

## NATURAL WEAPON FEATS

This article introduces a collection of special feats that allow you to explore the natural weapons inherent in your race. Many of these feats are associated with the wilder races presented in the official Fifth Edition book *VGtM*. Always check with your GM before incorporating an option into your character build.

The feats are presented below in alphabetical order.

### DRAGON BITE

*Prerequisite: Dragonborn*

Your jaw is larger than normal and acts as a natural weapon with which you can make unarmed strikes. On a hit, your bite deals piercing damage equal to 1d6 plus your Strength modifier plus 1d4 damage of the damage type specified by your ancestry in place of the damage normally dealt by your unarmed strikes.

### GORE

*Prerequisite: Tiefling*

Your horns are a natural weapon that you can use to make attacks in place of your normal unarmed strike. On a hit, your horns deal piercing damage equal to 1d6 plus your Strength modifier. And if you move at least 10 feet in a straight line immediately before attacking with your horns, you deal an additional 1d6 piercing damage on a hit.

### HAGBLOODED

*Prerequisite: Charisma 13 or higher*

You have hags in your ancestry and their magic courses through your veins. You gain the following benefits:

- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- You learn the alter self spell and cast it once without expending a spell slot. You regain the ability to cast this spell in this way when you finish a long rest. Charisma is your spellcasting ability for this spell.
- You have advantage on Wisdom saving throws against spells and magical effects.

### LIMITED MAGIC IMMUNITY

*Prerequisite: Magic resistance trait or gnome cunning*

You can't be affected or detected by spells of 1st level or lower unless you wish to be. You can take this feat up to three times. Each time you do, the level of spells that cannot affect or detect you increases by 1.

### NATURAL WEAPON EXPERT

*Prerequisite: A natural weapon you can use for unarmed strikes such as claws or bite*

You have practiced extensively using your natural weapon in combat, gaining the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- The damage dealt by your natural weapon increases by 1 die size: 1d4 becomes 1d6, 1d6 becomes 1d8, 1d8 becomes 1d10, and 1d10 becomes 1d12.
- You gain a +2 bonus on Strength (Athletics) checks made to grapple another creature.

### OVERSIZED WEAPON PROFICIENCY

*Prerequisite: Strength 18 or higher, powerful build trait*

You have practiced extensively with the use of weapons built for creatures one size larger than you, gaining the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- While armed with an oversized melee weapon intended for a creature one size larger than you, you can use your action to make a single melee attack, ignoring the disadvantage normally imposed by using an oversized weapon.

### SPIDERBLOODED

*Prerequisite: Elf (drow)*

You have a natural affinity with spiders. You gain the following benefits:

- Increase your Dexterity or Charisma score by 1, to a maximum of 20.
- Through clicks and gestures, you can communicate simple ideas with Large or smaller spiders.
- You learn the *spider climb* and *web* spells, each of which you can cast once without expending a spell slot. You regain the ability to cast these spells when you finish a long rest. Charisma is your spellcasting ability for this spell.

### WORRYING BITE

*Prerequisite: Natural bite which you can use to make unarmed strikes with*

When you hit a creature with your bite attack, you can use your bonus action to attempt to grapple the target. On a success, you grapple the target using your jaws. While grappled by you, the target takes 1d4 piercing damage at the start of each of its turns and you cannot use your bite attack against another creature.

### WOUNDING STRIKE

*Prerequisite: Natural claws which you can use to make unarmed strikes with*

When you hit a creature with your claw attack, the target must make a Constitution saving throw with a DC equal to 8 + your proficiency bonus + your Strength modifier. If the creature fails its saving throw, it must take 1d4 slashing damage at the start of each of its turns due to a fiendish wound. Any creature can take an action to stanch the wound with a successful DC 13 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.