

Enchanted Items, Explanation of: Key, Skeleton

Area of Effect: None.

Avoidance-roll: See: “Explanation”.

Charges: Permanent enchanted item. See: “Explanation” and “Special”.

Command word(s): None.

Damage: None.

Duration: None.

Effect time: As thieving abilities. In other words the amount of time taken to pick a lock.

Explanation: The Skeleton Key appears as an ordinary key and will aid a thief in picking any keyhole lock. Roll on the following chart to know what bonus a Skeleton Key will give:

<u>%Roll: Skeleton Key bonus:</u>	<u>Value:</u>
01-56: +10	500 white-gold
57-65: +20	1,000 white-gold
66-73: +30	2,000 white-gold
74-80: +40	4,000 white-gold
81-86: +50	8,000 white-gold
87-91: +60	16,000 white-gold
92-95: +70	32,000 white-gold
96-98: +80	64,000 white-gold
99-00: +90	128,000 white-gold

The Skeleton Key will fade away forever when a lock is not successfully opened unless the thief using it makes a successful avoidance-roll vs. “Magic”. Non-thieves using this key must make a successful avoidance-roll vs. “Enchantment”, or the key will fade away.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Magical locks are not effected by the Skeleton Key, unless the magic of the lock is expelled first.

Invoke time: None.

Maximum adjustment: None.

Notes: The bonus this key gives will stack when using the thief ability, “Pick Lock”.

Preparation: None.

Range: One lock (within reach of thief).

Resting time: None.

Special: None.

Susceptibilities: None.

Value: See: “Explanation”.