

Over the last few weeks you have been having strange dreams. You see yourself being hunted by a giant spider, scuttling after you as you run through the wilderness. You run from the creature, hiding from it until you find a large thorn bush. Above you the branches of the bush twist above you giving you shelter, but you see the Spider bearing down on you. It tries to attack you but its face becomes cut on the thorns above you.

The spider, still bloody, tries to get to you and as a foul ichor slobbers from its maw to where you're hiding. As it starts to dribble down your face you wake up.

Although the dreams are disturbing, and continue every night, you also seem to have a strange blessing. This act just as a normal enchantment apart from the year long duration and has an additional roleplay effect.

Blessing of Otec

- Skin of Bark, Blood of Amber
 - Magnitude 30
 - Enchantment
 - Duration: Until Spring 2016
 - You gain three additional ranks of endurance.
 - This blessing can be removed by being under the venom affect
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- Roleplay Effect: You desire to make something of your life, to fight against Oppression and the Status Quo. You also feel physically massive, as if they are much larger than they actually are. It takes an effort of will to move quickly or to change their mind once it is made up.
 - You may choose to temporarily increase the amount of bark on their skin, and may include thorns as well if they wish although these are also temporary and generally do not last longer than a few weeks.
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- **Formulaic rituals that create enchantments must be cast on a target**
 - **A target can only ever be under a single enchantment at once**

Any given target may only be under a single enchantment. If a new enchantment is created on a target, it completely removes the earlier enchantment. Most rituals can only be cast on one type of target; this will be specified in the ritual description.