

## Update 5/10/2009: New RULE #0 and Terrify

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- New sea hag spell: terrify

Terrify:

Usage: cast 'terrify'

Usage: invoke 'terrify'

Terrify is a tih grei aura prevention ability. Grei abilities fall within the sphere of the mystical grei aura.

When successfully cast or invoked the user becomes truly terrifying. The result is that all creatures that attempt to attack the terrifying user do substantially less damage and are much less accurate in combat.

Furthermore, because all creatures are affected by this spell both offensively and defensively, the user deals out significantly more damage as her opponents are truly horrified by what they are fighting.

This ability is very costly to cast/invoke, has an extremely short uptime and a has a relatively long prevention time. As such, it is meant for player-versus-player combat, not for running. However, it may be extremely useful against "boss-like" NPCs.

It has been rumored that this ability improves in power for users who exceed 100% ability mastery. It is also rumored that those who reach the pinnacle of training in this ability see large strides in improvement at the upper end of their training.

- **New Rule #0.** Read it and follow it. Pull what Revik and Leben pulled and expect to get what Revik and Leben got.