

# 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 a percentage of their non-magic wealth to their master. This percentage is equal to their loyalty score.<sup>2)</sup>
- Each of a henchman's magic items will have a percentage chance to be willed to their master. This percentage is also equal to their loyalty score. A failed roll means the magic item goes out of the game. 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 PCs or henchmen other than their master or mistress. If some favor or debt is owed by the henchman to another character, the item should be willed to the henchman's master for the master to sort out in the event of the henchman's demise. These items are always subject to the above test of loyalty to the master, without exception.

<sup>1)</sup>

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

<sup>2)</sup>

Loyalty score is calculated on DMG 36-37.

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