Turn:

1. Gateway of your color appears/opens
2. Player chooses to: Visit Shrine, Enter Gateway, View Character, View Obelisk

Central Room:

1. View Character
   1. Trade
2. View Obelisk
3. Enter Gateway
4. Visit Shrine

View Character:

1. Can view your own character, including equipment and backpack contents, as well as exp, class, and race
   1. Use class/race ability
2. View other characters’ equipment, level, class, and race
   1. Trade:
      1. Propose trade “this” for “this” OR “this” for something-unknown-in-their-backpack
      2. Propose trade for a bone to effectively give an item
   2. Use class/race ability that interacts with other character

View Obelisk:

1. Tutorial
2. Item dictionary
3. Class descriptions
4. Race descriptions
5. Gamescore

Enter Gateway:

1. Encounter monster
   1. Monster runaways?
   2. Interference possible
   3. Win
      1. Search Corpse
      2. Exp gained based on monster’s strength (levelling up happens here)
   4. Lose
      1. Character(s) run
      2. Monster Penalty

OR

1. Greeted by temple guardian
   1. Good/Bad – 3 Treasure chests (2 are good, 1 is bad)
   2. Ask for resource(s) – See guardian item combo sheet



* 1. Rare levels (truth-teller/liar, gambler gameshow, etc.)

OR

1. Gateway Malfunction
   1. Similar to traps/curses

Visit Shrine:

1. View shrine inventory
   1. Add items to not-full backpack
   2. Store items from backpack in shrine
2. Use class/race items (Mystic Crystal, Enchanted Flask of Ale, etc) or other items
3. Upgrade/Craft items