

JAILBREAK

3rd level Transmutation (Bard, Sorcerer, Wizard)

Casting time: 1 action

Range: Self

Components: V, S, M (a small match)

Duration: 1 minute, Concentration

You transform your finger into a powerful point of extreme heat. For the next minute, if pressed against a solid surface that is made of wood, stone, iron or any other non-magical material, the finger cuts through, allowing you to form holes in the structure. Additionally, you may make a melee spell attack against any creature using your finger. On a successful hit, they take 2d8 fire damage. After a successful attack, the spell ends.

At higher levels: For each spell level above the 3rd, the damage of the attack deals an additional 1d8. When you cast this spell at 5th level or higher, it can cut through magical material

UNSTABLE PROPULSION

2nd level transmutation (Sorcerer, Warlock, Wizard)

Casting time: 1 bonus action

Range: Touch

Components: V, M (a pair of boots and a sprinkle of water)

Duration: 1 minute

You alter a pair of boots, shoes or other footwear and small propulsive clouds form under the soles. For the duration of the spell, the wearer of the boots has a flying speed of 45 feet, but they cannot descend more than 10 feet in a turn. At the end of each of their turns, they must roll a d20. On a 10 or lower, the magic fades and the spell ends. You cannot have more than one instance of this spell active at a time, if you do both spell instantly vanish.

MAKER'S MARK

4th level divination (Bard, Sorcerer, Warlock, Wizard)

Casting time: 1 action

Range: Touch

Components: S, M (a small glass marble)

Duration: 7 days

You touch a creature, placing a hidden magical mark on their skin, which exposes them to magic. To detect that the spell is being cast the creature must succeed on a Wisdom (Perception) check against your spell save DC. The marked creature has disadvantage against saving throws against enchantment and divination spells casted by you and 5 other creatures of your choice. The mark cannot be identified by non-magical means, but a detect magic spell reveals it. It can be dispelled without it being seen.

GEAR SHIFT

4th level Transmutation (Sorcerer, Wizard)

Casting time: 1 action

Range: 30 feet

Components: S, M (a small brass cog)

Duration: 1 minute, Concentration

Choose one humanoid within range. It must make a Constitution saving throw. On failure, they are instantly locked in place. They are restrained and incapacitated, but they still perceive their surroundings. While within 5 feet of a humanoid that is under the effects of this spell, any creature may make a Charisma (Persuasion) check against a DC equal to 12 + the creature's CR (rounded down). On a success, the humanoid becomes friendly for the next 8 hours. On a failure the target may reattempt the save.