Lock

Locks can be found on doors or other items. They can apply modifiers to Open Lock checks:

Lock Type	OL Modifier
Poor	+10%
Standard	-
Superior	-10%
Complex	-20%

DM note: The vast majority of locks in dungeons should be Standard. Poor locks are useful for cheap houses in town and such.

From: https://www.demonidol.com/ - **Demon Idol**

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Last update: 2025-04-13 23:35



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