




FROST FIR

CREATURE 1

N**MEDIUM****PLANT****Perception** +7**Languages** sylvan, treant**Skills** Athletics +6 (+8 to Disarm), Intimidation +7, Stealth +6 (+8 in forests)**Str** +3, **Dex** +0, **Con** +3, **Int** +0, **Wis** +1, **Cha** +0**AC** 16; **Fort** +7, **Ref** +4, **Will** +6**HP** 21; **Resistances** bludgeoning 2; **Weaknesses** axes 3**Snag Weapon**  **Trigger** The frost fir is damaged by an attack from a weapon; **Effect** The frost fir makes a Disarm attempt against the triggering weapon.**Speed** 25**Melee**  slam +5, **Damage** 1d6+2

Sticky Resin A frost fir's bark constantly exudes a sticky resin that hinders attackers. The resin grants a frost fir a +2 circumstance bonus on disarm attempts. Any creature that is damaged by a frost fir's slam attack, deals damage to a frost fir with an unarmed attack, or otherwise touches a frost fir, must succeed at a DC 14 Reflex save or be coated with the frost fir's sticky resin. A creature affected by this resin is Clumsy 1 until they or an ally spends an action to scrape or clear the resin from them. Any enemy grabbed by a frost fir takes a -1 penalty on attempts to escape. Any amount of fire damage dealt to a creature coated in resin removes clumsy condition.

Freeze  (stance) The frost fir holds perfectly still. When in this stance the frost fir gains a +2 circumstance bonus to Hide and can Hide without cover as long as it is hidden or undetected to any creatures. Using any action or reaction immediately ends this stance.