

## BLOODTHORN TREANT

Bloodthorn Treants are sinister manifestations of the Feywild's darker aspects. These twisted, thorn-covered guardians of corrupted fey groves are a constant reminder of the delicate balance between light and darkness in the fey realm. Unlike their benevolent cousins, Bloodthorn Treants are fueled by malevolence and a desire to protect the places where dark fey magic has seeped into the very earth. Their black bark and red sap give them a menacing appearance, striking fear into the hearts of those who dare to trespass on their territory.

In the shadowy depths of the Feywild, Bloodthorn Treants often form alliances with other dark fey creatures, sharing a common goal of defending the twisted sanctuaries where these malevolent beings congregate. Their paralyzing toxins and relentless assaults make them formidable opponents, ensuring that any who dare disturb their groves seldom escape unscathed. The presence of a Bloodthorn Treant serves as a warning to those who venture too far into the Feywild's darker regions, cautioning them that not all is whimsy and light within this enchanted realm.

**Regenerative Sap.** The red sap flowing through their veins possesses potent regenerative properties, sought after by alchemists and healers.

**Thorn Guardians.** Bloodthorn Treants can animate and command smaller thorned plants to serve as additional guardians for their dark fey groves.

## BLOODTHORN TREANT

*Huge plant, neutral evil*

**Armor Class** 14 (natural armor)  
**Hit Points** 138 (12d12 + 60)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

**Saving Throws** Wis +7, Cha +5

**Damage Resistances** bludgeoning, fire, necrotic, piercing

**Senses** passive Perception 13

**Languages** Common, Druidic, Elvish, Sylvan

**Challenge** 10 (5,900 XP)

**Proficiency Bonus:** +4

**False Appearance.** While the treant remains motionless, it is indistinguishable from a normal, thorny tree.

**Regeneration.** The treant regains 10 hit points at the start of its turn if it has at least 1 hit point.

**Siege Monster.** The treant deals double damage to objects and structures.

**Thorny Hide.** When a creature within 5 feet of the treant hits it with a melee attack, the attacker takes 5 (1d10) piercing damage from the treant's thorns.

### ACTIONS

**Multiattack.** The treant makes two slam attacks.

**Slam.** Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 6) bludgeoning damage.

**Thorn Volley (Recharge 5-6).** The treant releases a volley of blood-tipped thorns in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 22 (4d10) piercing damage and becoming poisoned on a failed save, or half as much damage and not poisoned on a successful save. A poisoned target is also paralyzed. The target can make a DC 17 Constitution saving throw at the end of each of its turns, ending the paralyzed effect on itself on a success. automatically if the target dies or escapes. A creature can use its action to make a DC 11 Strength check to break free.

**Thorn Guardians (1/Day).** The Bloodthorn Treant animates and commands up to three smaller thorned plants within a 30-foot radius, turning them into Thorn Guardians. Each Thorn Guardian has the same statistics as a Twig Blight, with the addition of the Bloodthorn Treant's Thorny Hide trait. The Thorn Guardians remain animated for up to 1 hour, until the Bloodthorn Treant is incapacitated, or until the Bloodthorn Treant uses a bonus action to dismiss them.