**Offensive**

Polymorph – shoots out like fireball, turns player into critter for 1-2 seconds, they just hop about can’t move or cast

Meator – fall down from sky, rolling forward very big pushes them away

Black hole – throw it down on ground, sucks people nearby into it, hard to escape,

Black hole gun – gay alex idea

Pudge hook – throw a hook out, pull someone towards you

Boomerang – throw a spell that goes in a boomerang direction

Fire trap or something – go near it, it explodes

Homing missile

Ice spike – does a little bit of knockback but slows them as well

Disable – disables last spell target cast for a duration

Magic missiles – several missiles fly out infront cause little knock back but theres a lot

Stone pillar – stone pillar rises from ground can be used to block players out etc, cause a bit of knockback too

Ice wall – wall of ice along the floor, slows players tying to pass through

**Defensive**

Blink – blink around lol

Invis – go invis lol

Reflect – quick reaction type of spell, reflects spells off you for 1s max, use it last minute to rebound a spell

Haste – move faster

Armor – spells cause less bounce back on you for a duration

Time warp – revert to where you where few seconds earlier

Swap

Heal

Illusion