, the contents inside immediately catches your eye. Gold, a large heap of it, which you and your company of course eagerly collect. Given the use this wealth could have if and when you stop by to reinforce your arsenal at a store, this will make a fine addition to your collection. (+item(s), unclear and unessential implementation as of yet)  
  
Infiltrating the castle - hallway after main entrance:  
Roaming through this hallway, you detect light echoes of the footsteps and chattering of two figures rapidly approaching. Not allowing yourself to be caught off guard, you contemplate your approach, ultimately choosing to:  
  
Options:  
1. Confront the two figures  
2. Keep concealment by entering a random door around you  
3. (Invisibility cloak) Use invisibility cloak to effectively eavesdrop on the two figures  
  
Infiltrating the castle - confrontation with the count:  
It’s revealed to be a pale man in black clothing accompanied by another man in silver armour. Weapons at the ready, you stop them for questioning. Confidently, you inquire “The time artifact, where is it?”, to which the leading man mockingly responds “As the count of this castle I assure you it’s located elsewhere outside of these walls, now I advise you to leave. You haven’t even changed out of your bathrobe.”  
(vampire accompanied by a guard)  
  
Options:  
1. Attempt to bribe the count in exchange for the time artifact’s location.  
2. Lie that you’ll leave the castle now.  
  
Infiltrating the castle - confrontation with the count - snake oil salesmanship:  
“My appearance may not be too fancy for you, but perhaps this could lighten up your memory!”, you showcase a pouch mostly filled with gold coins and more notably your process of transmuting a fragment of lead into pure gold.   
  
Infiltrating the castle - confrontation with the count - cheap passage:  
“Very well, we’ll be on our way then.”, “Good.”. They now pass you by, with the silver-armoured guard stopping once to warn you, “If I or any of my men catches you and your company trespassing again, we won’t be so kind not to kill degenerates like you on sight.”. Heeding this warning, you know what to do if you face any further interference from the occupants of the castle again.  
  
Options:  
1. Proceed to the next chamber.  
  
Infiltrating the castle - Library:  
This chamber is filled with books in vast shelves. You suspect clues about the whereabouts of the artifact you’re looking for could be encountered among the historic section which should list what more unique items are stored here. Contemplating whether or not to go for whatever contents and risks that may be found here, you choose to proceed with:  
  
Options:  
1. Going through the library.  
2. Turning away to find another room.  
  
Infiltrating the castle - Library - Clues:  
After having traversed the stil environment in a search for the right texts on their corresponding shelves, you attain a book titled “The Unique Entities of Castle Alzheim”, which details the nature of various items confined here including a time artifact. The time artifact is described as a warped matter capable of altering four-dimensional past timelines provided they’re justified in parallel formation and within its range of 24 hours which can’t be offseted. This power originates from another secretive art called “Portus” which unlike the time artifact also brings one back in space for better or worse.  
  
Just as you’re about to leave, a ragged crooked-looking humanoid creature enters the room, instantly beginning to conjure up a horde of undead summonings upon noticing your presence. Countering this you:  
  
Options:  
1. Charge the main foe   
2. Fend off the summonings  
3. Use time artifact   
  
Infiltrating the castle - Library - Back in time:  
In an instant, the library shifts from a loud emerging battle to completely silent order.   
  
Infiltrating the castle - throne room:  
The center of attention here is a locked chest upon a pedestal, you figure that to unlock the contraption some kind of puzzle must be solved. Observing your immediate surroundings with this in mind, you notice a pressure plate in the floor which only when held pressed opens a wall into an indented area including two levers. Cooperating with your companions this task seems easy enough, you stand on the pressure plate while .   
  
Options:  
1.   
2. Use time artifact  
  
Infiltrating the castle - throne room - reward:  
You find an enchanted device which when switched to its active state emits a focused beam of purple light. Perhaps this item could most notably be a debilitating weapon against certain creatures. Trying it out, you spot a couple of words written on the inside of the chest’s lid, it says “time key”. Having noted your conspicuous findings here, you walk up the stairs nearby to continue your search.  
  
Options:  
1. Continue  
  
Infiltrating the castle - artifact chamber:  
You come before a gate demanding a password for access to its contents. Many words and phrases that you’ve picked up from observations throughout the castle crosses your mind, but you are hesitant to propose any incorrect password given the risk of disallowance to pass should you lack information or misinterpret the key to this lock more than once. It won’t budge through manipulation of space or time either, the heavy gate’s security spell is immune against the art of time travel familiar to it. You:  
  
Options:  
1. Speak the password “Warped matter”.  
2. Speak the password “More time to stop the key from turning”.  
3. Speak the password “Justify the four-dimensional branches”.  
4. Speak the password “Portus”.  
5. Speak the password “Second parallel timeline”.

6. Password? Just knock on the gate.  
7. Turn away from the gate to search elsewhere.

Infiltrating the castle - Artifact chamber - Go knocking

You knock on the gate, but nothing happens. You knock again and this time with all your might as hard as you can, but alas, it’s to no effect...Reconsidering everything, you:  
  
Options:  
1. Speak the password “Warped matter”  
2. Speak the password “More time to stop the key from turning”  
3. Speak the password “Justify the four-dimensional branches”  
4. Speak the password “Portus”  
5. Speak the password “Second parallel timeline”  
6. Turn away from the gate to search elsewhere  
  
Infiltrating the castle - Artifact chamber - Access granted  
The door reacts approvingly, opening itself while whispering “Access granted!”

Infiltrating the castle - Artifact:  
A vase of glass mounted on a frame of an elevated globe in a small thickly isolated room, containing a clock-like object within, identical to the one you received from the letter at the start - the time reversing artifact you were looking for, finally you have it at hand. (+Time reversing artifact - next main objective: quickly escape the castle and continue to the deliverance of the letter which completes the quest of the story - maybe with a twist or other more unexpected event for the ending)  
  
Options:  
1. Continue  
  
Escaping the castle - start  
Having now acquired this most mystic artifact from its original source, the means to construct the letter which if placed back into its loop upholds the space-time continuum, you begin looking for any opportunity to speedrun out of the castle. Heading out towards the fastest exit, the front gate, you stumble into the vampire in the main hallway. With an immediate threat of lethal confrontation, your following action is to:  
(Possible dialogue based on previous detection - “You dare steal from me? That will be your last mistake!”, or “Who are you lingering here? No matter, just leave this place already.”)  
  
Options:  
1. Slay the vampire.  
2. Avoid the vampire.  
3. (Enchanted device) Use your enchanted device to shine a certain light on the vampire.  
  
Escaping the castle - Running out of time  
Hearing the bell toll, you only have another hour to escape the castle, so you hurry up.  
  
Escaping the castle - Debilitating the vampire  
Utilizing the light emitting device in the vampire’s general direction, his skin burns with his eyesight appearing impaired, all to great effect, allowing you to pass as the now fragile man flees out of your way and deeper into the castle.  
  
Escaping the castle - Avoiding conflict  
Being mindful of your foremost concern, you dash out of the vampire’s way towards the exit of the castle. But as the speed of your foe’s movements are still great and undeterred, he catches up, slashing you in his stride.  
Now gravely wounded,   
  
Escaping the castle - Battling the vampire  
Determined to pave a secure path for the seemingly final stretch of your quest’s obstacles, it’s your companions that begin swiftly assaulting the vampire.  
(Perhaps for a solo approach - you swiftly assault the vampire with one of the few viable alternatives for combat amongst your many spells, a fireball. Hurling several more fireballs it proves not to be very efficient. )  
  
Escaping the castle - Slayed by the vampire  
The vampire strikes fatally, leaving you with a slit throat and an abrupt end to your mysterious quest. You collapse to the floor in a bloody mess.   
(never to awake again.)  
  
Options:  
1. Game over  
  
Escaping the castle - Slaying the vampire  
  
  
Escaping the castle - At the end  
  
  
Escaping the castle - Got through  
Now   
  
Ending - Don’t get any funny ideas

Just take the letter and the artifact and put it back next to the bed that your past self is sleeping in. Feeling relieved to finally have put things back in order you, as well as your companions, leave the village to find new opportunities elsewhere. A couple of days later you can’t find the second time artifact anymore and you assume it has vanished into the time loop it came from. You aren’t disappointed, instead you are relieved to never again have to care about such random absurdities ever again. You are sure nothing bad could possibly come from not investigating these strange events and that no consequences will be had from this adventure.

(possibly split in 2 with an option of being more observant and noticing someone stealing the time artifact from you)  
  
Ending - Keep the stolen artifact for yourself

You put your original time artifact, the one you got in the letter, back inside the letter and put it next to the bed that your past self is sleeping in. Feeling quite clever and hoping to keep your newly stolen artifact, you and your companions leave the village to find out what shenanigans you can get up to with this newly acquired power. You are sure the time loop will solve itself now that it, at least, has one time artifact.

In the middle of the following night a pair of strangers approach you. They claim to be from the time-correction beuro and that you will perish unless you give up your time artifact. They assure you that if you give them the artifact then they can solve the time loop and ensure your safety.

Options:

1. You know a scam when you see one. No way will you be surrendering your hard earned time artifact to these morons!
2. Perhaps it was naive to think that you would get out of this mess with something for it. Just give them the artifact and wash your hands from all of this trouble.

Ending - No looking for trouble

Giving these strangers the time artifact as requested, they quickly leave and the troublesome situation seems to be fully resolved as expected. You go home.  
  
The days thereafter the world was never the same

Ending - Keep the stolen artifact for yourself - Refuse strangers

They seem surprised at your stubborn rejection of their “help” and they call you greedy. They argue among themselves for a couple of minutes and then approach you again. They have decided to appeal towards your greed and offer you a sizable amount of gold if you just give them the time artifact.

Options:

1. Now this is more like it! A deal worth taking! You were tired of this nonsense anyway, and now you get paid to get rid of it!? You certainly are good at making deals. These second rate scam artists have nothing on you.
2. If they are prepared to pay that much for it so soon then it must certainly be worth a lot more. You don’t become rich by being a fool and you know when there is money to be had. Demand even more gold!
3. Do they take you for an idiot? Obviously you can make a near limitless amount of gold by just using the time artifact yourself. There is no way you will agree to give it away!

Ending - Give the stolen artifact to the strangers claiming to be from the time-correction beuro for a hefty financial boost - Greed

Pleased to strike a resolving deal, you exchange the time artifact for the promised sizable amount of gold. The cloaked strangers thank you for your cooperation and then disappear far from sight along with the time artifact. And so that was the end of that. You may or may not be happy, but more importantly, you are rich.

Ending - Keep the stolen artifact for yourself - Clever blackmail

Countering their offer with your demand to be paid at no hidden discount, they begrudgingly agree to a price sum double that of their initial proposal but still less than the quadruple increase you demanded.  
  
Options:  
1. You won’t surrender to any half-baked macro-transaction, you only sell a possession such as this at full price.  
2. That will do, let’s make the deal.  
  
Ending - Keep the stolen artifact for yourself - Deal gone wrong  
Appearing outraged at your stubbornness for persistent perfection in the art of greed, they step back again to counsel one another on their next move. After a brief pause, the two cloaked strangers draw their daggers on you, expressing an absolute, “Hand over the time artifact now or you will perish.”.  
  
Options:  
1. Surrender the time artifact hoping that they’ll show mercy on you.  
2. Engage in combat to kill them.  
  
Ending - Mercy

You comply and give away the time artifact without hesitation or conditions. “We’ll let you live, on one condition only, you’re bound to a chronic vow of silence regarding anything about the time artifacts and the time-correction beuro.”

Ending - Keep the stolen artifact for yourself - No deal  
  
Ending - Epilogue  
The world is gripped by elite warlocks who are always in an advantageous position at the right time with the right tools and the perfectly intricate knowledge of all in their presence, countering the actions of targets before they’ve even enacted them. Politics is none of your concern, as long as you can practice magic and be handsomely rewarded in gold you’re satisfied.  
  
Options.  
1.   
2. Demand to be further payed for your silence

Suggestions on game mechanics:  
Distract guards once, go back in time to sneak past said guards while your past self distracts them.

Go back in time to enter a room that is currently occupied.

Mechanism that requires multiple people (like turning 2 keys at same time) (maybe where the people are imprisoned or in danger after using it).

Escape from someone approaching you.

Enter a door that is currently locked but that was open before.

Be sneaky after traveling back in time. (otherwise time continuum breaks).

Go back in time to prepare for a sudden required (can’t just escape) encounter. (one companion is trapped/ambushed and needs immediate help, go back to prepare that help)

Someone is running from you, go back and lay/prepare a trap in front of them.  
Companion dies, go back in time to make it look like they died when they did not.  
Can at maximum only travel back in time 24 hours, after usage the ability is drained of the same amount of time used and put on a 1:1 cooldown. This is shown via a glass bar in the time artifact, the extent of the remaining available power depending on how full the glass is with a light-blue mana-like liquid.  
  
  
Companions are

Thief/Warrior/Monk/Ranger/Druid(transform into animals?)

Leroy (die early, option to save with time artifact - maybe at cost)

Warrior - Leroy Jenkins  
Witch/warlock - stealthy, suspected by protagonist for having secretly composed the main quest but has earned trustworthiness.

Monk - Very arrogant much like jedi  
  
You became a wizard to:  
  
Options:  
1. Purge/smite the wicked  
2. Cure the sick  
3. Transmute lead into gold  
  
You’re something of an expert in snake oil salesmanship yourself.  
  
  
  
  
Completely unused suggestions:  
  
(...) to which these strangers mockingly respond “hahaha you picked the wrong castle fool”  
  
As you venture down this path, hordes of venomous spiders reveal themselves as a startlingly alarming threat. You and your party must either fight here or run onwards.  
  
Options:  
1. Fight here  
2. Run onwards  
  
Infiltrating the castle - battling spiders in the dungeons:  
  
  
Infiltrating the castle - rushing through the dungeons: