

Abroa are the bane of greedy thieves and treasure-seeking adventurers alike. These carnivorous creatures appear to be tarnished, worn coins with rough indents and raised upon their backs that look like faded stampings. When awoken, ten chitinous, insect-like legs extend out from their underside and a pair of mandibles, dripping acid, opens in the front. Abroa have no eyes or other discernable features. The gold-, silver-, or copper-colored, disk-shaped monstrosities live out most of their existence in dormancy, awaiting prey to approach the pile of coins that they call home. When something moves within range of their senses, the abroa in the pile awaken and spring to action, extending their legs and swarming their victim. The swarming abroa bite into the creature with their tiny, hidden mandibles to inject a potent acid that breaks the prey down into a pile of melted flesh that their sensitive stomachs can then digest.

Thieves' guilds and similar organizations that have reason to fear for the security of their belongings often transplant a colony of abroa to watch over their horde.

ADVENTURE SEEDS

- While questing for an item, the player characters come across a false treasure horde. Not only is a cursed facsimile of the item in question present, but the surrounding wealth of 'coins' are actually a colony of abroa. The abroa bide their time until the cursed item at the horde's center is picked up, then attack with the full benefit of surprise.

- The city is plagued with cases of shopkeepers being attacked by abroa. It appears that someone is paying for goods with drugged abroa that awaken from their stupor in an aggressive mood. Is someone just using abroa as counterfeit coins, or is there a reason these particular merchants are being targeted?



ABROA

Hit Dice:	1/8d8+1 (2 hp)
Initiative:	+5 (Dex)
Speed:	40 ft.
AC:	24 (+8 size, +5 Dex, +1 natural)
Attacks:	Bite +4 melee
Damage:	Bite 1d2–6 plus 1d2 acid
Face/Reach:	1/2 ft. x 1/2 ft./0 ft.
Special Attacks:	Acid
Special Qualities:	Blindsight 30 ft., Sound Sensitivity
Saves:	Fort +1, Ref +5, Will +3
Abilities:	Str 2, Dex 21, Con 12, Int 6, Wis 12, Cha 10
Skills:	Climb +7, Hide +21, Jump +7, Listen +4, Move Silently +13, Tumble +8
Climate/Terrain:	Underground
Organization:	Brood (2–5), swarm (5–20), or colony (50–200)
Challenge Rating:	1/2
Treasure:	Double coins, standard goods, standard items
Alignment:	Always neutral
Advancement:	1–2 HD (Fine)



Aberration: Instead of the Darkvision aberrations normally have, abroa use Blindsight to a range of 30 feet to detect prey by sound and vibration.

Acid (Ex): The small fangs of an abroa inject its victim with an acid, causing and extra 1d2 points of damage on a successful bite attack.

Sound Sensitivity (Ex): Abroa are very sensitive to sound, and suffer double damage from sonic attacks. They are also

rendered inert by the playing of soothing music within 30 feet of them. Doing so requires a successful Perform (any instrument) check (DC 18), and causes the affected abroa to enter their dormant state for as long as the music continues to be played.

Skills: Abroa gain a +8 racial bonus to Climb, Jump, and Move Silently checks. They have a +16 size bonus to Hide checks. These bonuses are already worked into the stats above.

