The archer bush appears as a normal bush, five to six feet tall, that has many thick, supple branches, sparse leaves, and small pale buds of golden or purple hue. Closer examination reveals 6” long thorns spaced evenly apart on these branches. The trunk appears as a 3-foot tall mound of leaves. Hidden under the leaves is the archer bush’s mouth, which it uses to digest its prey.

**COMBAT**

The archer bush attacks by firing a volley of thorns at any creature that comes within 20 feet.

**Thorn Spray (Ex):** An archer bush can loose a volley of 4 thorns at one target as a standard action. This attack has a range of 20 feet with no range increment. An opponent hit by the archer bush’s thorn spray suffers a –1 circumstance penalty to attacks, saves, and checks until the thorn is removed (as a standard action). The creature can launch three volleys (12 thorns) in one day.

**Plant:** The archer bush is immune to poison, sleep, paralysis, stunning, and polymorphing. It is not subject to critical hits and is immune to mind-influencing attacks.

**Tremorsense (Ex):** The archer bush can automatically sense the location of anything in contact with the ground within 60 feet of its body.