

NARRATIVE DECLARATION 

ROTCRIND

A WORLD
IN DECAY



BESTIARY

Zeskoran Obliteration Construct

PATHFINDER
COMPATIBLE

Compatibility with Pathfinder Second Edition requires Pathfinder Second Edition from Paizo Inc. See paizo.com/pathfinder to learn more about Pathfinder. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Zeskoran Obliteration Construct

Creature 10

Rare

Large

Construct

Mindless

Braced upon four hydraulic legs, this layered plate of metal and destruction exhausts heat from a bundle of pipes that allow the various weapons housed inside its chassis to unleash terrifying firepower and spells upon its foes. The less fortunate who survive its onslaught from afar will meet four deadly scythe-like blades, if they see it coming.

Perception +16

Skills Athletics +23, Stealth +18, Acrobatics +12

Str +5, **Dex** -1, **Con** +6, **Int** -2, **Wis** +0, **Cha** -5

AC 29; **Fort** +23, **Ref** +16, **Will** +17

HP 170 **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, spirit, unconscious, vitality, void; **Resistances** physical 10 (except adamantine), spells 10 (except electricity)

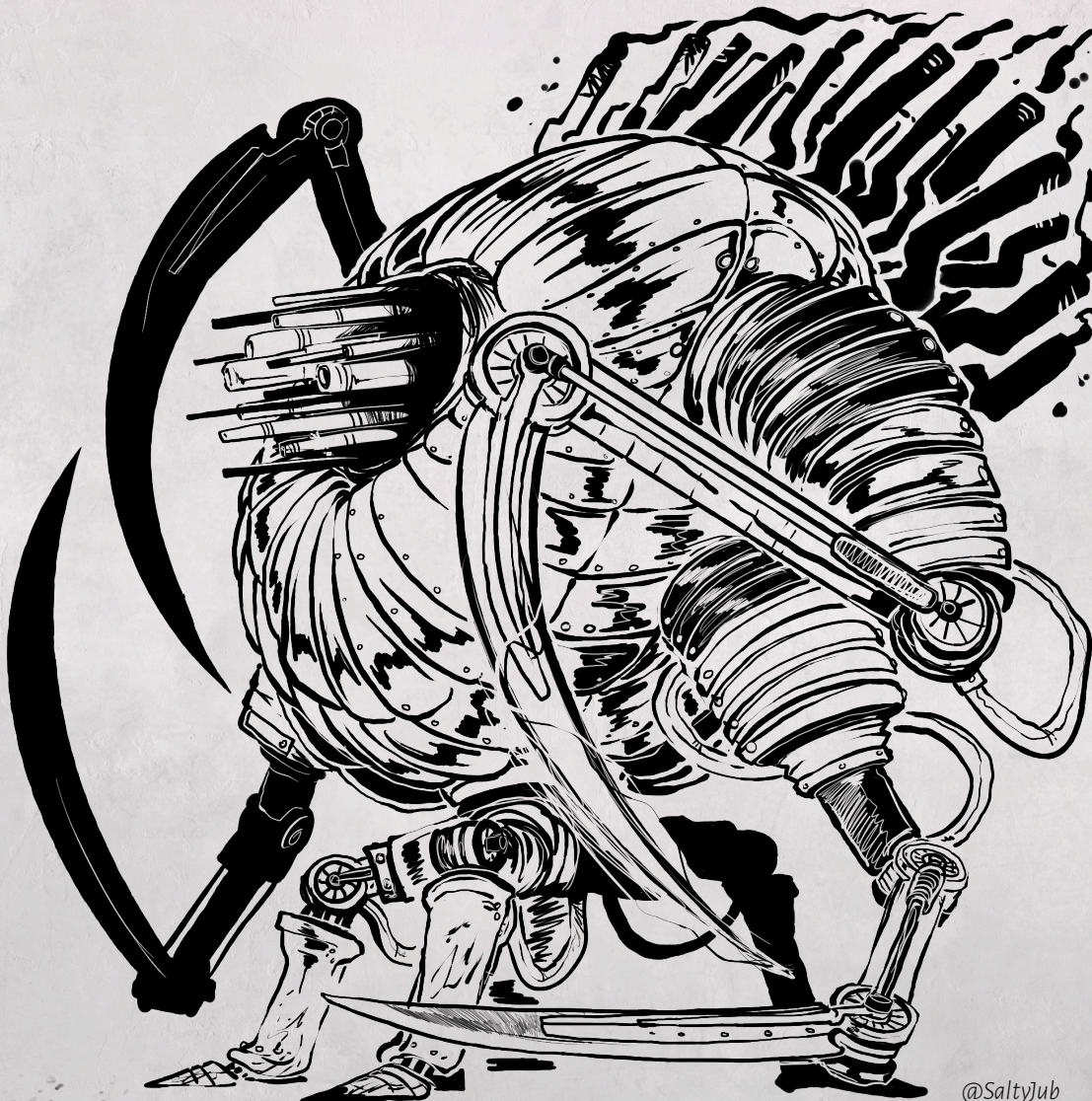
Invisibility Field A Zeskoran obliteration construct is invisible at all times, though when it takes a hostile action of any kind, it is concealed instead of undetected until the start of its next turn.

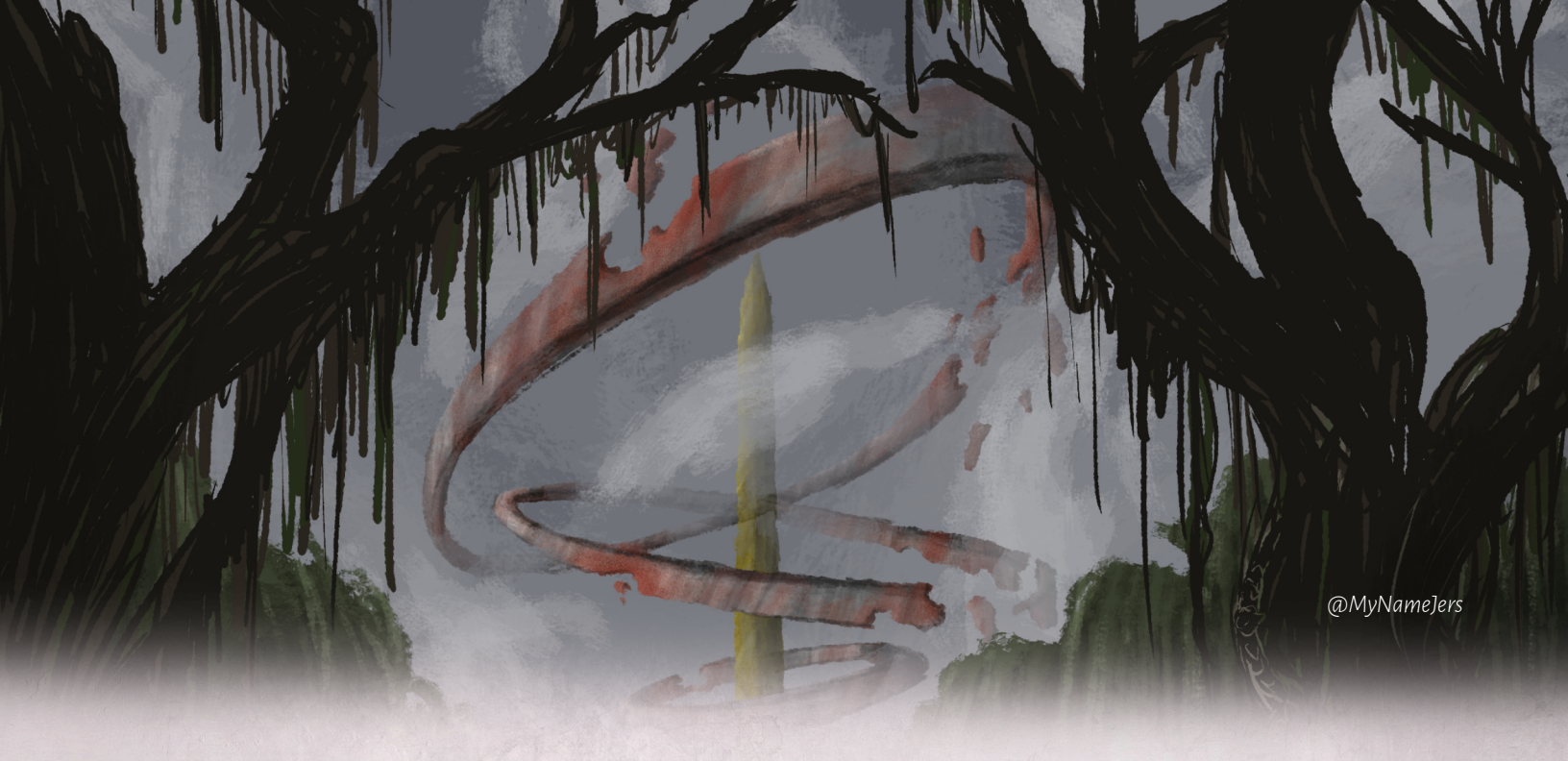
Speed 20 feet, fly 20 feet

Melee ♦ blade +23 (agile, magical, reach 10 feet), **Damage** 2d10+5 slashing plus 2d8 electricity

Exo-Reality Beam ♦♦ The Zeskoran obliteration construct unleashes a dizzying array of energy beams from its chest that deals 9d6 force damage in a 30-foot line (DC 29 Reflex save). Creatures that fail become stupefied 1 (stupefied 2 on a critical failure) for 1 minute. The construct can't use Exo-Reality Beam for 1d4 rounds.

Heavy Stride ♦♦ The Zeskoran construct strides and can move through the spaces of medium and smaller creatures. Each creature it moves through must succeed at a DC 29 Reflex save or be knocked prone.





@MyNameJers

LORE

Born from fear, not of rival kingdoms or enemies from afar, but of threats far beneath the sea. Weapons were needed to hold back the horrors of the deep that threatened to unravel everything Zeskoran has built. Thankfully the calamity that destroyed much of Zeskoran in the past came with some benefit. The vast exposed rare minerals that drew opportunistic plunderers like dragons to gold. But just as soon as expeditions were created to gather the valuable resources below. Sooner did people find out what horrors were awakened underneath the sea.

Due to this rising threat that nearly wiped Zeskoran off the map, weapons were created from the research taken from the occult beasts encountered and from the rare minerals below. One of these many weapons was the Obliteration Construct, a safeguard against the beasts that would surge to the surface en masse to threaten Zeskoran.

The spell crafters of Zeskoran have become legendary for their mastery of occult machinery, not built to pursue fame and fortune, or to sell off to other countries seeking to exploit such potent weaponry, but for survival. The Yawning Deep has been reported to house abominations of all kinds, with potentially more yet undiscovered.

The Zeskoran Deep Sea Miners, otherwise known as the Dimers, whom must journey deep within the tunnels beneath the seabed to collect the riches down below, began to require armed escorts to keep them safe. At first, battlemages and hired mercenaries were promised large amounts of coin for their services. Though they soon discovered that no sum was worth being taken by the monsters in the Yawning Deep. So machines like the Obliteration Construct were forged. Although originally conceived for the depths, the Obliteration Construct has seen far greater use on land, especially when the terrors of the Yawning Deep encroach en masse to invade the surface.

Effective as security sentries or ambush shock troops, these constructs have become the favored weapon whenever a particular target on the battlefield needs to be dealt with swiftly and with little loss.

For those too afflicted by the occult or the rot itself, they offer themselves, or, as punishment, are forced to fuel these constructs with their very being. Wrapped in constraining enchanted fabric, the fuel is placed inside the construct's interior, where it begins to consume its victim upon activation.

The howls and screams of the victim resonate through the metal shell, creating what some soldiers describe as a terrifying crazed war cry. To cease the pain of being slowly consumed, the operator pushes the construct to more efficiently destroy its targets so it may sooner be shut down. Once the fuel has been spent, another is placed inside, continuing Zeskoran's protection at any cost.

NARRATIVE DECLARATION

CREDITS

Publisher Payton Smith (@ZoranTheWizard)

Lead Creative Producer Thurston Hillman (@oncallgm)

Art Director Laura Pendl (@laura_pendl)

Layout Jamie Isfeld (@ToTellStories)/Payton Smith (@ZoranTheWizard)

Author Payton Smith (@ZoranTheWizard)

Artwork @SaltyJub, @MyNameJers, Jamies Isfeld

©2026 Payton Smith, Narrative Declaration. All rights reserved. Reproduction without the written permission of the publisher is expressly forbidden. Narrative Declaration and the Narrative Declaration logo is a trademark of Payton Smith. All rights reserved. All characters, names, places, items, art and text herein are copyrighted by Payton Smith. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

Pathfinder and Starfinder are registered trademarks and copyrights of Paizo Inc. The Pathfinder and Starfinder Compatibility Logos are trademarks of Paizo Inc. The Pathfinder-Icons font is a copyright of Paizo Inc. These trademarks and copyrights are used under the Paizo Compatibility License. See paizo.com/licenses/compatibility for more information on this license.

Pathfinder, Starfinder, and associated marks and logos are trademarks of Paizo Inc., and are used under license. See paizo.com/pathfinder and paizo.com/starfinder to learn more about Pathfinder and Starfinder.

SUPPORT US

By supporting Narrative Declaration, you help us bring our world to life. We create custom rules content for Pathfinder 2nd Edition, as well as expansions to existing rules like monsters, spells, unique items, backgrounds, ancestries, and so much more! All of this—as well as regular releases for content used on the show—is provided for use in your own home games.

Subscribing to our Patreon will also give access to monthly releases of exclusive monsters, items, and lore, plus maps, tokens, and more!

Thank you for your support. It really matters more than you could ever realize. Keep checking back for more!

NARRATIVEDECLARATION.COM



ORC NOTICE

This product is licensed under the ORC License located at the Library of Congress at TX 9-307-067 and available online at various locations including paizo.com/orcllicense, azoralaw.com/orcllicense, and others. All warranties are disclaimed as set forth therein.

Attribution: This product is based on the following Licensed Material:

Pathfinder Player Core © 2023 Paizo Inc., Designed by Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter. Authors: Alexander Augunas, Kate Baker, Logan Bonner, Jason Bulmahn, Carlos Cabrera, Calder CaDavid, James Case, Eleanor Ferron, Steven Hammond, Joan Hong, Vanessa Hoskins, James Jacobs, Jenny Jarzabski, Erik Keith, Dustin Knight, Lyz Liddell, Luis Loza, Patchen Mortimer, Dennis Muldoon, Stephen Radney-MacFarland, Mikhail Rekun, David N. Ross, Michael Sayre, Mark Seifter, Kendra Leigh Speedling, Mark Thompson, Clark Valentine, Andrew White, Landon Winkler, and Linda Zayas-Palmer

Pathfinder Monster Core © 2024 Paizo Inc., Authors: Alexander Augunas, Dennis Baker, Kate Baker, Joshua Birdsong, Joseph Blomquist, Logan Bonner, Jason Bulmahn, James Case, John Compton, Paris Crenshaw, Adam Daigle, Darrin Drader, Brian Duckwitz, Robert N. Emerson, Scott Fernandez, Eleanor Ferron, Leo Glass, Matthew Goodall, BJ Hensley, Thurston Hillman, Vanessa Hoskins, James Jacobs, Jenny Jarzabski, Miko Kallio, Jason Keeley, Jeff Lee, Lyz Liddell, Luis Loza, Ron Lundeen, Robert G. McCreary, Philippe-Antoine Menard, Jacob W. Michaels, Dave Nelson, Jason Nelson, Tim Nightengale, Stephen Radney-MacFarland, Mikhail Rekun, Patrick Renie, Alex Riggs, David N. Ross, Michael Sayre, Mark Seifter, Chris S. Sims, Amber Stewart, Jeffrey Swank, William Thompson,

Jason Tondro, Clark Valentine, Landon Winkler, Tonya Woldridge, and Linda Zayas-Palmer

Pathfinder GM Core © 2023 Paizo Inc., Designed by Logan Bonner and Mark Seifter. Authors: Amiral Attar Olyae, Logan Bonner, Creighton Broadhurst, Jason Bulmahn, James Case, Jesse Decker, Eleanor Ferron, Fabby Garza Marroquín, Jaym Gates, Matthew Goetz, James Jacobs, Brian R. James, Jenny Jarzabski, Dustin Knight, Jason LeMaitre, Lyz Liddell, Luis Loza, Ron Lundeen, Stephen Radney-MacFarland, David N. Ross, Michael Sayre, Mark Seifter, Owen K.C. Stephens, Amber Stewart, Clark Valentine, Landon Winkler, and Linda Zayas-Palmer

If you use our Licensed Materials in your own published work, please credit us in your products as follows:

Rotgrind Bestiary: Zeskoran Obliteration Construct
© 2026, Payton Smith,

Reserved Material: Reserved Material elements in this product include all elements designated as Reserved Material under the ORC License. To avoid confusion, such items include: All trademarks, registered trademarks, proper nouns (characters, deities, locations, etc., as well as all adjectives, names, titles, and descriptive terms derived from proper nouns), artworks, characters, dialogue, locations, organizations, plots, storylines, and trade dress.

Expressly Designated Licensed Material: This product contains no Expressly Designated Licensed Material.