

Spells Items

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I'd like to keep the amount of spells over dual level in the game to a minimum. I'd like them to be only on very special rare items. It has also been tradition to leave the damage spells out of the game too. no items with FON on them or crusade. I'm trying to cover these things that seem common knowledge to me that might not be to ya'll. Everything is so easy to get. We need to try and keep some things at least a little special or nothing has any value.