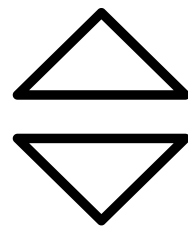


SOMEONE DIES IN THIS ELEVATOR

A SHORT SPOILER-DRIVEN TTRPG FOR 1-4 PLAYERS & A 6 SIDED DIE



Create your character. You can play as yourself if you wish. From here onwards, “you” refers to the character you are playing as. The win condition is dying in an elevator.

If you’re playing as a group, take a moment here to introduce yourself. Establish if you’re friends or strangers. When it comes time, take turns rolling the dice. The dice-roller does not have to personally decide the effect of their roll - this can and should be done as a group.

YOU’RE IN AN ELEVATOR. LET’S FIND OUT WHICH ONE.

Roll once. If it’s odd, roll again on the first list. If it’s even, roll again on the second.

- | | |
|--|---|
| 1. An elevator to the moon. | 1. A moving platform at a magic school. |
| 2. An elevator in an old mine, barely functional. | 2. A construction elevator along a half completed building. |
| 3. An elevator to the penthouse of a fancy skyscraper. | 3. A dilapidated elevator in an abandoned theme park. |
| 4. An elevator that goes to the depths of the ocean. | 4. An newly installed elevator inside a spaceship. |
| 5. An old elevator at a historic hotel. | 5. An elevator in an elevator warehouse. |
| 6. An elevator to the basement of an evil lair. | 6. A shiny elevator on the set of an action movie. |

Take a moment to share how you feel about being in this elevator. What has brought you all together here? (If you’re alone, what has brought you here by yourself?)

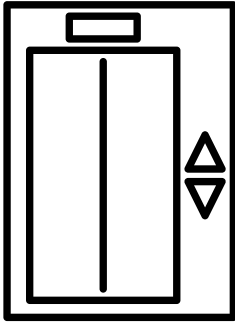
LET’S FIND OUT WHO OR WHAT ELSE IS IN HERE.

Roll once. If it’s odd, roll again on the first list. If it’s even, roll again on the second.

- | | |
|---|--|
| 1. A knife and some duct tape | 1. A ghost who is afraid of the dark. |
| 2. A small lighter on a keychain | 2. Dracula, asleep, hanging upside down from the ceiling. |
| 3. A mysterious staff that’s glowing slightly. | 3. The dice-roller’s long lost evil twin, thought to be deceased. |
| 4. The dice-roller’s private diary, open to a page in the middle. | 4. An elevator maintenance worker in a state of vague concern. |
| 5. A suspicious-looking sandwich wrapped in paper. | 5. Sherlock Holmes. The public domain kind. |
| 6. A tiny model of the elevator you’re currently in. | 6. The dice-roller’s father’s brother’s nephew’s cousin’s former roommate. |

How do you react to the discovery of this person or thing, which has been here all along? How does this change the experience of the elevator ride? Would you say you're safer, or less so than before? Has anyone died yet? No? Then let's continue.

SOMETHING HAPPENS! LET'S FIND OUT WHAT.



Roll once. Remember this number.

1. A crack appears in the floor.
2. The elevator shakes in a dramatic fashion.
3. A portal appears along the left wall, voices emanating from it.
4. The lights go out.
5. You hear a scream from just outside the elevator.
6. The elevator door disappears.

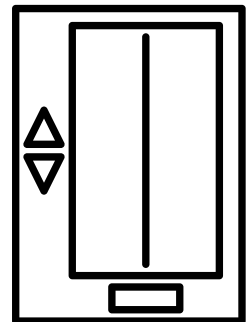
What do you do about this? Is the item or person you discovered helping you out or making things worse? Has anyone died? No? Then let's continue. Go to the same number that you rolled last time.

1. The crack widens and the floor starts crumbling away.
2. The elevator turns sideways. It's not supposed to do that!
3. Someone enters from the portal. Someone, or... something.
4. The elevator stops. You are trapped.
5. Someone knocks on the door, frantically.
6. The elevator door reappears inside the elevator.

What happens? What do you do? How do you die? ...oh, you're still alive?

LET'S ROLL TO FIND OUT WHAT HAPPENS NEXT.

1. A ferocious argument breaks out, culminating in fisticuffs.
2. The temperature drops and it starts snowing in the elevator.
3. The dice-roller becomes convinced that the elevator does not exist.
4. The grim reaper arrives with a cold cup of coffee.
5. The elevator starts to shrink at a mild but alarming rate.
6. There is a HORSE loose in the ELEVATOR.



How does this go? Follow the scenario until someone dies in the elevator.