

# 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://old.demonidol.com/> - **Demon Idol**

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Last update: **2025-08-08 02:54**

