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Mages of Strixhaven

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This playtest document presents five subclasses for DUNGEONS & DRAGONS. Each of these subclasses allows you to play a mage associated with one of the five colleges of Strixhaven, a university of magic. These subclasses are special in that each one is available to more than one class.

This Is Playtest Material

The D&D material in this article is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your D&D campaign but not refined by full game design and editing. They aren't officially part of the game and aren't permitted in D&D Adventurers League events.

Feedback. The best way for you to give us feedback on this material is in the survey we'll release on the D&D website soon. If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

Power Level. The character options you read here might be more or less powerful than options in the *Player's Handbook*. If a design survives playtesting, we adjust its power to the desirable level before official publication. This means an option could be more or less powerful in its final form.

Colleges of Strixhaven

The five subclasses in this document are designed for characters who dedicate themselves to one of the paths of magic practiced at Strixhaven.

The university of Strixhaven is home to a wide variety of students and spellcasters. While individuals are welcome to pursue their magical studies in whichever way they please, some choose to focus exclusively on the fundamentals of one of the university's five colleges:

Lorehold College, dedicated to the pursuit of history by conversing with ancient spirits and understanding the whims of time itself

Prismari College, dedicated to the visual and performing arts and bolstered with the power of the elements

Quandrix College, dedicated to the study and manipulation of nature's core mathematic principles

Silverquill College, dedicated to the magic of words, whether encouraging speeches that uplift allies or piercing wit that derides foes

Witherbloom College, dedicated to the alchemy of life and death and harnessing the devastating energies of both

Using These Subclasses

Unlike regular subclasses, the options presented here are designed to be compatible with multiple classes. The classes that are compatible with each subclass option are specified in each subclass's entry.

Choosing the Subclass

When you choose a subclass for your character (a bard's Bardic College, a wizard's Arcane Tradition, and so on), you can instead choose one of these subclass options, so long as the subclass is compatible with your character's class. You can choose the subclass only once, even if you multiclass into another class that is also compatible with the subclass.

How the subclass manifests in your character's story is up to you. Perhaps your sorcerer's innate spark of elemental magic has been determinedly honed by this schooling ever since they first showed arcane potential, or your warlock eschewed their patron's usual boons for learning these more esoteric manifestations of power. Maybe your druid chose to attend university instead of joining a druidic circle, or your wizard balked at a traditional apprenticeship in favor of newfangled numeromancy.

At Higher Levels

Like regular subclasses, the subclass you choose here grants your character new abilities at higher levels. When your character would normally gain a new subclass feature (as noted in your character's class table), you gain a

feature from this subclass instead. All the subclass features detailed here have a level prerequisite, as noted beneath their name, and you must meet the prerequisite to gain the feature. For example, to gain a feature noted as “Level 6+,” your character must be 6th level or higher in the class for which the subclass was chosen. So if you’re a wizard with the Mage of Prismari subclass, you must be a 6th-level wizard to gain the Favored Medium feature.

When you reach certain levels, you might be eligible to choose from among multiple features in the subclass. When you reach such a point, you select one of these features for your character to gain. Unless otherwise specified, you can gain no more than one subclass feature at a time. For example, if you are a bard with the Mage of Lorehold subclass, at 14th level you gain your choice of either the War Echoes feature or the History’s Whims feature, but not both.

Mage of Lorehold

Bard, Warlock, and Wizard Subclass

Mages of Lorehold are particularly concerned with the forces that underlie and drive history. Drawing inspiration from the scholars and adventurers of old, they manifest the arcane power of the past through ethereal dioramas and fantastical battle prowess. Lorehold mages are often found with a long-dead spirit summoned at their side—for who better to learn ancient history from than one who has experienced it first-hand?

Using This Subclass

Upon selecting the Mage of Lorehold subclass, you gain two features: Lorehold Spells and Ancient Companion.

In this subclass’s features, any reference to your class refers to the class from which you gained the subclass. If you’re a bard, the College of Lorehold counts as your college; if you’re a warlock, the magic of the college serves as your patron; and if you’re a wizard, the college represents your arcane tradition.

When you subsequently reach a level in your class that gives you a subclass feature, you gain one feature of your choice from the options presented here. Each feature has a class level prerequisite, as noted beneath its name. You must meet that prerequisite to gain the feature.

Lorehold Spells

Level 1+ Mage of Lorehold Feature

You learn the cantrip *sacred flame* and the 1st-level spell *comprehend languages*. You learn additional spells when you reach certain levels in this class, as shown on the Lorehold Spells table.

Each of these spells counts as a class spell for you, but it doesn’t count against the number of spells you know. If you are a wizard, you can add these spells to your spellbook upon learning them, without expending any gold, and prepare them as normal.

Lorehold Spells

Class Level	Spells
3rd	<i>knock, locate object</i>
5th	<i>speak with dead, spirit guardians</i>
7th	<i>arcane eye, stone shape</i>
9th	<i>destructive wave, legend lore</i>

Ancient Companion

Level 1+ Mage of Lorehold Feature

You learn to call on the spirits of the ancient dead and house them temporarily in the remnants of old statues, so they may remain longer on this plane to bolster your studies and aid you in battle.

Whenever you finish a short or long rest, you can call forth and bond with one such spirit, who comes to inhabit a Medium, freestanding statue within 10 feet of you to serve as your ancient companion. See this creature’s game statistics in the Ancient Companion stat block, which uses your proficiency bonus (PB) in several places. When you bond with your ancient companion, choose the type of spirit you bond with: Healer, Sage, or Warrior. Your choice of spirit determines certain traits in its stat block. The statue determines the spirit’s appearance.

The ancient companion is friendly to you and your companions and obeys your commands. In combat, the companion shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the

companion can take any action of its choice, not just Dodge.

As an action, you can touch the ancient companion and expend a spell slot of 1st-level or higher. The ancient companion regains a number of hit points equal to 10 times the level of spell slot expended.

The companion perishes when it drops to 0 hit points, when you bond with a new ancient companion at the end of a short or long rest, or when you die. When the companion perishes, the spirit within returns to its plane of origin, and the statue becomes an inert object.

Ancient Companion

Medium Construct, Any Alignment

Armor Class 14 (natural armor) + 2 (Warrior only)

Hit Points 5 + 5 times your level in this class (the companion has a number of Hit Dice [d8s] equal to your level in this class)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	15 (+2)	14 (+2)	14 (+2)	11 (+0)

Saving Throws Con +2 plus PB, Int +2 plus PB, Wis +2 plus PB

Skills History +2 plus PB, Perception +2 plus (PB × 2)

Damage Immunities poison

Condition Immunities charmed, exhaustion

Senses passive Perception 12 + (PB × 2)

Languages speaks and understands the languages you speak

Challenge — **Proficiency Bonus** equals your bonus

Ancient Fortitude. If damage reduces the companion to 0 hit points, it can make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is from a critical hit. On a success, the companion drops to 1 hit point instead.

Sage's Counsel (Sage Only). While within 15 feet of the companion, you and your allies gain a +2 bonus to Intelligence and Wisdom checks.

Actions

Spirit Strike. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target you can see. *Hit:* 1d8 + 2 + PB force damage.

Healer's Light (Healer Only). The companion chooses a creature it can see within 15 feet of itself and flares with

invigorating light. The creature gains 1d8 + PB temporary hit points.

Reactions

Warrior's Protection (Warrior Only). When a creature within 5 feet of the companion makes a Strength or Dexterity saving throw, the companion imposes itself between the creature and the danger. The creature can roll a d4 and add the number rolled to the saving throw.

Lessons of the Past

Level 6+ Mage of Lorehold Feature

Through your studies, you learn how to better listen and take to heart the teachings of history. When you bond with your ancient companion, you gain the following additional benefits depending on the type of spirit you chose:

Healer. Your hit point maximum increases by an amount equal to your level in this class, and you gain the same number of hit points. When you regain hit points from a spell, you regain an additional 1d8 hit points.

Sage. You have advantage on ability checks using the Arcana, History, Nature, and Religion skills. Additionally, once per turn, when you deal damage to a creature with a spell of 1st-level or higher, you can deal an additional 1d8 force damage to that creature.

Warrior. If you use your action to cast a cantrip, you can make one weapon attack as part of that action. If that weapon attack hits, the target takes an additional 1d8 radiant damage.

When you bond with a new ancient companion of a different type, you immediately lose the benefits of your previous companion and gain the benefits from the new companion's type.

War Echoes

Level 10+ Mage of Lorehold Feature

By pulling from the magic of the past, you can cause your opponent's old wounds to resonate anew. Once per turn, when a creature you can see hits a target with an attack roll, you can use your reaction to force the target to make a Wisdom saving throw against your spell save DC. On a failure, the target becomes vulnerable to one of the damage types dealt by the attack. This vulnerability lasts until the end of the target's next turn and affects the damage dealt by the triggering attack.

You can use your reaction in this way a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

History's Whims

Level 14+ Mage of Lorehold Feature

Through steeping yourself in the chaotic whims of history, you learn how to briefly channel the wild nature of time itself. As a bonus action, you can enter a state of chronal chaos. When you enter this state, and at the start of each of your subsequent turns while in this state, you gain one of the following benefits of your choice:

Luck. You receive brief flashes of the future, steeling yourself against oncoming assaults. Whenever you make a saving throw against an effect that deals damage, you can roll a d6 and add the number rolled to the total.

Resistance. You rewind time, knitting together injuries as they occur. You have resistance to bludgeoning, piercing, and slashing damage.

Swift. Time stutters, slowing others but hurtling you forward. Your movement speed increases by 15 feet, and you do not provoke opportunity attacks.

The benefit lasts until the start of your next turn. You cannot choose the same benefit two rounds in a row.

The state lasts for 1 minute and ends early if you're incapacitated. Once you use this feature, you can't use it again until you finish a long rest, unless you expend a spell slot of 4th level or higher to use it again.

Mage of Prismari

Druid, Sorcerer, and Wizard Subclass

Mages of Prismari use surges of elemental energy to express who they are and how they see the world. To them, magic and motion are one and the same; both are exhibitions of raw creativity through which masterpieces are made. In their pursuit of the arts, some Prismari mages focus on perfecting the fine details of their technique, while others prefer to unleash their wild creative visions in dazzling spectacles of elemental power.

Using This Subclass

Upon selecting the Mage of Prismari subclass, you gain two features: Creative Skills and Kinetic Artistry.

In this subclass's features, any reference to your class refers to the class from which you gained the subclass. If you're a druid, the College of Prismari counts as your circle; if you're a sorcerer, the magic of the college is the origin of your sorcery; and if you're a wizard, the college represents your arcane tradition.

When you subsequently reach a level in your class that gives you a subclass feature, you gain one feature of your choice from the options presented here. Each feature has a class level prerequisite, as noted beneath its name. You must meet that prerequisite to gain the feature.

Creative Skills

Level 1+ Mage of Prismari Feature

You gain proficiency in two of the following skills of your choice: Acrobatics, Athletics, Nature, or Performance.

Kinetic Artistry

Level 1+ Mage of Prismari Feature

You can Dash as a bonus action. When you take this bonus action, choose one of the following additional effects:

Boreal Sweep. Icy water swirls around you.

Until the end of your turn, you can move across the surface of water as if it were harmless solid ground. Additionally, when you leave a space within 5 feet of a creature, you can force that creature to make a Strength saving throw against your spell save DC. On a failed save, the creature is knocked prone. A creature can be affected by the water only once each turn.

Scorching Whirl. Flames wreath your steps.

Once before the end of your turn, you can force each creature within 5 feet of you to make a Dexterity saving throw against your spell save DC. On a failure, a creature takes fire damage equal to 1d4 + your spellcasting modifier.

Thunderlight Jaunt. You take on a nimble lightning form. Until the end of your turn, you can move through the space of other creatures, and you do not provoke opportunity attacks. If you end your turn inside a creature's space, you are pushed into the nearest unoccupied space.

You can use a bonus action in this way a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Favored Medium

Level 6+ Mage of Prismari Feature

You have honed your forms of elemental expression to best suit your ideas. Choose one of the following damage types: cold, fire, or lightning. You gain resistance to that damage type.

Additionally, when you cast a spell using a spell slot that deals the chosen damage type, you emit a spectacular aura of artistry, which extends 5 feet from you in every direction (but not through total cover) and lasts until the end of your next turn. While the aura is active, each creature of your choice has resistance to your chosen damage type while within the aura, as you shape your favored elemental medium around them.

You can change your choice of damage type whenever you finish a long rest.

Focused Expression

Level 10+ Mage of Prismari Feature

Honing your talents, you skillfully infuse your motions with even more potent expressions of elemental might. Once per turn when you deal damage to at least one target, you gain an additional effect determined by the damage type chosen for your Favored Medium feature:

Cold. One of the targets of your choice takes an additional 1d6 cold damage and must make a Constitution saving throw against your spell save DC. On a failed save, the target's speed is reduced by 10 feet until the end of its next turn, as ice mires it. A target can be affected by the ice only once per round.

Fire. One of the targets of your choice takes an additional 1d6 fire damage. Fortifying flames then dance around one creature of your choice within 30 feet of you. The chosen creature gains 1d6 temporary hit points.

Lightning. One of the targets of your choice takes an additional 1d6 lightning damage and must make a Dexterity saving throw against your spell save DC. On a failed save, the target is unable to take reactions until the end of its next turn, as residual lightning shocks its form.

Impeccable Physicality

Level 14+ Mage of Prismari Feature

Your relentless dedication and training have instilled an outstanding sense of precision and grace in your art. You gain proficiency in Dexterity saving throws if you do not already have it. Additionally, when you make a Dexterity saving throw, you can treat a d20 roll of a 9 or lower as a 10.

Mage of Quandrix

Sorcerer and Wizard Subclass

For those who become Mages of Quandrix, math and magic go hand-in-hand. Such individuals learn to break down natural phenomena into their core numerical components and, through manipulating those, alter reality on a whim. Their talents range from tangible physics, like multiplying plant growth and redistributing elements of probability and acceleration, to bizarrely theoretical exercises that warp the fundamentals of space and self.

Using This Subclass

Upon selecting the Mage of Quandrix subclass, you gain two features: Quandrix Spells and Functions of Probability.

In this subclass's features, any reference to your class refers to the class from which you gained the subclass. If you're a sorcerer, the magic of Quandrix is part of your sorcerous origin, and if you're a wizard, the college represents your arcane tradition.

When you subsequently reach a level in your class that gives you a subclass feature, you gain one feature of your choice from the options presented here. Each feature has a class level

prerequisite, as noted beneath its name. You must meet that prerequisite to gain the feature.

Quandrix Spells

Level 1+ Mage of Quandrix Feature

You learn the cantrip *guidance* and the 1st-level spell *guiding bolt*. You learn additional spells when you reach certain levels in this class, as shown on the Quandrix Spells table.

Each of these spells counts as a class spell for you, but it doesn't count against the number of spells you know. If you are a wizard, you can add these spells to your spellbook upon learning them, without expending any gold, and prepare them as normal.

Quandrix Spells

Class Level	Spells
3rd	<i>enlarge/reduce, spike growth</i>
5th	<i>aura of vitality, haste</i>
7th	<i>control water, freedom of movement</i>
9th	<i>circle of power, passwall</i>

Functions of Probability

Level 1+ Mage of Quandrix Feature

By iterating on the mathematical patterns of reality, you can nudge chance to tilt around a creature. When you cast a spell using a spell slot that targets at least one creature, you can choose that creature or another creature within 30 feet of it (including yourself) and add one of the following effects:

Diminishing Function. The chosen creature must succeed on a Wisdom saving throw against your spell save DC, or the creature must roll a d6 and subtract the number rolled from the next attack roll it makes before the start of your next turn.

Supplemental Function. Once before the start of your next turn, the chosen creature can roll a d6 and add the number rolled to an attack roll or a saving throw of its choice. The creature can roll the d6 after rolling the d20 but must decide before any effects of the roll occur.

Velocity Shift

Level 6+ Mage of Quandrix Feature

You learn to manipulate kinetic formulas and alter the velocity of another creature. When a

creature you can see starts its turn or moves to a space within 30 feet of you, you can use your reaction to force the creature to make a Charisma saving throw against your spell save DC, which it can choose to fail. On a failure, the creature is teleported to an unoccupied space of your choice that you can see within 30 feet of you.

You can use your reaction in this way a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Null Equation

Level 10+ Mage of Quandrix Feature

Through careful calculations, you beset your enemies with abstract equations that reduce their might. Once per turn, immediately after dealing damage to a creature, you can force the creature to make a Constitution saving throw against your spell save DC. On a failure, the creature has disadvantage on Strength and Dexterity saving throws, and its weapon attacks deal only half damage. These effects last until the start of your next turn.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Quantum Tunneling

Level 14+ Mage of Quandrix Feature

Your mathematical expertise extends to altering the foundational equations of your very being. You gain resistance to bludgeoning, piercing, and slashing damage.

Additionally, you can move through other creatures and objects as if they were difficult terrain, but you take 1d10 force damage for every 5 feet you move while inside another creature or object. If you end your turn inside a creature or an object, you are shunted into the nearest unoccupied space you last occupied.

Mage of Silverquill

Bard, Warlock, or Wizard Subclass

Mages of Silverquill hone the power of words. They channel the magic of light and shadow through words, whether spoken aloud, written, or signed through gestures. The words of a mage

of Silverquill bring salvation to their allies and despair to their enemies.

Using This Subclass

Upon selecting the Mage of Silverquill subclass, you gain two features: Eloquent Apprentice and Silvery Barbs.

In this subclass's features, any reference to your class refers to the class from which you gained the subclass. If you're a bard, the College of Silverquill counts as your college, if you're a warlock, the college counts as your patron, and if you're a wizard, the college counts as your tradition.

When you subsequently reach a level in your class that gives you a subclass feature, you gain one feature of your choice from the options presented here. Each feature has a class level prerequisite, as noted beneath its name. You must meet that prerequisite to gain the feature.

Eloquent Apprentice

Level 1+ Mage of Silverquill Feature

You learn one cantrip of your choice, either *sacred flame* or *vicious mockery*. It doesn't count against the number of cantrips you know, and it is added to your class spell list if it isn't there already.

Additionally, you gain proficiency in your choice of two of the following skills: Deception, Intimidation, Performance, Persuasion, or Insight.

Silvery Barbs

Level 1+ Mage of Silverquill Feature

You can invoke words laced with magic to demoralize your foes and turn their misfortune into a boon to bolster your allies. Immediately after a creature you can see within 60 feet of you succeeds on an attack roll, an ability check, or a saving throw, you can use your reaction to demoralize the creature. Unless the creature is immune to being charmed, it rerolls the d20 and must use the lower roll. If the attack roll, ability check, or saving throw then fails, you can choose a different creature you can see within 60 feet of you (you can choose yourself). That creature is empowered, and can reroll one attack roll, ability check, or saving throw it makes within 1 minute and use the higher result. A creature can be

empowered by only one use of this feature at a time.

Once a creature fails an attack roll, an ability check, or a saving throw because of a reroll forced by this feature, you can't use the feature again until you finish a long rest, unless you expend a spell slot to use it again.

Inky Shroud

Level 6+ Mage of Silverquill Feature

You learn the *darkness* spell, and it is added to your class spell list if it isn't there already. If you are a wizard, you add it to your spellbook, if it's not there already.

You can cast the spell without expending a spell slot, and you can't do so again until you finish a long rest. When you cast the spell in this way, you can see normally through the darkness created, and when a creature you can see starts its turn in the darkness, you can deal 2d10 psychic damage to that creature.

You can also cast the spell normally, without the additional effects, by using spell slots you have of 2nd level or higher.

Infusion of Eloquence

Level 10+ Mage of Silverquill Feature

When you cast a spell that deals damage, you can invoke additional words of power to change the spell's damage type to your choice of psychic or radiant. Any creature damaged by the spell takes extra damage equal to your proficiency bonus and has its emotions swayed with despair or adoration, based on the damage type dealt:

Psychic. The creature is frightened of you until the start of your next turn.

Radiant. The creature is charmed by you until the start of your next turn.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Word of Power

Level 14+ Mage of Silverquill Feature

You can invoke a word of power that is the pinnacle of your magical study. You gain the following options:

Deadly Despair. When the target of your Silvery Barbs fails an attack roll, an ability check, or a saving throw because of the reroll, you can invoke a word of despair to give the target vulnerability to one damage type of your choice until the start of your next turn.

Selfless Invocation. When a creature you can see within 60 feet of you takes damage, you can invoke a word of power using your reaction to grant the creature resistance to that damage, and you take an amount of psychic damage equal to the damage that creature takes.

Mage of Witherbloom

Druid and Warlock Subclass

Mages of Witherbloom draw their magic from the energy that endlessly flows from life to death, and back again. They see the duality of thriving life and inevitable death in all things, tapping and manipulating the transition of energy between these states. Some Witherbloom adherents focus on vital energies to nurture life and empower others, while others embrace the drain of vitality into decay to sap and strike down their foes.

Using This Subclass

Upon selecting the Mage of Witherbloom subclass, you gain two features: Witherbloom Spells and Essence Tap.

In this subclass's features, any reference to your class refers to the class from which you gained the subclass. If you're a druid, the College of Witherbloom counts as your circle, and if you're a warlock, the college counts as your patron.

When you subsequently reach a level in your class that gives you a subclass feature, you gain one feature of your choice from the options presented here. Each feature has a class level prerequisite, as noted beneath its name. You must meet that prerequisite to gain the feature.

Witherbloom Spells

Level 1+ Mage of Witherbloom Feature

You learn the cantrip *spare the dying* and the 1st-level spells *cure wounds* and *inflict wounds*. You learn additional spells when you reach certain

levels in this class, as shown on the Witherbloom Spells table.

Each of these spells count as a class spell for you, but it doesn't count against the number of spells you know. If you are a druid, you always have the spells prepared, and they don't count against the number of spells you can prepare each day.

Witherbloom Spells

Class Level	Spells
3rd	<i>lesser restoration, ray of enfeeblement</i>
5th	<i>revivify, vampiric touch</i>
7th	<i>blight, greater restoration</i>
9th	<i>antilife shell, mass cure wounds</i>

Essence Tap

Level 1+ Mage of Witherbloom Feature

As a bonus action, you can draw on a reservoir of life essence to empower yourself for 1 minute, or until you use this feature again. For the duration, you gain one of the following benefits of your choice:

Overgrowth. When you choose this benefit, and as a bonus action on subsequent turns while the benefit lasts, you can expend and roll one Hit Die. You regain a number of hit points equal to the number rolled plus your spellcasting ability modifier.

Withering Strike. When you deal damage, you can change the damage type to necrotic, and you ignore resistance to necrotic damage.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Witherbloom Brew

Level 6+ Mage of Witherbloom Feature

You gain proficiency with herbalism kits if you don't already have it.

When you finish a long rest, you can use an herbalism kit and a pot or cauldron to create magical brews. You create a number of brews equal to your proficiency bonus. Each brew requires its own flask. A brew retains its magical potency for 24 hours or until it is used. For each brew, choose one of the following effects:

Fortifying. When you create this brew, choose a damage type from the following list: cold, fire, necrotic, poison, or radiant. A creature can drink this brew or administer it to another creature as an action. The recipient gains resistance to the chosen damage type for 1 hour.

Quickening. A creature can drink this brew or administer it to another creature as an action. The recipient regains 2d6 hit points, and one disease or condition from the following list affecting the recipient ends (brew user's choice): charmed, frightened, paralyzed, poisoned, stunned.

Toxifying. As an action, a creature can apply this brew to a simple or martial weapon. The next time the weapon or a piece of ammunition fired by it hits a creature within 1 hour, the target takes 2d6 poison damage and must succeed on a Constitution saving throw against your spell save DC or be poisoned for 1 minute.

Witherbloom Adept

Level 10+ Mage of Witherbloom Feature

Your connection to the flow of life force deepens. Once per turn when you deal necrotic damage or restore hit points using a spell, one target of the spell takes additional damage or regains additional hit points equal to your proficiency bonus.

Withering Vortex

Level 14+ Mage of Witherbloom Feature

When you cast a spell using a spell slot that deals necrotic damage to any number of creatures that aren't Undead or Constructs, choose one of the creatures that took damage. You drain an amount of life energy equal to half the damage dealt to the chosen creature. One creature other than yourself that you can see within 30 feet of you regains a number of hit points equal to the life energy drained.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.