**KHARGRA**

Small Outsider (Earth)

**Hit Dice:** 6d8+12 (39 hp)

**Initiative:** +6 (+2 Dex, +4 Improved Initiative)

**Speed:** 10 ft, burrow 30 ft

**AC:** 23 (+1 size, +2 Dex, +10 natural)

**Attacks:** Bite +9 melee, 3 claws +7 melee

**Damage:** Bite 2d8+2, claw 0

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

**Special Attacks:** Improve grab, digest metal, break weapon

**Special Qualities:** Burrow, tremorsense, immunities, vulnerabilities, darkvision 60 ft

**Saves:** Fort +7, Ref +7, Will +5

**Abilities:** Str 15, Dex 15, Con 15, Int 5, Wis 11, Cha 10

**Skills:** Hide +10, Intuit Direction +6, Move Silently +5, Search +6, Spot +6

**Feats:** Improved Initiative, Multiattack

**Climate/Terrain:** Any land and underground

**Organization:** Solitary, pack (2-5)

**Challenge Rating:** 4

**Treasure:** Standard coins (in digestive tract); no goods; no items

**Alignment:** Always neutral

**Advancement:** 7-10 HD (Small); 11-18 HD (Medium-size)

Khargra are creatures from the Elemental Plane of Earth. They are rarely encountered on the Material plane, though when they are, they are usually searching for a vein of high-grade ore, which they digest as food.

A khargra moves through layers of rock as a fish swimming through water. When it locates a vein of ore, it settles to feed and ingest the material.

A khargra appears as a 4-foot tall cylindrical creature weighing about 300 pounds. Its body is covered in large metallic scales. Three large flexible metal fins are spaced evenly around its body. Between the fins, equally spaced, are three conical sheaths from which emerge its extendible claws. Two small eyes protrude from either side of the topmost fin. Its circular mouth is about 1-foot in diameter and lined with curved metal teeth that open and close as an iris does.

**COMBAT**

A khargra can detect a significant amount of precious metals and ore within 20 feet. Its preferred method of attack is to wait just inside a layer of rock, and when its prey passes nearby, emerge suddenly, thus gaining surprise.

It will attempt to fasten its arms onto metal objects and devour it with its mouth. Nonmetallic creatures or objects are bitten, but not digested.

A khargra on the ground crawls by using its arms to pull it along.

**Improved Grab (Ex):** To use this ability, the khargra must hit an opponent of up to Medium-size with a claw attack. If it gets a hold, it will use its digest metal ability to devour any metal objects worn or carried by the opponent.

**Digest Metal (Ex):** If a khargra succeeds at a grapple check against an opponent, it will begin eating any metal objects worn or carried by that opponent. The khargra and defender make opposed attack rolls.
The khargra gains a +4 circumstance bonus to its opposed roll and does not provoke an attack of opportunity. If the khargra wins, it deals bite damage to a metal object held or worn by the opponent (see Strike a Weapon, page 136 in the *Player's Handbook*).

**Break Weapon (Ex):** If attacked with a metal weapon of up to Medium-size, a khargra can attempt to bite the end off the weapon and swallow it. It does this by making a successful attack roll against the weapon (see Strike a Weapon, page 136 in the *Player's Handbook*). The khargra does not provoke an attack of opportunity when using this ability. If the attack hits, the khargra must succeed at a Strength check against the item's DC in order to break it.

Typical DCs to break weapons are listed below.

<table>
<thead>
<tr>
<th>Weapon</th>
<th>DC</th>
<th>Example</th>
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<tbody>
<tr>
<td>Tiny blade</td>
<td>16</td>
<td>Dagger</td>
</tr>
<tr>
<td>Small blade</td>
<td>18</td>
<td>Short sword</td>
</tr>
<tr>
<td>Medium-size blade</td>
<td>20</td>
<td>Longsword</td>
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<tr>
<td>Small metal-hafted weapon</td>
<td>16</td>
<td>Light mace</td>
</tr>
<tr>
<td>Medium-size metal-hafted weapon</td>
<td>18</td>
<td>Heavy mace</td>
</tr>
<tr>
<td>Small hafted weapon</td>
<td>14</td>
<td>Handaxe</td>
</tr>
<tr>
<td>Medium-size hafted weapon</td>
<td>16</td>
<td>Battleaxe</td>
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</tbody>
</table>

*Magical weapons add +1 to the break DC of the weapon for each +1 enhancement bonus.

**Immunities (Ex):** Khargra are immune to all fire and cold-based attacks and effects.

**Vulnerabilities (Ex):** A khargra takes maximum damage from a heat metal spell. A transmute metal to wood instantly slays a khargra.

When first emerging from rock, it requires a full round for the khargra to reassemble its molecular structure. At this time it can be killed instantly if a phase door spell is cast on it.

**Burrow (Ex):** A khargra can glide through stone, dirt, or almost any other sort of earth including metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing a burrowing khargra flings the khargra back 30 feet, stunning the creature for 1 round unless it succeeds at a Fortitude save.

**Tremorsense (Ex):** Khargra can automatically sense the location of anything within 60 feet that is in contact with the ground.

The Khargra first appeared in the 1e FF (1981).