# Weekly Wonders GIANT BLOODLINES

1-16

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ROLEPLAYING GAME COMPATIBLE

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# Fire Giant Bloodline

Your blood burns with the intense legacy of a fire giant ancestor, giving you a short temper, a fiery disposition, incredible bursts of strength, and a strong affinity for fire magic.

#### Class Skill: Intimidate

**Bonus Spells:** enlarge person (3rd), pyrotechnics (5th), fireball (7th), wall of fire (9th), fire snake<sup>APG</sup> (11th), contagious flame<sup>APG</sup> (13th), giant form I (15th), incendiary cloud (17th), meteor swarm (19th).

**Bonus Feats:** Burning Spell<sup>UM</sup>, Cleave, Combat Casting, Great Cleave, Improved Overrun, Improved Sunder, Intimidating Prowess, Power Attack, Weapon Focus.

**Bloodline Arcana:** Whenever you cast a spell that deals fire damage, any creature that is immune to fire damage that would otherwise suffer damage from the spell has its fire immunity weakened. For a number of rounds equal to the spell's level, the target suffers half of any fire damage dealt to him, rather than suffering no fire damage. Similarly, a creature with fire resistance who resists some or all of the fire damage inflicted by a spell that you cast has that fire resistance halved for a number of rounds equal to the spell's level. A successful Fortitude save (at the spell's saving throw DC) negates this effect, for either resistance or immunity. This effect stacks with itself (so a creature that was normally immune to fire could be made to suffer 75% of any fire damage dealt to it after being subjected to two of your fire spells).

**Bloodline Powers:** The blood of your fire giant ancestor surges through your veins like an inferno of magical energy. The more that you tap into this power, the more you fuel it. Though some might claim that it threatens to consume you, you know that you can harness this power for incredible purposes.

Heated Weapon (Su): At 1st level, you can infuse any weapon you wield with a burning heat as a swift action. This causes the weapon to deal 2 additional points of fire damage with each successful hit. This benefit lasts until the beginning of your next turn. At 4th level, and every 3 levels thereafter, the amount of additional fire damage increases by 1 (to a maximum of 8 additional fire damage at 19th level). You can use this ability a number of times per day equal to 10 + your class level.

*Fire Friend (Su):* At 3rd level, your fire giant heritage grants you a great tolerance for flames and fire, in a variety of forms. You gain an amount of fire resistance equal to your class level. Additionally, you can breathe smoke as though it were clean air, and can see through smoke without difficulty (these benefits only apply to smoke, and not to similar things, such as inhaled poisons or fog).

Powerful Build (Ex): At 9th level, you gain a +1 inherent bonus to your Strength and Constitution scores. These bonuses increase to +2 at 13th level, and to +3 at 17th level.



Ash Cloud (Su): At 15th level, you can conjure a cloud of choking ash, which radiates from your body and moves with you. Activating this ability is a move action, and the cloud of ash it creates has a radius of 10 feet. Any creature that begins its turn in this area must succeed on a Fortitude save (DC 10 + 1/2 your sorcerer level + your Charisma modifier) or be nauseated for 1 round by the ash. Further, the ash provides creatures within it concealment (20% miss chance) against adjacent foes, and total concealment (50% miss chance) to creatures with 5 or more feet of ash between them. Once conjured, the cloud of ash lasts for 1 minute, or until you dismiss it (a move action). Alternatively, a strong wind (21+ mph) disperses the cloud in 1d4 rounds.

You can use this ability once per day at 15<sup>th</sup> level. At 17<sup>th</sup> level, and again at 19<sup>th</sup> level, you gain an additional daily use of this ability.

Molten Weaponry (Su): At 20<sup>th</sup> level, you gain the ability to infuse objects with a greater degree of heat. Any weapon you wield that is made of metal or stone deals an additional 4d6 points of fire damage with each successful hit. Additionally, you gain immunity to fire damage.

# Frost Giant Bloodline

You can trace your ancestry back to the blue-skinned, whitehaired giants of the frozen northlands. Their icy blood flows through your veins, empowering your magic with the implacable and inevitable strength of the harsh cold.

#### Class Skill: Stealth

**Bonus Spells:** enlarge person (3rd), bull's strength (5th), protection from energy (7th), ice storm (9th), icy prison<sup>UM</sup> (11th), cold ice strike<sup>UM</sup> (13th), ice body<sup>UM</sup> (15th), giant form II (17th), mass icy prison (19th).

**Bonus Feats:** Cleave, Combat Casting, Great Cleave, Great Fortitude, Improved Sunder, Power Attack, Rime Spell<sup>UM</sup>, Skill Focus (Stealth), Toughness.

**Bloodline Arcana:** Whenever you cast a spell that deals cold damage, an amount of that cold damage equal to your sorcerer level ignores any cold resistance or cold immunity that the target may possess. Similarly, any creature that would suffer no damage from the spell due to spell resistance, evasion, or a similar ability still suffers an amount of cold damage equal to your class level (if the amount of cold damage inflicted by the spell is less than your class level, then the target suffers the full damage from the spell, instead).

**Bloodline Powers:** The cold north wind flows through your veins, howling with the harsh power of your frost giant ancestors. As you grow in power, so too does this wintry strength increase.

Wintry Weapon (Su): At 1st level, you can infuse any weapon you wield with a biting arctic chill as a swift action. This causes the weapon to deal 2 additional points of cold damage with each successful hit. This benefit lasts until the beginning of your next turn. At 4th level, and every 3 levels thereafter, the amount of additional cold damage increases by 1 (to a maximum of 8 additional cold damage at 19th level). You can use this ability a number of times per day equal to 10 + your class level.

Blue-Skin Transformation (Su): At 3rd level, you can call upon your frost giant heritage to grant you a number of defensive abilities, which have the side effect of turning your skin an eldritch shade of blue. As a move action, you can increase your natural armor bonus to AC by +2, and gain resist cold 5. These benefits last for a number of rounds equal to your Charisma modifier. At 7th level, and every 4 levels thereafter, the amount of cold resistance granted by this ability increases by 5 (to a maximum of resist cold 25 at 19th level).

You can use this ability once per day at 3rd level. At 8th level, and every 5 levels thereafter, you can use this ability one additional time per day.

Powerful Build (Ex): At 9th level, you gain a +1 inherent bonus to your Strength and Constitution scores. These bonuses increase to +2 at 13th level, and to +3 at 17th level. Oversized Weaponry (Ex): At 15th level, your giant heritage allows you to wield weapons much larger than you would ordinarily be able to. You suffer no penalty when wielding weapons made for a creature up to one size category larger than you are. Additionally, you gain the rock catching and rock throwing universal monster abilities, and can catch and throw rocks as though you were one size category larger than you actually are.

Avalanche (Su): Beginning at 20th level, as a fullround action, you can create an avalanche and direct it at your foes. In order to use this ability, you must be in an area with sufficient snow and ice to create an avalanche.

The avalanche that is created is 200 feet wide, from one edge of the slide zone to the opposite edge. The bury zone, in the center of the avalanche's width, is 100 feet wide. The avalanche moves directly away from the mythic frost giant in any direction he chooses (except uphill directions). If moving downhill, it moves at a rate of 500 feet per round, and travels a total of 2,500 feet. If moving across flat terrain, it moves at a rate of 100 feet per round, and travels a total of 500 feet.

If the bury zone of the avalanche passes through a character's square, that creature takes 8d6 points of damage. A successful Reflex save (DC 10 + 1/2 your sorcerer level + your Charisma modifier) halves this damage. They are subsequently buried, regardless of whether or not they succeed their saving throw. Buried creatures take 1d6 points of nonlethal damage per minute. If a buried creature falls unconscious, he must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

If the slide zone of the avalanche passes through a character's square, he must succeed on a Reflex save (DC 10 + 1/2 your sorcerer level + your Charisma modifier) or suffer 3d6 points of damage and be buried, in the same fashion as those buried in the bury zone. Creatures that succeed on their save suffer no damage, and are not buried.

The saving throw DCs are reduced by 10 if the avalanche is travelling along flat terrain, instead of downhill. The saving throw DC is Strength-based. An avalanche created in this way can be detected through the same methods as a naturally-occurring avalanche. For more information on normal avalanches, see the *Pathfinder Roleplaying Game Core Rulebook*.

## Stone Giant Bloodline

You are the descendant of a stone giant, and your connection to these great, ponderous humanoids, who so closely resemble the lands in which they live, has awakened in your blood a powerful magic.

#### Class Skill: Climb

**Bonus Spells:** *enlarge person* (3rd), *stone call*<sup>APG</sup> (5th), *stone shape* (7th), *stoneskin* (9th), *wall of stone* (11th), *stone tell* (13th), *giant form I* (15th), *earthquake* (17th), *clashing rocks*<sup>APG</sup> (19th).

**Bonus Feats:** Combat Casting, Enlarge Spell, Extend Spell, Iron Will, Point-Blank Shot, Power Attack, Precise Shot, Rapid Shot, Quick Draw.

**Bloodline Arcana:** Whenever you cast a spell with the earth descriptor, your skin thickens and hardens, until it resembles stone. Your natural armor bonus to AC increases by an amount equal to 1/3 the spell's level (rounded down, minimum 1). This benefit lasts for 1 minute, and stacks with any other natural armor bonuses that you may possess.

**Bloodline Powers:** The power of your stone giant ancestor provides you with a slow but steady supply of magical energy, like an inexhaustible mine of magical power. The deeper that you delve into this reserve, the more magical might you find, hidden beneath the surface.

*Rock Throwing(Ex):* Beginning at 1st level, you gain the ability to throw rocks of up to two size categories smaller than yourself (Tiny rocks, for Medium characters, deal 1d6 points of bludgeoning damage, while Diminutive rocks, for Small characters, deal 1d4 points of bludgeoning damage). You gain a +1 racial bonus on attack rolls with thrown rocks. For the purposes of this ability, a "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. You can hurl the rock up to 5 range increments. You add 1-1/2 times your Strength modifier to damage rolls made with thrown rocks.

Additionally, 3 times per day, as a move action, you can conjure a pile of rocks at your feet, conveniently stacked and ready to be thrown. The rocks that appear are all of the largest size that you can throw. Each time you use this ability, you summon a number of rocks equal to 1d6 + your Charisma modifier.

*Earth Glide (Su):* At 3rd level, you gain the ability to pass through dirt and stone as easily as a fish passes through water. This grants you a burrow speed equal to your base land speed, and allows you to move through stone (including worked stone), dirt, and earth, but not metal. You do not need to breathe while using this ability. Your burrowing leaves behind no tunnel or hole, nor does it produce any ripple or other sign of your presence.

You can use this ability for a number of rounds per day equal to your class level, which do not need to be spent consecutively. There is no action required to activate or end this ability, but any round in which you burrow in this way, as well as any round in which you begin your turn in the earth as a result of burrowing in this way (even if you don't actually move that round) counts as a round of using this ability. If you are currently burrowing when you run out of daily rounds of this ability, you are shunted to the nearest unoccupied open space, suffering 1d4 points of bludgeoning damage for every 5 feet of earth, dirt, or stone that you pass through in order to reach it.

Stone Body (Su): At 9th level, your skin permanently darkens and hardens, to the point where you almost resemble a statue of yourself. Your natural armor bonus to AC permanently increases by +2, and you gain a +2 inherent bonus to your Constitution score. Additionally, you gain a +8 bonus on Stealth checks made in rocky terrain. This bonus also applies on Disguise checks made to pass as a statue, or which otherwise make use of your chiseled appearance, although it serves as a penalty on Disguise checks made to resemble any creature with a normal complexion.

Infuse Rocks (Sp): At 15th level, you gain the ability to infuse a thrown rock with a spell, and hurl it at your opponents in order to deliver the spell. Whenever you cast a spell with a range of touch, instead of making a melee touch attack as part of the spell, you can make a ranged attack with a held rock. If the attack hits the target, the target suffers damage from the thrown rock, as normal, and also suffers the effects of the spell. If the attack hits the target is not damaged by the rock, but is still affected by the spell. If the attack fails to hit the target's touch AC, then the rock misses, and the spell has no effect.

You can also infuse other spells into rocks and deliver them in a similar fashion. If the spell normally allows you to make an attack as part of casting the spell (such as most spells that require ranged or melee touch attacks), you can infuse the rock and throw it all as part of casting the spell. If the spell does not normally allow you to make an attack as part of casting the spell (such as most spells that do not require an attack roll), you infuse the rock as part of casting the spell, but must use a separate action to throw it. A rock that has been infused with a spell retains that spell's energy for a number of rounds equal to your Charisma modifier, after which the spell dissipates and the rock returns to normal. You can have multiple infused rocks at the same time. You do not need to be the one to throw the infused rocks in order for them to have their effect (although creatures without the rock throwing special ability may be unable to throw the rocks).

*Earth Mastery (Su):* At 20<sup>th</sup> level, you gain the rock catching universal monster ability, and gain a +8 racial bonus on Reflex saves made to catch rocks. Additionally, you can catch and throw rocks as though you were one size category larger than you actually are (increasing the damage of your rock throwing special ability to 1d8 for Medium creatures, and 1d6 for Small creatures). Additionally, you are no longer restricted in how many rounds per day you can use your earth glide special ability. Finally, your natural armor bonus to AC increases by an additional +2.



## Storm Giant Bloodline

Among your ancestors is one of the majestic and mysterious storm giants, lords of the skies and seas, and some of that power has been passed on to you. The rushing of the wind and waves calls out to you, and as you grow in power, you become able to bend them to your will.

### Class Skill: Perception

**Bonus Spells:** enlarge person (3rd), levitate (5th), call lightning (7th), freedom of movement (9th), lightning arc<sup>UM</sup> (11th), chain lightning (13th), control weather (15th), stormbolts<sup>APG</sup> (17th), ride the lightning<sup>UM</sup> (19th).

**Bonus Feats:** Cleave, Combat Reflexes, Improved Vital Strike, Intensified Spell<sup>APG</sup>, Iron Will, Power Attack, Vital Strike, Weapon Focus, Weapon Specialization.

**Bloodline Arcana:** Whenever you cast a spell with the electricity descriptor, or which deals electricity damage, you can channel some of that electricity into a metal weapon that you wield. Doing so is a free action made as part of casting the spell. If you do, then for a number of rounds equal to 1 + the spell's level, the weapon deals an additional amount of electricity damage with each successful hit equal to the spell's level.

**Bloodline Powers:** The power of the storm giants surges through your veins, and your blood is a tempest of incredible power. As you delve deeper into your magical birthright, it responds with ever increasing intensity.

*Militant (Ex)*: Beginning at 1st level, you gain proficiency with all simple and all martial weapons. Further, for the purposes of qualifying for feats, you are treated as having a base attack bonus equal to 2 less than your sorcerer level, and also as a fighter whose level is 2 lower than your sorcerer level.

Storm Rider (Ex): At 3rd level, you gain resist electricity 5. Additionally, you can breathe water as well as air. Finally, you gain a swim speed equal to your base land speed.

*Giant Size (Ex):* At 9th level, your size permanently increases by one step. Your space and reach adjust to be appropriate for your new size. You also gain the normal size bonuses and penalties to attack, AC, CMB, CMD, Stealth, and Fly based on your new size, and you can wield weapons appropriate for your new size. Additionally, your Strength score permanently increases by +4, your Dexterity score permanently decreases by -2, and your Constitution score permanently increases by +2.

Wind Mastery (Su): At 15th level, you gain the ability to call upon the winds to carry projectiles you fire or throw. You treat the wind as though it were two categories slower than it actually is for the purposes of determining its effects on ranged attacks you make. Additionally, you suffer only half the range penalties for ranged attacks that you make.

Storm Mastery (Su): At 20<sup>th</sup> level, you gain immunity to electricity. Additionally, your powers over the elements are greatly enhanced. You gain the ability to cast the following spell-like abilities at will: *call lightning*, *control water*, *gust of wind*, *levitate* and *water walk*. Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

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# Fee=Fi=Fo=Fum, I Smell the Blood... of Giants!

Giants are fearsome and iconic fantasy foes, but very rarely do player characters get a chance to enjoy the bulk, power, and pure destructive capabilities that being a giant has to offer. While there is room for debate about some types of giants, such as hill giants and ogres, other species, like fire and storm giants, are clearly magical in nature. Yet no sorcerer bloodline exists for players who want to have characters descended from giants until now!

This book introduces four giant=themed bloodlines for sorcerers. Featured are the fire giant, the frost giant, the stone giant, and

the storm giant. In addition to providing elemental powers associated with the type of giant in question [such as the ability to create massive earthquakes or avalanches, or to control storms and seas, or create great clouds of ash and smoke[]these bloodlines also grant players giant power, granting them some of the strength and size of giants.

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Whether you want to play a giant=blooded character with an exciting new bloodline, just want to expand your sorcerer's bloodline options, or are a GM looking for just the right thing to spice up a giant shaman or mage's stat=block, this book is for you.

