

## EXPANDED RACIAL FEATS

These feats are meant to complement those released in the [Racial Feats](#) article by Wizards of the Coast. Each of the feats are tied to races released in official Wizards of the Coast releases of some kind; the *Unearthed Arcana* series of articles, the *Dungeon Master's Guide*, or other sources (not including *Volo's Guide to Monsters*).

Race	Feat
General	Abyssal Heritage
General	Celestial Heritage
General	Elemental Heritage
General	Infernal Heritage
General (Druid)	Weathersense
Aasimar (DMG)	Angelic Wings
Aasimar (DMG)	Darkened Heavens
Aasimar (DMG)	Heavenly Emissary
Aasimar (DMG)	Searing Radiance
Elf (eladrin)	Seasonal Affectation
Elf (eladrin)	Sylvan Step
Elf (eladrin)	Weathersense
Genasi	Planar Melding
Genasi (air)	Child of the Clouds
Genasi (air)	Weathersense
Genasi (air)	Zephyr Dash
Genasi (earth)	Artisan's Eye
Genasi (earth)	Landslide
Genasi (earth)	Stone Mimickry
Genasi (fire)	Brass Ingenuity
Genasi (fire)	Flame Rush
Genasi (fire)	Heated Soul
Genasi (water)	Eternal Purity
Genasi (water)	Stormsurge
Genasi (water)	Water Weird's Gift
Goliath	Berserker's Fury
Goliath	Deadweight Toss
Goliath	Giantkin Wrestler
Minotaur	Berserker's Fury
Minotaur	Gore or Glory
Minotaur	Resident of the Underdark
Revenant	Baneful Lichdom
Revenant	Knight of Death
Revenant	Vengeful Spirit
Tiefling	Fallen Wings
Tiefling	Fiendish Melding
Tiefling (abyssal)	Order of Graz'zt
Tiefling (abyssal)	Resistance of the Goristro

### ABYSSAL HERITAGE

*Restricted: No aasimar, eladrin, genasi, or tieflings*

Your family has a touch of the Abyss in the blood, tainting you for generations. You gain the following benefits:

- Increase your Charisma or Constitution by 1, to a maximum of 20.
- You learn Abyssal.
- After you complete a long rest, roll on the Abyssal Arcana table twice; once in the "Cantrips" column and once in the "1st level" column. You may use the resulting spells as in the Abyssal Arcana feature (found [here](#)).

### ANGELIC WINGS

*Prerequisite: Aasimar (DMG)*

You gain the ability to manifest a pair of angelic wings, which grant you a flight speed of 20 feet. Your armor must accomodate these wings, and cloth will be ripped if not properly made to account for their growth.

### ARTISAN'S EYE

*Prerequisite: Genasi (earth)*

The treasure seekers of the dao echo in your heritage, allowing you an innate knack for identifying precious items. You have advantage on any check made to determine the quality, rarity, or legitimacy of precious gems or metals, or objects made with them. You also can cast the *detect magic* spell once per long rest without expending a spell slot, but it only detects magic items and objects, not spells.

### BANEFUL LICHDOM

*Prerequisite: Revenant*

Your link to the world is more tenuous than normal, and your form is maintained by dark, necromantic energy as a lich-like creature. You gain resistance to necrotic damage. You also learn the *chill touch* cantrip and can cast the *ray of sickness* spell without expending a spell slot once per long rest.

In addition, you are now susceptible to the effects of Turn Undead. A friendly cleric can exempt you from the effect if they use it, but otherwise you are turned as an undead whose CR is equal to half your level.

### BERSERKER'S FURY

*Prerequisite: Goliath, Minotaur*

Your people's rage and wild fighting style has left its mark on you. As an action, you can enter a fury while in combat. This state lasts for 1 minute, and confers the following benefits:

- When you make a melee weapon attack using Strength, you add +2 to the damage dealt.
- As a reaction to taking bludgeoning, piercing, or slashing damage, you can reduce that damage by half. You may only do this three times, and then your fury ends.

- Your speed increases by 10 feet if you aren't wearing heavy armor.

This fury lasts 1 minute, or until you lose concentration. You may not cast spells while in a fury. You may use this ability once per long rest.

## BRASS INGENUITY

*Prerequisite: Genasi (fire)*

Elemental fire lends you skill in the pursuit of crafts. You learn the *mending* cantrip, though you may only use it to repair metal objects via your internal heat. You also may add your Constitution modifier to any check you make with smithing tools or alchemist's tools. Your resistance to heat allows you greater skill in utilizing fire.

## CELESTIAL HERITAGE

*Restricted: No aasimar, eladrin, genasi, or tieflings*

A heavenly blessing lies on your family, passing down from parent to child. You gain the following benefits:

- Increase your Wisdom by 1, to a maximum of 20.
- You learn Celestial.
- You learn the *light* cantrip. You also learn *lesser restoration* and can cast it once per long rest.

## CHILD OF CLOUDS

*Prerequisite: Genasi (air)*

You embody the elemental nature of your heritage, and have domain over the skies. You gain the following benefits:

- Increase your Dexterity by 1, to a maximum of 20.
- You have a flying speed of 30 feet if you are not wearing medium or heavy armor or exceeding your carrying capacity.
- Your Mingle with the Wind racial feature now allows you to cast *gust of wind* or *levitate*.

## DARKENED HEAVENS

*Prerequisite: Aasimar*

Your celestial heritage pulls from a darker source, devoid of the radiant light that pervades most of the heavens. Perhaps your angelic ancestor was the servant of a god of darkness, or even a fallen angel. You gain the following benefits:

- You increase your Charisma score by 1.
- You replace the *light* cantrip with *thaumaturgy*.
- You replace the *lesser restoration* spell with *false life*.
- You replace the *daylight* spell with *darkness*.

## DEADWEIGHT TOSS

*Prerequisite: Goliath*

Years of wrestling with your kin in your youth have taught you a few tricks when it comes to grappling. You gain the following benefits:

- Increase your Strength by 1, to a maximum of 20.
- Your range with thrown weapons without the Finesse property increases by +10/+20.
- When grappling a target at least one size smaller than you, as an action you can throw them up to 15 feet, knocking them prone when they land.

## ELEMENTAL HERITAGE

*Restricted: No aasimar, eladrin, genasi, or tieflings*

The magic of the Elemental Planes runs in your family, stemming from some distant source. You gain the following benefits:

- Increase your Constitution by 1, to a maximum of 20.
- You learn Primordial.

- Choose one of the following:

- **Air.** You can cast *levitate* once per long rest.
- **Earth.** You can move across difficult terrain made of earth or stone without expending extra movement.
- **Fire.** You have fire resistance and know the *produce flame* cantrip.
- **Water.** You can breathe air and water and have a swimming speed of 30 feet.

## ETERNAL PURITY

*Prerequisite: Genasi (water)*

The purity of the elemental plane of water flows through your veins, protecting you against poison. You are now immune to the poisoned condition, and have resistance to poison damage. You can drink any manner of water, so long as it is of an appropriate temperature - this includes sea water, thin mud, and other such liquids - and you still gain the benefits of drinking normal water.

## FALLEN WINGS

*Prerequisite: Tiefling*

You gain the ability to manifest bat-like demon wings, which give you a flying speed of 30 feet as long as you are not wearing heavy armor. Your armor must be made to accommodate these wings, and cloth will rip if not made to account for their growth.

## FIENDISH MELDING

*Prerequisite: Tiefling*

While you are sure of your mortal race, the question of where the majority of your more fiendish heritage lies is less certain. You gain the following benefits:

- If you are an Infernal tiefling...
  - You learn Abyssal.
  - You gain 1 hit point per level.
  - You learn one cantrip and one spell of your choice from the Abyssal Arcana feature, and can cast them as in that feature.
- If you are an Abyssal tiefling...
  - You learn Infernal.
  - You gain fire resistance.
  - You add the Infernal Legacy spells to your Abyssal Arcana, replacing spells of your choice from that list.

## FLAME RUSH

*Prerequisite: Genasi (fire)*

Your body is infused with elemental fire, barely constrained by your mortal nature. You gain the following benefits:

- Whenever you take the Disengage action on your turn, you can choose to turn to flame for the duration of your movement. During this movement, you can pass through another creature's space and deal fire damage to them equal to your proficiency bonus. You may only deal this damage to a creature once per turn, and you may not end your movement in an occupied space.
- As an action, you can make a special unarmed attack with a free hand. This attack deals 1d10 fire damage on a hit.

## GIANTKIN WRESTLER

*Prerequisite: Goliath, Strength of 13 or higher*

Your childhood practice with wrestling has paid dividends; your skill with wrestling is easily a match for far larger creatures. You gain the following benefits:

- Increase your Strength by 1, to a maximum of 20.
- You double your proficiency bonus on all Athletics checks.
- When grappling, you count as one size category larger than you are.
- When grappling a single target your size or smaller, you can use your action to pin them. You become prone, and your target becomes prone and incapacitated. They may still make checks to escape, albeit with disadvantage. The condition ends if you stop grappling the target or stand up.

## GORE OR GLORY

*Prerequisite: Minotaur*

You've sharpened and cared for your horns to make them into deadly lacerating weapons. You gain the following benefits:

- When making an attack with your horns, you score a critical hit on a roll of 19 or 20.
- On a critical hit with your horns, the target must make a Constitution save at the end of each of its following turns, with a DC equal to 10 + your Constitution modifier. On a failure, the creature takes necrotic damage equal to your proficiency bonus. The condition ends after three successes or 1 minute.

## HEATED SOUL

*Prerequisite: Genasi (fire)*

When wielding metal weapons, your internal heat allows your attacks to deal additional damage. As a bonus action, you may flare your internal heat. Any metal weapons you wield deal additional fire damage equal to your proficiency modifier on a hit. Additionally, anyone trying to wield one of your weapons within 1 minute of you releasing it while under the effects of this ability suffers fire damage equal to your proficiency modifier each turn.

This effect lasts for 1 minute, or until you lose concentration.

## HEAVENLY EMISSARY

*Prerequisite: Aasimar (DMG)*

Your natural charm makes you trustworthy and earnest. You gain the following benefits:

- Increase your Charisma or Wisdom by 1, to a maximum of 20.
- You gain proficiency in Persuasion. If you are already proficient, you double your proficiency bonus for all Persuasion checks.
- You have advantage on all Insight and Persuasion checks when dealing with celestials.

## INFERNAL HERITAGE

*Restricted: No aasimar, eladrin, genasi, or tieflings*

Your bloodline can trace itself back to a distant devilish ancestor. You gain the following benefits:

- Increase your Charisma or Intelligence by 1, to a maximum of 20.
- You learn Infernal.

- You learn the *thaumaturgy* cantrip. You also learn *hellish rebuke* and can cast it once per long rest.

## KNIGHT OF DEATH

*Prerequisite: Revenant*

Your link to the world is more tenuous than normal, and your form is maintained by dark, necromantic energy as a warrior of undeath. You gain resistance to necrotic damage. You also learn the *greenflame blade* cantrip, and can cast the *searing smite* spell without expending a spell slot once per long rest.

In addition, you are now susceptible to the effects of Turn Undead. A friendly cleric can exempt you from the effect if they use it, but otherwise you are turned as an undead whose CR is equal to half your level.

## LANDSLIDE

*Prerequisite: Genasi (earth)*

Your body is composed of elemental earth, barely constrained by your mortal nature. You gain the following benefits:

- Whenever you take the Dash action on your turn, you can choose to turn to cascading earth for the duration of your movement. During this movement, you can pass through another creature's space and deal bludgeoning damage to them equal to your proficiency bonus. You may only deal this damage to a creature once per turn, and you may not end your movement in an occupied space.
- As an action, you can make a special unarmed attack with a free hand. This attack deals 1d10 bludgeoning or piercing damage on a hit.

## ORDER OF GRAZ'TZ

*Prerequisite: Tiefling (abyssal)*

You've gained a modicum of control over your abyssal magic, drawing on the few places in the Abyss that know even the barest semblance of order. You gain the following benefits:

- Increase your Charisma by 1, to a maximum of 20.
- When you roll for your Abyssal Arcana racial feature, you may reroll up to two of the dice. If you reroll a category into the spell you had prior, you must instead use your original roll.

## PLANAR MELDING

*Prerequisite: Genasi*

Your elemental blood runs strong, and from multiple planar sources. Choose one of the following - air, earth, fire, or water. You may not choose the subrace that you already belong to. You gain the following benefits:

- If you choose air...
  - You increase your Dexterity by 1, up to a maximum of 20.
  - You can hold your breath indefinitely while you aren't incapacitated.
  - You learn the *gust* cantrip.
- If you choose earth...
  - You increase your Strength by 1, up to a maximum of 20.
  - You can move across difficult terrain made of earth or stone without expending extra movement.
  - You learn the *mold earth* cantrip.

- If you choose fire...
  - You increase your Intelligence by 1, up to a maximum of 20.
  - You gain darkvision out to 60 feet.
  - You gain resistance to fire damage.
- If you choose water...
  - You increase your Wisdom by 1, up to a maximum of 20.
  - You have a swim speed of 30 feet.
  - You gain resistance to acid damage.

### RESIDENT OF THE UNDERDARK

*Prerequisite: Minotaur*

Your ancestors lived far underground, and roamed labyrinthian mazes devoid of light. You have darkvision out to 30 feet. Additionally, you have advantage on any checks made to navigate dark, underground spaces.

### RESISTANCE OF THE GORISTRO

*Prerequisite: Tiefling (abyssal)*

Your body is infused with some of the hardest energies of the Abyss, affording you a great deal of strength against mortal damage and effects. You gain the following benefits:

- You gain proficiency in Constitution saving throws.
- You gain a number of hit points equal to your level. You gain 1 additional hit point whenever you level.
- You have resistance to poison damage, and immunity to the poisoned condition.

### SEARING RADIANCE

*Prerequisite: Aasimar (DMG)*

Your celestial nature burns with holy fire, shining forth from your form. You gain the following benefits:

- You learn either the *sacred flame* or *hand of radiance* cantrip.
- You learn either the *searing smite* or the *guiding bolt* spell. You may cast this spell once per long rest without expending a spell slot.

### SEASONAL AFFECTATION

*Prerequisite: Eladrin*

The seasons run strong in you, with nature surging in your veins. Once per day, you can cast a spell associated with one of the four seasons listed below. When you do so, your emotions lock into that season for 1 minute after the spell is cast.

Season	Spell
Autumn	<i>Charm Person</i>
Winter	<i>Ice Knife</i>
Spring	<i>Silent Image</i>
Summer	<i>Burning Hands</i>

### STONE MIMICKRY

*Prerequisite: Genasi (earth)*

Your inner essence shifts easily from one state to another. You gain the following benefits:

- Increase your Constitution by 1, to a maximum of 20.
- Once per long rest, you can harden your skin and become immobile by spending one minute concentrating. You gain resistance to all non-magical damage. This state ends as soon as you are dealt damage by an attack, though you still have resistance to that attack's non-magical damage.
- As an action, you can make a special unarmed attack with a free hand. This attack deals 1d10 bludgeoning, piercing, or slashing damage (your choice on each attack).

### STORMSURGE

*Prerequisite: Genasi (water)*

Your body is composed of elemental water, barely kept together by your mortal nature. You gain the following benefits:

- You ignore difficult terrain caused by water, mud, snow, or any other liquid besides lava.
- While swimming, you may take the Dash or Disengage actions as bonus actions on your turn.
- Whenever you take the Disengage action on your turn, you can choose to dissolve into water for the duration of your movement. During this movement, you can pass through another creature's space or gaps as small as 1 inch, though you can't willingly end your movement there.

### SYLVAN STEP

*Prerequisite: Eladrin*

Your link to the Feywild remains strong, despite your travels. You gain the following benefits:

- Increase your Charisma or Intelligence by 1, to a maximum of 20.
- You learn one druid cantrip of your choice. Your spellcasting modifier for this cantrip is Intelligence.
- Whenever you cast *misty step* from your racial feature, you don't provoke attacks of opportunity until the end of your turn.

### VENGEFUL SPIRIT

*Prerequisite: Revenant*

Even as your body crumbles, your will remains strong. When you die, your spirit seeks out a recently dead host rather than reform your body. Your DM determines whether or not there are any suitable corpses within 1 mile. The corpse must have been dead for more than 24 hours, but not yet be significantly decayed.

When you possess this new body, your stats change to reflect the race of the new body. Your +1 to Constitution from the revenant subrace remains unchanged. You also gain possession of any items buried with the body. You can also reform your original body by meditating for 24 hours, after which you die and reform in your original body somewhere within 1 mile after an additional 24 hours.

## **WATER WEIRD'S GIFT**

*Prerequisite: Genasi (water)*

Your form takes to water especially well, allowing you to meld in almost seamlessly with the liquid. Whenever you are submerged in water, you have +10 to any Stealth check you make. Additionally, you can meld into any puddle of water that is at least one inch thick and a number of feet across equal to half your height. While you are melded with water, you cannot take any actions save to exit the water, or move along inside of it.

## **WEATHERSENSE**

*Prerequisite: Eladrin, Genasi (air), druid 8th level*

The ever-changing patterns of weather seem simple to you, due to your deep connection to nature. Over the course of 1 minute, you can meditate to find out the following information about your local region:

- Current temperature and approximate wind speed.
- Weather for the next 8 hours.
- General trend of the season (drier, wetter, warmer, colder).
- Whether or not any outside force has acted on the weather in the past 24 hours.

## **ZEPHYR DASH**

*\*Prerequisite: genasi (air)*

Your body is made of tempests of air, barely held together by your mortal nature. You gain the following benefits:

- You ignore difficult terrain caused by adverse weather effects, such as strong winds or driving rain.
- Whenever you take the Disengage action on your turn, you can choose to dissipate into gas for the duration of your movement. During this movement, you can pass through another creature's space or gaps as small as 1 inch, though you can't willingly end your movement there.
- As an action, you can make a special unarmed attack with a free hand. This attack deals 1d10 slashing damage on a hit, and has a range of 10 feet.

**CREATED BY /U/ANATHEMYS**

*Thanks to /r/UnearthedArcana for suggestions!*