Beluud's Brutal Jaunt
2nd-level conjuration (Sorcerer, Warlock, Wizard)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a spiked ring)
Duration: Instantaneous

You leap through space in a blur, smashing into an enemy as you pass between realms. You teleport to an unoccupied space of your choice that you can see within range. You can choose up to one creature in a line of radius 5 feet originating at the space you left and ending at the space you teleported to. That creature must make a Constitution saving throw.

On a failed saving throw, the target takes 3d10 force damage and is knocked prone. On a successful saving throw, the target takes half damage and is not knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the maximum number of creatures you can target increases by one for each slot level above 2nd.

Relocate
3rd-level conjuration (Artificer, Bard, Sorcerer, Wizard)

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

Your magic whisks one other creature that you touch to another place nearby. If the target is willing, it is teleported up to 90 feet to an unoccupied space that you can see.

If the target is not willing, you make a melee spell attack against the target as you attempt to touch it. On a hit, the target must make a Charisma saving throw. On a failed saving throw, the target is teleported up to 90 feet to an unoccupied space that you can see.