

# Wills

**This is an extension rule (<sup>Ex</sup>) and is not part of the official rules.** That being said, the idea of characters having a will is supported by the 1981 character record sheet.<sup>1)</sup>

If a character dies with money or items at a [moneychanger](#), but has not written a will, the stored wealth is lost. A will is simple statement of what happens to these items upon death. It should be sent to the DM.

Wills can be updated any time the character is in a city (see [settlements](#)). There is effectively no fee for updating a will (it's assumed to be a part of regular [upkeep](#) expenses).

## Henchmen

- Henchmen can will up to 50% of their non-magic wealth to their master or mistress.
- Upon death and not being raised, each of the henchman's magic items will have a 50% chance to be willed to their master/mistress, and a 50% chance to be removed from the game (willed to relative, etc.). Treat every [spellbook](#) as an individual magic item. Players cannot choose which items go to their PC - random chance is diced every time.
- Henchmen will not will anything to characters other than their master or mistress.

<sup>1)</sup>

A will section is found at the bottom of the back page.

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