When Abxeryer is defeated and creates a Gate

:Abxeryer

unconscious(actor, map)

<< creates >> → **:Rune**

<< creates >> → **:DropItemOnDeathAction**

:GameMap

execute(this, map)

opt [random.nextInt(100) < dropChance]

:Location

locationOf(actor)

addItem(itemToDrop)

result : String

result : String

<< creates >> → **:TravelAction**

<< creates >> → **:LockedGate**

lockedGate : LockedGate

locationOf(actor)

setGround(lockedGate)

result + super.unconscious(actor, map)