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Wills

This is an extension rule (^{Ex}) 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.¹⁾

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). The fee for updating a will is assumed to be part of upkeep.

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.

1)

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

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