

Restoration

Restoration magic is based on energy transfer similarly to Soulcraft. Restoration is expressed through techniques such as acupuncture, massage, meditation, or similar practices. When healing wounds, it often involves stitching or bandaging the wound. Most healing rituals take at least ten minutes to several hours. During the healing process, the patient must relax and avoid thinking too much. Meditation is also beneficial. A sorcerer can even heal themselves by directing their energy to the right place.

Restoration is the most well-known branch of witchcraft, found among all cultures that have some knowledge of magic. Generally, society views healers positively.

* - The benefits of psychotropic substances only add half of their effects to Restoration, as the main component of Restoration is giving away one's own energy, and psychotropic substances make energy transfer easier but do not generate more energy.

** - The Mirror to the Otherworld has no use in Restoration magic.

*** - Restoration can sometimes be utilized without casting a specific spell, particularly when healing injuries described in combat maneuvers. In these instances, it consumes only 1 Spellpoint.

Restoration spells

Ritual: Healing

Ritual: Bone Mending

Ritual: Limb Transplantation

Fast Healing

Ritual: Transfer of Soul Essence

Ritual: Soul Bond

Ritual: Restoration of Soul Essence

Witch Doctor

Acupuncture

Ritual: Creation of Polong

Ritual: Creation of Ilomba

Ritual: Healing

Price: 10 EXP

Prerequisite: Soul +2

Restoration check DL: (see below)

Spellpoint cost: 1

Description: The sorcerer gains the skill: Restoration (Soul) and becomes capable of healing physical injuries and ailments. The healing ritual takes approximately 10 minutes,

during which the sorcerer performs a chosen action, such as acupuncture, laying hands, reciting calming verses, meditation, or similar practices.

Roll	Result
1-9	Spellpoint is lost, but the patient doesn't benefit from it.
10-14	Healing cures level 1 Plagues. Through the healing ritual, 4 HP are restored. During the following night, an additional 2 HP are restored.
15-19	Healing cures level 2 Plagues. Through the healing ritual, 8 HP are restored. During the following night, an additional 4 HP are restored.
20-24	Healing cures level 3 Plagues. Through the healing ritual, 12 HP are restored. During the following night, an additional 6 HP are restored.
25-29	Healing cures level 4 Plagues. Through the healing ritual, 16 HP are restored. During the following night, an additional 8 HP are restored.
30 and higher	Healing cures level 5 Plagues. Through the healing ritual, 20 HP are restored. During the following night, an additional 10 HP are restored.

Ritual: Bone Mending

Price: 10 EXP

Prerequisite: Restoration +4

Restoration check DL: (see below)

Spellpoint cost: 1

Description: The healer is able to speed up the healing of bone fractures and grow severed limbs back to the body. Bones usually heal in two months.

Roll	Result
1-9	Spellpoint is lost, but the patient doesn't benefit from it.
10-14	The bone fracture will heal in one and a half months. During the next rest, one additional HP is restored.
15-19	The bone fracture will heal in one month. Through the healing ritual, 4 HP are restored. During the next rest, two additional HP are restored.
20-24	The bone fracture will heal in two weeks. Through the healing ritual, 6 HP are restored. During the next rest, four additional HP are restored. The reattached limb stays attached to the body (50% chance of not working or functioning incorrectly).

25-29	The bone fracture will heal in one week. Through the healing ritual, 8 HP are restored. During the next rest, six additional HP are restored. The reattached limb stays attached to the body (25% chance of not working or functioning incorrectly).
30-34	The bone fracture will heal in five days. Through the healing ritual, 10 HP are restored. During the next rest, eight additional HP are restored. The reattached limb stays attached to the body (10% chance of not working or functioning incorrectly).
35-39	The bone fracture will heal in three days. Through the healing ritual, 12 HP are restored. During the next rest, ten additional HP are restored. The reattached limb stays attached to the body (5% chance of not working or functioning incorrectly).
40 and higher	The bone fracture will heal during the next rest. Through the healing ritual, 14 HP are restored. During the next rest, twelve additional HP are restored. The reattached limb stays attached to the body and functions perfectly.

	the body. (25% chance of it not working or functioning improperly)
40-44	The limb is successfully connected to the body. (10% chance of it not working or functioning improperly)
45-49	The limb is successfully connected to the body. (5% chance of it not working or functioning improperly)
50 and higher	The limb is securely attached to the body and functions perfectly.

Ritual: Limb Transplantation

Price: 10 EXP

Prerequisite: Ritual: Bone Mending, Restoration +14, Anatomy +6

Restoration check DL: (see below)

Spellpoint cost: 1

Description: The healer is capable of attaching a donor limb to the body.

To replace a limb, the limb donor and the patient must have the same blood type. Determining the blood type requires a doctor's laboratory and an Anatomy check with a DL of 20. The chance of two random individuals having the same blood type is 5%.

The limb donor must not have been dead for more than a day, or their body must be frozen or preserved in some other way.

Roll	Result
1-29	Spellpoint is lost, but the patient doesn't benefit from it.
30-34	The limb is successfully connected to the body. (50% chance of it not working or functioning improperly)
35-39	The limb is successfully connected to

Fast Healing

Price: 10 EXP

Prerequisite: Restoration +8

Restoration check DL: (see below)

Spellpoint cost: 1

Description: The healer is capable of performing a small energy transfer at a very high speed. To do this, the healer must touch the person they wish to heal.

Fast Healing replaces one Attack in a Full Attack Action, meaning that if a Full Attack Action does not provoke an Attack of Opportunity, neither does this spell. Additionally, this means that if the healer's Full Attack consists of multiple Attacks, they can use the Fast Healing ability multiple times or use combination of healing and attacking within one Full Attack Action.

This type of healing does not affect a person's natural healing rate or the rate at which wounds close. It is a simple energy transfer that is suitable for use in combat situations.

Roll	Result
1-9	Spellpoint is lost, but the patient doesn't benefit from it.
10-14	Heals 2 HP
15-19	Heals 4 HP
20-24	Heals 6 HP
25-29	Heals 8 HP
30-34	Heals 12 HP
35-39	Heals 16 HP
40 and higher	Heals 20 HP

Ritual: Transfer of Soul Essence

Price: 10 EXP

Prerequisite: Soul +4, Restoration +12

Restoration check DL: (see below)

Spellpoint cost: 1

Description: The sorcerer is capable of healing another person's Soul HP through the transfer of their own Soul HP.

To transfer Soul HP, the healer and the recipient must be in physical contact, such as holding hands. The soul essence transfer is a ritual that takes at least a couple of minutes. The healer can transfer as many Soul HP as they wish, limited only by the number of Soul HP they possess.

This ritual is also a foundational ability for many other spells that require the sorcerer to transfer their soul essence to someone or something else.

Additionally, the sorcerer can create Soul Essence potions, which are healing elixirs that restore Soul HP. The sorcerer directs their Soul HP into a small bottle, where it appears as a mist. When people or otherworldly beings drink from this bottle, they restore their Soul HP.

Creating Soul Essence potions consumes the sorcerer's Soul HP, and there is a small chance that some of them will never be restored. Creating a Soul Essence potion costs 1 Spellpoint.

To create Soul Essence potions, the sorcerer rolls Restoration to determine the potency of the Soul Essence they are capable of creating. The sorcerer can choose to create a weaker Soul Essence potion.

Roll	Amount of Soul HP the essence restores	Cost in Soul HP
1-19	Creating the Soul Essence potion fails; the sorcerer temporarily loses 2d4 Soul HP and wastes 1 Spellpoint.	
20-24	1d6+6	12 Soul HP, Willpower check DL 6, or 1 Soul HP doesn't restore permanently.
25-29	1d8+8	16 Soul HP, Willpower check DL 8, or 1 Soul HP doesn't restore permanently.
30 and higher	1d10+10	20 Soul HP, Willpower check DL 10, or 1 Soul HP doesn't restore permanently.

The cost of Soul Essences: 1d6+6 costs 20 GD, 1d8+8 costs 30 GD, 1d10+10 costs 40 GD.

Ritual: Soul Bond

Price: 10 EXP

Prerequisite: Ritual: Transfer of Soul Essence

Restoration check DL: To create the soul bond, the sorcerer must roll Restoration against a DL of 20. If the other party involved in the bond does

not want to form the bond, they can roll Spell Resistance against the sorcerer's Restoration check.

Spellpoint cost: 1

Description: The sorcerer is capable of creating a bond between themselves and another person, meaning that all damage to Soul HP that one party of the bond receives is divided in half and shared with the other party. If the divided damage results in a fraction, it is rounded down, and the fraction of damage transferred is lost.

To create the bond, the parties involved must be in physical contact for at least a few minutes. The soul bond is permanent until either party decides to end it. The sorcerer can end the bond instantly whenever they wish. The other party can end it using the Priest ritual: Blessing. The priest must roll Channelling against the sorcerer's Restoration check to end the bond. If the other party involved in the bond also possesses the Soul Bond ability, they can end the bond instantly as well.

The soul bond has several uses. The sorcerer can use it to aid a friendly azure warrior or, conversely, create a bond with a foe and then harm themselves to inflict pain to them.

Ritual: Restoration of Soul Essence

Price: 10 EXP

Prerequisite: Willpower +6, Restoration +10

Restoration check DL: (see below)

Spellpoint cost: 1

Description: The sorcerer is capable of replenishing their Soul HP through meditation. Meditating for 10 minutes costs one Spellpoint and restores Soul HP according to the result of the Restoration roll.

Restoration is rolled separately for each 10 minutes of meditation.

Roll	Result
1-9	Spellpoint is wasted, Soul HP aren't restored.
10-14	Restores 1 Soul HP
15-19	Restores 2 Soul HP
20-24	Restores 3 Soul HP
25-29	Restores 4 Soul HP
30-34	Restores 5 Soul HP
35-39	Restores 6 Soul HP
40-44	Restores 7 Soul HP
Vise 45 ja rohkem	Restores 8 Soul HP

The ability works only while in a physical body or as a soul in the Otherworld!

Witch Doctor

Price: 15 EXP

Prerequisite: Ritual: Bone Mending or Fast Healing, Restoration +14

Description: The character is exceptionally skilled in healing arts. All their healing spells restore two more HP than usual (unless the healing wouldn't restore any HP at all). Additionally, bones and wounds heal twice as fast as they would normally.

Acupuncture

Price: 5 EXP

Prerequisite: Medicine or Restoration +4

Description: Using acupuncture needles in medicine or healing adds +2 to Medicine and Restoration rolls. These needles are inserted into nerve points, helping natural healing and aiding energy flow for healers.

The Acupuncture bonus is not applied when binding a wound, casting a Fast Healing spell, or using spells to heal the soul.

Acupuncture needles are typically made of metal or bone and are 6 cm long.

Ritual: Creation of Polong

Price: 15 EXP

Prerequisite: Ritual: Transfer of Soul Essence, Restoration +20, Metaphysics and Otherworld +12

Spellpoint cost: 1 (This is a lengthy ritual, and each bloodletting costs one Spellpoint.)

Description: A powerful sorcerer who possesses profound knowledge of the Otherworld and mastery over the art of energy manipulation can bring forth a "life" of its own — the polong.

To create a polong, the sorcerer must sacrifice people with the intention of bringing it into existence. The sacrificed individuals' blood is collected in a barrel. Approximately 50 liters of blood are needed for the ritual. Each time blood is collected, the sorcerer must succeed in a Restoration check against DL 20 to ensure the blood absorbs the necessary energy. If any attempt fails, the energy is wasted, as the enriched blood becomes mixed with regular blood, rendering the entire concoction useless, requiring the process to begin anew. Finally, the sorcerer must imbue the blood in the barrel with 4 of their own Soul HP, which will eventually give rise to the polong. These 4 Soul HP are not restored until after the Polong's death.

If all goes as planned, the sorcerer must seal the barrel airtight and wait. It will take seven months to a year before sounds of movement emanate from the barrel, signifying the birth of the newborn polong. Within the next week, the barrel must be opened, and the sorcerer must expose a vein, allowing the polong to suck their blood, inflicting 2d4 Damage. Only through this act can the sorcerer acquire the polong as a servant. Failure to do so will result in the ravenous polong breaking free from the barrel, seeking sustenance and wreaking havoc.

Once fed, the polong will calm down until it becomes hungry again in another week. The polong must be nourished with the sorcerer's blood for three to six months until it reaches maturity. At this stage, the polong will not speak but will unquestioningly obey its master's commands to the best of its understanding. Now, the adult polong can feed on the blood of others up to three times a month. However, once a month, it must receive its master's blood; otherwise, it will become independent and escape.

The Polong's Soul HP replenishes when it feeds on blood.

Cultural commentary: This ritual is widely condemned in most cultures because of the killing of innocent people.

Ritual: Creation of Ilomba

Price: 15 EXP

Prerequisite: Ritual: Creation of Polong

Spellpoint cost: 1 (This is a lengthy ritual, and each bloodletting costs one Spellpoint.)

Description: The process of creating an Ilomba is exactly the same as that of creating a Polong. The only difference is that the crafted Ilomba requires 8 sorcerers Soul HP instead of 4.

The created Ilomba shares similar characteristics with the Polong but is significantly smarter. The most notable difference is that the Ilomba appears identical to its creator, unlike the Polong.

Ilomba is capable of speech and, as it understands the sorcerer's commands precisely as intended, this skill almost gives the sorcerer the ability to be in two places at once. When the Ilomba must make decisions on its own, it will likely make the same choices as its creator would have made.

If the sorcerer has the ability to telepathically command zombies and wraiths, they can also telepathically control their Ilomba and use this ability to see through the Ilomba's eyes.

However, the sorcerer who creates an Ilomba faces a significant danger. Similar to the Polong, the Ilomba desires to taste its master's fresh blood every month. If it doesn't get this, it will break free from its master's control. The freed Ilomba's goal becomes to kill its creator and take over their place in the world.

Cultural commentary: This ritual is widely condemned in most cultures because of the killing of innocent people.

Polong (Corporeal otherworldling)

Polong is a bloodthirsty otherworldling created by Restoration magic, obedient to its master's commands.

How can the GM utilize them?

Polongs serve as dedicated guardians for powerful wizards, particularly healers. Additionally, influential rulers who employ court wizards may have polongs residing in their palaces.

Habitat and relationship with humans:

While Polong fully obeys its master, it lacks intelligence and requires simple commands. Although its life originates from the sorcerer's Soul HP, there is no direct connection between the sorcerer and Polong. The sorcerer must make clear to Polong what they want from it. Additionally, Polong has no capacity to learn; it is solely driven by instinct to obtain blood. If Polong were to break free from its master's control, this instinct takes over. Polong is fearless and retreats only when death is inevitable. Its speed and agility make it difficult to catch.

Anatomy:

Polong is a small (10-year-old child-sized) supernatural bloodsucker of otherworldly origin, born from blood. Powerful sorcerers are capable of creating it. Polong is a genderless creature who can't die a natural death. This hairless and colorless dwarf moves with supernatural speed, crawling on walls, rooftops, and any surface. Its four tentacle-like limbs are equipped with suction cups, helping it cling to surfaces.

Society and Lifestyle:

Polongs lack a structured society; their existence revolves solely around serving their creator. However, should they break free or if their creator perishes, they become feral beings, driven solely by their bloodthirsty nature.

Diet and Natural Enemies:

Polongs do not require sustenance for survival, but they possess an insatiable craving for human blood, leading them to actively hunt for it.

Tactics:

Polong lurks above its victims on rooftops, walls, or ceilings, and unexpectedly pounces on them, attempting to strike with both clawed limbs. If successful, it can then extract the victim's blood as an additional Attack.

Polong (Corporeal otherworldling)

Precense +8; Speed +12; Precision +4; Intellect -6; Instinct 12

Size:	Small (25 kg, 1,2m)
Soul HP:	30
Reflexes:	+18
Parrying:	uses Reflexes
Passive parrying:	28
DR:	0 (10 against nonsilver and nonsoulbleed weapons)
Movement Speed:	60

Willpower (Morale): +8 (Fearless)

Spell Resistance: +8

Spellpoints:

Attacks and damage:

+16 Attack with claws twice per Action for 1d4+8 Damage. If it manages to hit with both Attacks, it grabs onto the opponent and performs an additional Attack, sucking blood, dealing 2d4 Damage, and healing itself for the same amount of HP.

Skills:

Athletics +12

Stealth skills +22

Perception +22

Abilities:

Otherworldly being

Otherworldly senses

Unhuman being

Bloodsucking

If Polong manages to grab the opponent so tightly that it cannot be shaken off, it can bite into the opponent and suck blood during its Action: 2d4 Damage to the target's HP. Polong's Soul HP are restored by the same amount.

Swift Climbing

Thanks to the suction cups on its hands and feet, Polong moves as fast while climbing as it does on the ground.

Equipment: -

Ilomba (Corporeal otherworldling)

Ilomba is a bloodthirsty otherworldling created by the Restoration magic obedient to its master's commands.

How can the GM utilize them?

Ilomba, like polong can serve as guardian for powerful wizard.

Since ilomba can speak, it can also interact with the PCs under its master's command (in the guise of its master).

Additionally, in some adventures, it might happen that ilomba has taken over its master's role in the world, while the actual master is dead. A hint for such a situation could be that the renowned healer is no longer healing people – Ilomba doesn't know how to perform the spells.

Habitat and relationship with humans:

Ilomba fully submits to its master and understands all the commands given by the master exactly as intended. Like polong, ilomba also needs to feed on its master's blood once a month. If it cannot do so, it will become independent from its master. However, unlike polong, the significantly more intelligent ilomba doesn't go around killing random people upon becoming independent. Instead, it sets its goal to kill its former master, whom it resembles. The ilomba aims to take over its master's position.

Anatomy:

Ilomba, a hairless creature bearing the face of its master, is devoid of any gender distinctions. Its limbs are endowed with suction cups akin to a polong's, giving it supernatural climbing abilities. While unclothed, ilomba is unmistakably recognizable as a monster; however, once dressed, it can seamlessly assume the likeness of its master, effortlessly impersonating them. In contrast to the polong, ilomba boasts the ability to converse, effectively granting the sorcerer the means to be present in two locations simultaneously.

Society and Lifestyle:

Ilomba exists to serve its creator, but if its master were to die or if ilomba were to break free from its

master's control, it would assume its master's societal role and live as an ordinary human. However, with a significant distinction, ilomba remains a bloodthirsty entity like the polong, craving human blood and seeking to feed on it at least once a week. Such a liberated ilomba would likely become a serial killer, a monster living amongst humans and slaying them for sustenance.

Diet and Natural Enemies:

Ilomba do not require sustenance for survival, but they possess an insatiable craving for human blood, leading them to actively hunt for it.

Tactics:

Similar to the polong, ilomba can stalk its prey, lurking on rooftops, walls, or ceilings, and unexpectedly pounce on its victim, attempting to grasp them with both of its claw attacks. If successful, it gains an extra attack to extract the victim's blood.

However, ilomba typically employs more cunning hunting tactics. Able to assume human form and possessing extraordinary persuasiveness, they attempt to lure humans to secluded areas before attacking and killing them there.

Ilomba (Corporeal otherworldling)

Precense +10; Speed +10; Precision +8; Intellect +4; Instinct +12

Size:	Medium (similar to its creator)
Soul HP:	60
Reflexes:	+16
Parrying:	uses Reflexes
Passive parrying:	26
DR:	0 (10 against nonsilver and nonsoulbleed weapons)
Movement Speed:	50

Willpower (Morale): +10 (Fearless)

Spell Resistance: +10

Spellpoints:

Attacks and damage:

+14 Attack with claws twice per Action for 1d4+10 Damage. If it manages to hit with both Attacks, it grabs onto the opponent and performs an additional Attack, sucking blood, dealing 2d4 Damage, and healing itself for the same amount of HP.

Skills:

Athletics +18

Stealth skills +18

Perception +22

Social skills +16

Abilities:

Otherworldly being

Otherworldly senses

Unhuman being

Bloodsucking

If Polong manages to grab the opponent so tightly that it cannot be shaken off, it can bite into the opponent and suck blood during its Action: 2d4 Damage to the target's HP. Polong's Soul HP are restored by the same amount.

Swift Climbing

Thanks to the suction cups on its hands and feet, Polong moves as fast while climbing as it does on the ground.

Equipment: -