**Ability Packages – Lonely Sorceress**

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**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 last 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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[**GO TO NEXT PACKAGE**](#Second)

**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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**[GO TO NEXT PACKAGE](#Third)**

**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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**[GO TO NEXT PACKAGE](#Fourth)**

**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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