

# Knock



30'



special



Opens stuck, barred, locked, **held**, or **wizard locked** doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains. If used to open a **wizard locked** door, the spell does not remove the **wizard lock** but simply suspends its functioning for one turn. Knock will not raise a portcullis or operate any other similar mechanism, nor will it affect ropes, vines, and the like. Each spell can undo a single means of preventing access.



BF 24

