Abilities and spells for Viking game:

Lightning strike from the sky, mb you throw something on the place you need this to happen;

Sending a crow to scout the area forward. The camera will follow the crow as he flies to the end of the level and back. (Like Odin had two crows that were telling him what’s happening in the world);

Very strong wind, that pushes enemies (and player?) in a certain direction;

Something freezing enemies’ legs, not allowing them to move;

A Valkyrie that grabs the player ~~by the pussy~~, and carries him somewhere (for example, just in a certain direction, until player makes something that makes her release him, or she just releases him after a certain amount of time (could be explained like he tricks them into thinking that he’s dying));

Playing an instrument (like a flute or [that string thingie]) to make enemies harmless (like some guy in their myths was doing);