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[I was never too fond of the kaorti, Wizards’ attempt to make a “githyanki for the Far Realm”, but their minion beasts were pretty neat. I used these in a game as the tools of a cult of Hastur-worshipping kuo-toa.]

Rukanyr

This hideous creature vaguely resembles a scorpion with a single lidless eye and three bulbous pods with a circular rasping mouth in place of its pincers. A dozen clawed arms grow from along its back and sides, lashing frantically at the air around it. Its tail is held over its head, ending in an enormous spiked ball.

Rukanyrs are one of the creations of the Dominion of the Black, supporting their destructive armies as living siege weapons. The creatures are sometimes called “siege scorpions” for that reason, but their anatomy is a warped parody of a real scorpion. The creatures are barely sapient, but have an inborn instinct to destroy structures of metal and stone—they thus typically leave the more organic architecture of the Dominion alone in their rampages.

A rukanyr has no society or ecology to speak of, existing only to kill and destroy in the service of an alien power. They feed themselves on anything they can fit into their mouths, gaining nutrient from the rubble they leave in their wake as well as corpses. They occasionally slip the bonds of their masters, usually by accident more than intent, and live as wild predators in this case. Rukanyrs reproduce by budding when induced by specific enzymes produced in brain collector laboratories—whether they can make more of themselves alone is unknown. They are immortal unless slain, capable of surviving for hundreds or thousands of years.

Rukanyr **CR 10**

XP 9,600

CE Huge aberration

Init +4; **Senses** darkvision 60 ft., Perception +15, tremorsense 30 ft.

Aura snapping claws (10 ft., DC 17, 2d6+6 damage)

Defense

AC 25, touch 8, flat-footed 25 (-2 size, +17 natural)

hp 127 (15d8+60); fast healing 5

Fort +11, **Ref** +5, **Will** +11 **Immune** sonic; **Resist** acid 10, cold 10, fire 10

Defensive Abilities twisting plates

Offense

Speed 40 ft., climb 30 ft.

Melee slam +15 (3d6+9), 3 bites +15 (1d8+6 plus poison)

Space 15 ft.; **Reach** 10 ft.

Special Attacks living siege engine, powerful blows (slam), sonic drill

Statistics

Str 22, **Dex** 11, **Con** 19, **Int** 4, **Wis** 15, **Cha** 4

Base Atk +11; **CMB** +19 (+21 bull rush, +23 sunder); **CMD** 29 (31 vs. bull rush, sunder, 41 vs. trip)

Feats Great Fortitude, Greater Sunder, Improved Bull Rush, Improved Initiative, Improved Sunder, Power Attack, Step Up, Vital Strike

Skills Climb +22, Perception +15

Languages Aklo (cannot speak)

Ecology

Environment any land and underground

Organization solitary or siege (2-10)

Treasure none

Special Abilities

Aura of Snapping Claws (Ex) Although the arms of a rukanyr are not coordinated enough to make direct attacks, their flailing claws are still hazardous. Any creature within a rukanyr's reach must succeed a DC 17 Reflex save every round or take 2d6+6 points of slashing and piercing damage. The save DC is Reflex based.

Living Siege Engine (Ex) A rukanyr deals double damage with its natural weapons against unattended inanimate objects.

Poison (Ex) Injury—bite; save Fort DC 21; effect 1d3 Dex; duration 1/round for 4 rounds; cure 2 saves. The save DC is Constitution based.

Sonic Drill (Su) As a standard action, a rukanyr can create a powerful blast of sonic energy. All creatures within 30 feet must succeed a DC 21 Fortitude save or be stunned for 1 round. The rukanyr focuses its blast on a single creature or object, which takes 12d8 points of sonic damage. A living creature or attended object can halve the damage with a successful DC 21 Fortitude save. A rukanyr can use this ability three times a day. This is a sonic effect, and the save DC is Constitution based.

Twisting Plates (Ex) A rukanyr struck by a melee weapon may make a combat maneuver check to disarm its opponent of that weapon as an immediate action.