

# BELABRA

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## Medium-Size Aberration

**Hit Dice:** 4d8+4 (22 hp)

**Initiative:** +2 (Dex)

**Speed:** 5 ft, fly 20 ft (poor)

**AC:** 18 (+2 Dex, +6 natural)

**Attacks:** Shell +5 melee; or 12 tentacles +5 melee, bite +0 melee

**Damage:** Shell 2d4+2; tentacle 1d2+2, bite 2d4+1

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Attacks:** Improved grab, puncture

**Special Qualities:** Blood spray

**Saves:** Fort +2, Ref +3, Will +5

**Abilities:** Str 14, Dex 15, Con 13, Int 7, Wis 12, Cha 11

**Skills:** Listen +9, Move Silently +6, Search +2, Spot +9

**Feats:** Alertness

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**Climate/Terrain:** Temperate forest

**Organization:** Solitary

**Challenge Rating:** 3

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 5-9 HD (Medium-size); 10-12 HD (Large)

Belabras are solitary creatures found in forested areas of the world. The belabra (also known as the “tangler”) appears as a large jellyfish-like creature with a hard shell “cap”, black or gray in color. Twelve tentacles extend from the underside of the “cap.” Hidden among the tentacles is the creature’s small beak. Four small eyestalks protrude from the top of the shell.

## COMBAT

The belabra attacks by ramming its foes with its hard shell body or whipping at a foe with its tentacles. It will attempt to grab its prey in its tentacles and bite with its beak.

**Improved Grab (Ex):** To use this ability, the belabra must an opponent of up to Medium-size with a tentacle attack. If it gets a hold, the belabra bites with its beak.

**Puncture (Ex):** A grappled creature automatically takes 1d4+2 points of damage from the tentacle-barbs each time it attempts to break free and fails.

**Blood Spray (Ex):** A successful hit on a belabra with a slashing or piercing weapon requires the attacker, and all creatures within a 10-foot spread, to succeed at a Reflex save (DC 13) or be sprayed with the creature’s gray-white blood.

On a failed save, a creature is partially blinded and suffers sneezing fits for 1d6+2 rounds. An affected creature suffers a 25% miss chance in combat, loses its Dexterity bonus to AC, moves at half speed, and suffers a –2 penalty on most Strength- and Dexterity-based checks. A check that relies on vision has a 50% chance of failing.

The Belabra first appeared in the MC Appendix 3 (TSR, 1989).