

# Sue the Awakened Shrub

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<https://www.dndbeyond.com/monsters/3244071-sue-the-awakened-shrub>



*Small Plant, Any Alignment*

**Armor Class** 9

**Hit Points** 18 (2d6 + 11)

**Speed** 5 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	9 (-1)	12 (+1)	13 (+1)	15 (+2)	12 (+1)

**Saving Throws** WIS +4

**Skills** [Investigation](#) +3, [Persuasion](#) +4

**Damage Vulnerabilities** Fire

**Damage Resistances** Piercing

**Senses** Passive Perception 10

**Languages** Common

**Challenge** 0 (10 XP)

**Proficiency Bonus** +2

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**Sidekick.** Level 2 Spellcaster with the Healer Subclass.

**False Appearance.** While the shrub remains motionless, it is indistinguishable from a normal shrub.

## Actions

**Spellcasting.** The creature is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks).

Cantrips (at will): [Spare the Dying](#), [Mold Earth](#)

1st level (2 slots): [Entangle](#), [Cure Wounds](#)

**Rake.** *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) [Piercing Damage](#).