

Open Essence 3.1.10

UNBARRING WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Lock	1 lock	—	100'	U
2)	Magic Lock	1 door	1 min/lvl	touch	U
3)	Locklore	1 lock	—	touch	I
4)	Opening I	1 lock	—	touch	U
5)	Traplore	1 trap	—	touch	I
6)	Disarm I	1 trap	—	touch	U
7)	Jamming	1 door	P	50'	U
8)	Weakening	1 door	P	50'	U
9)	Open Prison I	5'R/lvl	P	self	U
10)	Opening II	1 lock	—	touch	U
11)	Undoor I	1 door	P	10'	U
12)	Disarm II	1 trap	—	touch	U
13)	Greater Magic Lock	1 door	1 hr/lvl	touch	U
14)	True Lock	1 door	1 hr/lvl	touch	U
15)	Undoor II	1 door	P	10'	U
16)	Open Prison II	5'R/lvl	P	self	U
17)	Undoor III	1 door	P	10'	U
18)	Magic Lock True	1 lock	1 day/lvl	touch	U
19)	Undoor True	1 door	P	10'	U
20)	Lock Mastery	1 lock	—	touch	U
25)	Trap Mastery	1 trap	—	touch	U
30)	New Gate	1 wall	P	touch	U
50)	Gate Cleaver	varies	1 rnd/lvl	varies	U

1. Lock — Caster can cause any lock he can see within 100' to be locked (the lock is just normally locked and can be opened normally).

2. Magic Lock — A door (or container) can be magically "locked." The door can be broken down normally or the spell can be dispelled. Otherwise, the door cannot be opened for the duration of the spell.

3. Locklore — Gives the caster a +30 bonus for picking the lock analyzed. If the caster describes the information gained from this spell, that person will get a +20 bonus to picking the lock analyzed. This bonus is *not* cumulative with any bonus gained from the *Lock Lore* skill.

4. Opening I — When cast upon a lock, there is a 60% chance a normal (± 0 difficulty modification) lock will open, and a 90% chance that a *Magic Lock* will open. There is a 10% chance that any associated traps are set off. The sophistication of the lock modifies the roll. I.e there is a 80% chance this spell opens an "Easy (+20)" non-magical lock, but only a 10% chance of opening a "Sheer Folly (-50)" non-magical lock.

5. Traplore — As *Locklore*, except applies to disarming traps.

6. Disarm I — As *Opening I*, except its chances concern disarming traps.

7. Jamming — Causes a door to expand and jam into its frame. Roll d100 to determine the severity of the jam (a 01 means the door is only slightly stuck; a 100 means that the door is unopenable).

8. Weakening — Reduces the inherent strength of a door by 50%. All attempts to break down the door get a +50 bonus.

9. Open Prison — When cast, there is a 60% chance that all locks within the area of effect are unlocked (90% chance for *Magic Locks*). Roll separately for each lock in the area of effect. The sophistication of the lock modifies the roll.

10. Opening II — When cast upon a lock, there is a 90% chance a normal (± 0 difficulty modification) lock will open, and a 120% chance that a *Magic Lock* will open. There is a 10% chance that any associated traps are set off. The sophistication of the lock modifies the roll. I.e there is a 20% chance this spell opens an "Absurd (-70)" non-magical lock.

11. Undoor I — Caster may disintegrate a simple wooden door, no more than 1" thick. Door must be of regular size or smaller, no more than 7' high and 4' wide. Hinges, metal reinforcements and other metal objects will remain unharmed.

12. Disarm II — As *Opening II*, except its chances concern disarming traps.

13. Greater Magic Lock — As *Magic Lock*, except for duration (1hr/lvl) and that any chances that an *Opening* or *Open Prison* spell will work is reduced by -70. I.e an *Opening I* spell has only 20% chance of opening a *Greater Magic Lock* while an *Opening II* has 50% chance of success.

14. True Lock — As *Greater Magic Lock*, except door or container is unbreakable by normal means and *Undoor I* have no effect (but *Undoor II* works fine!).

15. Undoor II — As *Undoor I*, except stone and metal doors is also disintegrated and door size may be up to 2" thick, 8' high and 5' wide.

16. Open Prison II — As *Open Prison I*, except chances are 90% for non-magical locks and 120% for magical locks. Chances are still affected by lock difficulty.

17. Undoor III — As *Undoor I*, except door of any materials may be disintegrated and door size may be up to 3" thick, 9' high and 6' wide.

18. Magic Lock True — As *True Lock*, except for duration (1day/lvl) and that any chances that an *Opening* or *Open Prison* spell will work is reduced by -90. I.e an *Opening I* spell is useless while an *Opening II* has 30% chance of success. Also an *Undoor III* spell is required to affect a door with a *Magic Lock True* cast on it.

19. Undoor True — As *Undoor I*, except door of any materials may be disintegrated and door size may be up to 6" thick, 10' high and 7' wide.

20. Lock Mastery — Gives the caster a 130% chance of opening a lock. The chance is modified by the sophistication of the lock. I.e there is an 80% chance of success if the lock is considered Sheer Folly (-50) to open.

25. Trap Mastery — As *Lock Mastery*, except its chances concern disarming traps.

30. New Gate — A doorway (8'x5') is created in any wall up to 1" thick per level of caster. I.e a 30th lvl caster can disintegrate a portion of a wall up to 8'x5'x30".

50. Gate Cleaver — For the duration of this spell the caster may open/close any lock (regardless of difficulty or magic), disintegrate any door (regardless of size and material, as long as it is used as a door) and also use the effects of any of the lower level spells on this list.