

Basic: Counts as having a Basic lock. List up to 3 Characters and Player numbers on card who can open it.

Proficient: Counts as having a Proficient lock. List up to 3 Characters and Player numbers on card who can open it. Replaces benefits of Basic crafting.

Master: Counts as having a Master lock. List 3 Characters and Player numbers on card who can open it. Replaces benefits of Proficient crafting.

Fiscal Mysticist: Spend 20 Mind and 1 Minute setting up a trap on the box. Place a card on the box that says 'Master Trap: If Unlock skill is used on box take 50 Body damage'. The character that set the trap can open the box safely.