Ability Packages – Lonely Sorceress

1st PACKAGE – CROWD CONTROL

#01 _____

Name	Arcane Missile
Type of magic	Arcane
Function	Basic projectile, consistent damage
Description	Shoots a projectile forward, dealing medium damage to the first unit hit. Every third projectile deals additional damage and knocks back the hit unit.
Secondary mode	Charge up a to cast every projectile with bonuses of 3rd ones.

Charges	Few	Medium	Many

Puzzles case	Use knock back to move objects to certain locations.

Requirements	1	2	3	4	5

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#02 _____

Name	Time Anomaly
Type of magic	Time
Function	Crowd control (i.e. impairing enemy movement)
Description	Deals low damage to all enemies in a circular area and makes them act in slow-motion for a short duration.
Secondary mode	Charge up a to gradually increase the radius of the spell.

Charges	Few	Medium	Many

Puzzles case	Adjust timing of moving objects to e.g. keep a moving object on a trigger for a longer time.

Requirements	1	2	3	4	5

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#03 _____

Name	Sudden Switch
Type of magic	Space
Function	Mobility (escape)
Description	Shoots a long-range projectile forward, switching positions with the first enemy hit.
Secondary mode	Charge up a to make projectile pass through enemies and switch positions with the <u>last</u> unit hit.

Charges   Few   **Medium**   Many

Puzzles case	Unreachable location but object to switch positions with is there.

Requirements   1   2   3   **4**   5

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#04 _____

Name	Shadow Roots
Type of magic	Darkness / nature
Function	High damage
Description	Raises roots from the ground in a line forward. Hit enemies take high damage and are knocked up for a short duration.
Secondary mode	Charge up a to gradually broaden the line.

Charges   Few   Medium   Many

Puzzles case	Knocking up objects that are placed on a trigger to activate / deactivate something

Requirements   1   2   3   **4**   5

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2ⁿᵈ PACKAGE – MULTI-TARGET DAMAGE

#05 _____

Name	Light Blast
Type of magic	Light
Function	Basic projectile, consistent damage
Description	Shoots a projectile forward, dealing medium damage to the first unit hit. If the unit is killed by the projectile, it explodes, dealing damage in an area around the dead unit.
Secondary mode	Deal less damage but every projectile explodes when it hits an enemy.

Charges	Few		Medium		Many

Puzzles case	?				

Requirements	1	2	3	4	5

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#06 _____

Name	Birth of a Planet
Type of magic	Celestial
Function	Crowd control (i.e. impairing enemy movement)
Description	Conjures a small planet at the target location. Nearby enemies are pulled into its orbit for a short duration.
Secondary mode	Charge up a to increase the distance at which enemies are pulled into the orbit.

Charges	Few		Medium		Many

Puzzles case	Adjust position of objects to e.g. get them out of the way.				

Requirements	1	2	3	4	5

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#07 _____

Name	Spectral Dash
Type of magic	Ghost
Function	Mobility (escape)
Description	Dash forward in a line, dealing low damage to enemies you pass.
Secondary mode	Charge to increase the dash range while decreasing the damage dealt when passing enemies.

Charges	Few	**Medium**	Many

Puzzles case	Get somewhere faster than you usually could.

Requirements	1	2	3	4	**5**

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#08 _____

Name	Toxic Swamp
Type of magic	Poison
Function	High damage
Description	Convert a circular area into a puddle of poison. Enemies inside take high damage over time.
Secondary mode	Charge up to increase the spell duration while decreasing the swamp's size.

Charges	**Few**	Medium	Many

Puzzles case	Activate multiple magical objects for a longer time period.

Requirements	1	2	3	**4**	5

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3rd PACKAGE – SINGLE-TARGET DAMAGE

#09 _____

Name	Growing Fire
Type of magic	Fire
Function	Basic projectile, consistent damage
Description	Shoots a projectile forward, dealing damage to the first unit hit. The size of the projectile and potential damage increases is higher the longer the projectile travelled.
Secondary mode	Instead of one projectile, shoot three projectiles in a cone, dealing less damage than the primary casting mode.
Charges	Few Medium Many
Puzzles case	Activated a magical object from a distance.
Requirements	1 2 3 **4** 5

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#10 _____

Name	Vine Trap
Type of magic	Nature
Function	Crowd control (i.e. impairing enemy movement)
Description	Places a trap in a small area. The first enemy to touch it is stunned and takes low damage.
Secondary mode	Increase the trap radius but damage is no longer dealt.
Charges	Few Medium **Many**
Puzzles case	Stun moving objects at a certain location to e.g. activate a trigger.
Requirements	1 2 3 4 **5**

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#11 _____

Name	Room to Breathe
Type of magic	Air
Function	Mobility (escape)
Description	Slightly knocks back enemies in a cone in front of you before dashing backwards.
Secondary mode	Charge up to gradually increase the knock back and dash range

Charges	Few	Medium	Many

Puzzles case   Get somewhere faster than you usually could. Cross gaps in air.

Requirements	1	2	3	4	5

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#12   _____

Name	Piercing Lance
Type of magic	Ice
Function	High damage
Description	Throws an ice lance forward, dealing medium damage to the first enemy hit. Hit enemies take significantly more damage from subsequent ice lances.
Secondary mode	Hold down to continuously throw ice lances, dealing slightly less damage.

Charges	Few	Medium	Many

Puzzles case   Destroy brittle objects (?).

Requirements	1	2	3	4	5

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4ᵗʰ PACKAGE – UTILITY

#13 _____

Name	Energize!
Type of magic	Ghost
Function	Basic projectile, consistent damage
Description	Shoots a ghost projectile forward, dealing low damage to all enemies hit. For a short time, the player receives a speed boost based on how many enemies were hit.
Secondary mode	Instead of speeding up the player, the projectile now slows down hit enemies.

Charges	Few	Medium	Many

Puzzles case	Use speed boost to get somewhere faster than usual. Activate multiple magical objects in a line.

Requirements	1	2	3	4	5

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#14 _____

Name	Stone Arena
Type of magic	Earth
Function	Crowd control (i.e. impairing enemy movement)
Description	Conjures earth walls around a circular area, shutting off enemies inside for a medium duration.
Secondary mode	Decreases the area radius but makes the walls shorter so you can still hit enemies inside with spells .

Charges	Few	Medium	Many

Puzzles case	Protect yourself from e.g. traps coming from the side. Block moving objects to remain on a trigger.

Requirements	1	2	3	4	5

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#15 _____

Name	I Hate Portals!
Type of magic	Space
Function	Mobility (escape)

Description	Teleport to a target location, slowing down and damaging enemies in a larger area around the target location.
Secondary mode	After teleporting and dealing damage, teleport back to your original location.
Charges	Few Medium Many
Puzzles case	Reach places unavailable before.
Requirements	1 2 3 4 **5**

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#16   _____

Name	Sizzling Gate
Type of magic	Lightning
Function	High damage
Description	Creates an electric gate between two points, dealing high damage to passing enemies and stunning them for a short duration.
Secondary mode	Create a triangle between three points instead of a two-point gate.
Charges	Few **Medium** Many
Puzzles case	Stun moving objects at a certain location to e.g. keep them on a trigger or prevent them from blocking your way.
Requirements	1 2 3 **4** 5

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