

*This is a rule system for locks (and lock picking) in **HeroQuest**. I originally conceived this system years ago for a game set called **Melee and Wizard** (anyone remember those from **MicroGames/Steve Jackson**?). I have redone them for use in **HeroQuest**. Like **Melee and Wizard** before it **HeroQuest** was missing my favorite character class the **Thief**! What fun is it if you can't break in to something while adventuring?*

Locks in



Lock Rating

The **Lock Rating** is represented by a 2 part code. The first part is the **Lock Strength** represented by a number between 1 (weakest) and 10 (strongest). The second part is the **Lock Intricacy** represented by the die face required to roll when **Picking Locks**. They are a **Skull** (easy), **White Shield** (Medium) and **Black Shield** (difficult). The easiest lock to pick would be a **1 Skull** and the most difficult would be a **10 Black Shield**.

Locked doors shown on a **Quest Map** are given a number, much like special rooms are given a letter. The **Lock Rating** is then given in the **Quest Instructions**.

Picking Locks

The player rolls one **White Die** for each of the Hero's **Lock Pick Ability Points**, adds one **White Die** for any bonus of the **Lock Pick Kit**, etc., and attempts to roll equal to or greater than the **Lock Rating**.

***Example:** The Barbarian pulls out his normal **Lock Pick Kit** with no bonus and attempts to open the locked chest. He has just recently learned to **Pick Locks** and so has no advanced instruction bonus. The Barbarian rolls 4 White Dice for his base **Lock Pick Ability**. He rolls 1 Black Shield and 3 Skulls. The Game Master sees the lock was a simple one 2 Skulls. He informs the Barbarian the chest opens to reveal...*

Lock Pick Tools

A **Lock Pick Tool Kit** is required to attempt to open a lock. Some rare **Lock Pick Tool Kits** may add bonuses to the users **Lock Pick Rating**.

🔒 **Armory: Lock Pick Tool Kit** 250 Gold.

🔒 **Special: Mithral Lock Pick Tool Kit** 750 Gold.

Adds a +1 to the Hero's **Lock Pick Ability**.

A Dwarf, Rogue or Thief gains +2 to their **Lock Pick Ability**.

A **Lock Pick Tool Kit** will **break** and become useless on any complete failure roll.

Example: The Elf Hero has a **Lock Pick Ability** of 6 and is required to roll **3 Skulls** in his attempt to pick a lock. The player rolls **1 Black Shield** and **5 White Shields**. The Elf's **Lock Pick Tool Kit** breaks due to the fact **no Skulls** were rolled.

Had the player rolled **1 Black Shield, 4 White Shields** and **1 Skull**. The Elf would still have failed to open the lock, but the **Lock Pick Tool Kit** would not have broken.

Lock Pick Ability

Once a Hero has learned to **Pick Locks**, the Hero may add his **Mind Points** and natural **Defend Dice** (do not include Armor or Spells). This represents the Hero's Intelligence and Agility while attempting to pick a lock or their **Base Lock Pick Ability**.

* Barbarian	Base Lock Pick Ability	4
* Dwarf	Base Lock Pick Ability	5
* Elf	Base Lock Pick Ability	6
* Wizard	Base Lock Pick Ability	8

Learning to Pick Locks

Any Hero wishing to **Pick Locks** must first learn how from a member of the Thieves Guild between Quests. The exception is the Rogue, Thief or Hobbit expansion Hero, who begin the game with this ability.

To learn to **Pick Locks** the Hero must pay a teacher from the Thieves Guild 50 Gold (Wizards must pay 75 Gold as the thieves do not trust them!). The Hero will then have to roll under their current **Mind Points** on **1 Red Die**. The exception is the Dwarf who need not roll (He must still pay the teacher for the instruction). The Dwarf learns the initial ability to **Pick Locks** automatically due to his innate ability to **Disarm Traps**.

If the Hero is successful he may attempt to **Pick Locks** with a **Lock Pick Kit**. If the Hero is unsuccessful in his effort to learn to Pick Locks, he may attempt to learn again after completing the next Quest and again paying the fee to the teacher from the Thieves Guild.

A Hero may attempt to improve his **Lock Pick Ability** by receiving advanced instruction from a member of the Thieves Guild. The Hero may gain +1 to his **Lock Pick Ability** for each advanced instruction he successfully learns, up to a maximum of +3. Each advanced instruction is triple the cost of the previous instruction.

⇨ Learn to Pick Locks	50 Gold / Wizard 75 Gold.
⇨ Add +1 White Die	150 Gold / Wizard 225 Gold.
⇨ Add +2 White Dice	450 Gold / Wizard 675 Gold.
⇨ Add +3 White Dice	1350 Gold / Wizard 2025 Gold.

The Hero must then roll under their current **Mind Points** on **2 Red Dice** to gain the bonus. The Dwarf, Rogue, Thief or Hobbit need only roll **1 Red Die** under their current **Mind Points** to successfully gain the bonus. Failure requires the Hero to pay the instructor again and re-roll after completing at least one Quest if the Hero wishes to attempt to learn the advanced **Lock Pick Ability**.



Breaking Locks

Any Hero may attempt to break a lock. To break a lock the Hero attacks the lock. The **Lock Strength** is the number of **Defend Dice** the lock rolls and the **Lock Intricacy** represents the **Body Points** of the lock.

♁ Lock Intricacy Skull	The lock has 1 Body Point .
♁ Lock Intricacy White Shield	The lock has 2 Body Points .
♁ Lock Intricacy Black Shield	The lock has 3 Body Points .

Only one Hero may attack a lock per round. If a Hero rolls all **Black Shields** while attacking a lock, the Hero sustains a loss of one **Body Point** with no **Defend Dice**.

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