

Data Purge

Subtier 11-12

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Waste Chute II

RATSPAWN OF LAO SHU PO

CR 10

NE Medium magical beast

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +3

DEFENSE

HP 165 RP 5

EAC 23; **KAC** 25

Fort +14; **Ref** +14; **Will** +9

Immunities poison

OFFENSE

Speed 30 ft., burrow 30 ft.

Melee bite +23 (2d10+15 P plus grab)

Ranged poison spit +20 (3d6+9 A [see text])

Offensive Abilities gnaw, poison spit, poison synthesis

STATISTICS

Str +5; **Dex** +8; **Con** +3; **Int** -2; **Wis** +2; **Cha** +0

Skills Acrobatics +19, Athletics +19, Stealth +24

Languages Common, Ysoki

Other Abilities corpse growth

SPECIAL ABILITIES

Corpse Eater (Su) Like Grandmother Rat, ratspawn of Lao Shu Po gain strength from feasting on corpses.

As a full action, a ratspawn can devour a Medium or smaller corpse. This grants the ratspawn 1 Resolve Point, up to a maximum of 10 Resolve Points. After 24 hours, the ratspawn loses any Resolve Points that it has accumulated beyond 5.

Corpse Growth (Su) Once per day as a full action, a ratspawn can spend 1 or more Resolve Points to restructure its body and increase its size. The ratspawn is healed 3d8 HP per Resolve Point spent, up to a maximum of 12d8 HP. Additionally, the ratspawn's size increases to Huge, its reach increases to 15 feet, and it gains a +2 bonus to attack and damage rolls; these bonuses last for 24 hours, after which the ratspawn reverts back to normal size.

Gnaw (Su) If a ratspawn begins its turn grappling a creature that is Large or smaller, it can attempt a grapple combat maneuver as a standard action. On a success, it gnaws into the target, dealing 2d10+15 piercing damage plus 1d2 Constitution damage. The ratspawn gains 1 Resolve Point if it succeeds at this attack, up to a maximum of 10 Resolve Points.

Grab (Ex) If the creature hits with the indicated attack (usually a claw or bite attack), it deals the normal damage. If the creature's attack roll successfully hits the target's KAC + 4, the creature also automatically grapples the foe as a free action. (If it hits the target's KAC + 13, it instead pins the target.) The creature does not need to have a spare limb free to perform this grapple, as long as it can make the listed attack, and it can potentially grapple more than one target if it has more than one attack with the grab ability. The creature can maintain the grab either with another successful grab attack or by performing the grapple combat maneuver normally.

Poison Spit (Su) As a ranged attack, a ratspawn can emit a glob of acidic spittle that targets EAC against a target within 60 feet. As part of this action, it can spend 1 Resolve Point to mix a dose of its synthesized poison into its spittle, exposing the target to the poison on a successful attack. Synthesized poison used in this manner functions as a contact poison, regardless of its original type.

Poison Synthesis (Su) Once per day, a ratspawn of Lao Shu Po that has access to garbage, chemicals, or other toxic waste can spend 1 hour consuming these hazardous materials. It can then synthesize them into a deadly poison within its body, choosing a poison with a level equal to or less than the ratspawn's CR. These ratspawn have synthesized the ungol dust poison.

UNGOL DUST

Type poison (inhaled); **Save** Fortitude DC 15

Track Charisma; **Frequency** 1/round for 4 rounds

Effect At the impaired state, the penalties from the weakened state become permanent until the victim benefits from a *restoration* spell.

Cure 1 save

CHARISMA POISON TRACK

Healthy—Weakened—Impaired—Pliable—Catatonic—Dead

Weakened

The victim takes a –2 penalty to Charisma-based ability checks and skill checks, and the DCs of her spells and special abilities decrease by 2. If she has 1 or more levels in a spellcasting class whose key ability score is Charisma, she can't cast her highest level of spells from that class.

Impaired

The victim takes an additional –2 penalty to the affected checks and DCs. If she has 1 or more levels in a spellcasting class whose key ability score is Charisma, she can't cast her 2 highest levels of spells from that class.

Pliable

The victim has little sense of self and goes along with nearly any order or suggestion. Creatures attempting Bluff, Diplomacy, or Intimidate checks against her automatically succeed, though Diplomacy checks to improve her attitude still have the normal DC.

Catatonic

The victim loses agency and can't interact with anything.

Dead

The victim loses autonomic functions and dies.

Ultracold Hailcannon

Level 9; **Price** 14,300

Hands 2; **Proficiency** Heavy

Damage 4d8 C & P; **Range** 80 ft.; **Critical** staggered

Capacity 40 charges; **Usage** 4

Bulk 2; **Special** automatic

Ferromagnetic Storm Hammer

Level 11; **Price** 22,900

Hands 2; **Proficiency** Advanced Melee

Damage 6d6 B & E; **Critical** knockdown

Bulk 1; **Special** powered (capacity 20; usage 2)

Mk 3 Serum of Healing

Level 9; **Price** 1,950; **Bulk** L

The administered creature heals 6d8 Hit Points.

Standard Graviton Crystal

Level 14; **Price** 69,800

Hands 1; **Proficiency** Solarian

Damage +3d6; **Critical** knockdown

World on Fire

STARFINDER HEAVY AGENTS

CR 9

Human soldier

NG Medium humanoid (human)

Init +5; **Perception** +17

DEFENSE

HP 145

EAC 22; **KAC** 25

Fort +11; **Ref** +11; **Will** +8

OFFENSE

Speed 35 ft.

Melee comet hammer +18 (4d6+6 B)

Ranged advanced X-gen gun +21 (2d12+9 P, range 120 ft., automatic) or stickybomb grenade III +21 (explode [20 ft., entangled 2d4 rounds, DC 21, range 50 ft.)

Offensive Abilities debilitating attack (DC 18, 6 rounds), fighting styles (bombard, blitz), grenade expert (30 ft.), heavy fire (+6 damage)

STATISTICS

Str +6; **Dex** +4; **Con** +3; **Int** +0; **Wis** -1; **Cha** +2

Skills Athletics +17, Intimidate +22, Perception +17

Feats Suppressive Fire

Other Abilities invisibility detector (armor upgrade)

Languages Common

Gear pinion skyfire armor (invisibility detector), comet hammer with 2 batteries (20 charges each), advanced x-gen gun with 200 heavy rounds, stickybomb grenades III (2)

SPECIAL ABILITIES

Debilitating Attack (Ex) When you hit an enemy with a ranged attack or an attack with a weapon with the blast or explode special property, you can spend 1 Resolve Point to inflict a debilitating effect on that enemy for a number of rounds equal to your Strength bonus. You can choose to make the target deafened, flat-footed, or off-target, or to reduce its speeds by half (to a minimum of 10 feet). The target can negate this effect with a successful Fortitude save.

Grenade Expert (Ex) You increase the range increment of your thrown grenades by 5 × your Strength bonus. In addition, you're able to salvage enough materials to create a grenade without paying for it. Creating a grenade takes 10 minutes. You can create any grenade whose item level is less than or equal to your soldier level, but this grenade is unstable and only you can use it effectively. If anyone else tries to use the grenade, it is a dud. You can have only one grenade created by this ability at one time (if you create a new grenade using this ability, the old grenade no longer works).

Heavy Fire (Ex) You can use your physical power to steady your weapon and make your attacks more dangerous. As a full action, you can make a single ranged attack that deals additional damage equal to your Strength bonus to all targets. You can use this ability in conjunction with the automatic, explode, or unwieldy special property.

Invisibility Detector As a move action, you can activate this set of optical lenses and magitech circuitry. While the upgrade is activated, you can see invisible creatures within 120 feet as translucent shapes, per *see invisibility*.

Suppressive Fire As a full action, you can use a ranged weapon with the automatic weapon property to provide covering fire or harrying fire in a cone with a range equal to half the weapon's range increment. You must expend 10 charges or rounds of ammunition to use this ability. Decide if you are providing covering fire or harrying fire. Make a single ranged attack roll with a +4 bonus, and compare it to the AC of all creatures in the area. Any creature with an AC equal to or less than your attack roll is affected by the selected effect. If you select covering fire, choose a single ally that gains the benefit of the covering fire bonus to its AC.

Female human operative

LN Medium humanoid (human)

Init +3; **Perception** +26

DEFENSE

HP 170

EAC 24; **KAC** 25

Fort +10; **Ref** +13; **Will** +14

Defensive Abilities evasion, uncanny agility

OFFENSE

Speed 50 ft.

Melee ultrathin dagger +19 (4d4+8 S)

Ranged LFD sonic pistol +21 (2d8+8 So; critical deafen) or
series-42 plasma guide +21 (3d8+8 E & F; critical severe wound)

Offensive Abilities debilitating trick, trick attack +6d8, triple attack

STATISTICS

Str +0; **Dex** +8; **Con** +0; **Int** +5; **Wis** +3; **Cha** +1

Skills Culture +30, Perception +26, Sense Motive +21, Stealth +21, Survival +30

Languages Common

Other Abilities operative exploits (deactivating shot [DC 20], ever vigilant), operative specialization (explorer)

Gear kasatha microcord IV, series-42 plasma guide^{AR} with 2 super-capacity batteries (80 charges each), LFD sonic pistol with 1 high-capacity battery (40 charges), ultrathin dagger

SPECIAL ABILITIES

Deactivating Shot For your debilitating trick, you can attempt to temporarily suppress one magic item or deactivate one weapon, piece of equipment, or armor upgrade worn or carried by the target. Roll 1d20 + your operative level; the DC is equal to 10 + the item level. If you succeed, you deactivate the device (or suppress the item's magical properties) until the beginning of your next turn. The device's owner can spend a move action and attempt an Engineering check (for technological devices) or a Mysticism check (for magic items) against your operative exploit DC to try to reactivate the device.

You can instead use this debilitating trick to temporarily deactivate a construct that has either the magical subtype (such as a golem) or the technological subtype (such as a robot). You don't need to attempt a check, but the creature can attempt a Fortitude save to negate the debilitating effect. If it fails, it's stunned until the beginning of your next turn. Once you've used this ability to attempt to deactivate a construct, that creature is immune to your deactivating shot for 24 hours.

Debilitating Trick When you hit an enemy with a trick attack, you can make the creature flat-footed or off-target until the beginning of your next turn. You might learn exploits that grant you additional options for your debilitating trick, but you can select only one option each time you hit with a trick attack.

Ever Vigilant You've been on enough solo missions to know that you can't let your guard down, even while sleeping. You take no penalties to Perception checks for being asleep, though you still can't succeed at purely visual Perception checks while asleep. You can always act on the surprise round, though if you choose to do so when you would otherwise be surprised, you use your initiative result or the initiative result of the first creature that would have surprised you – 1, whichever is lower.

Trick Attack Because she is an explorer, Captain Sirah uses Survival for her trick attack, and cannot fail her trick attack checks versus the range of characters legal for this adventure.

Triple Attack When making a full attack using only melee weapons with the operative special property or small arms, you can make up to three attacks instead of two.

Pinion Skyfire Armor

Level 9; Price 14,200; Category Heavy
EAC Bonus +14; KAC Bonus +16; Max. Dex Bonus +3
Armor Check Penalty -2; Speed Adjustment -5 ft.
Upgrade Slots 4; Bulk 2

Invisibility Detector

Item Level 10; Price 17,000
Slots 1; Armor Type Any; Bulk —
Capacity 5; Usage 1/minute

As a move action, you can activate this set of optical lenses and magitech circuitry. This upgrade must be installed in a suit of armor for 24 hours before it functions, and when the upgrade is removed from the armor, no other upgrade can use its vacated slot for 24 hours. While the upgrade is activated, you can see invisible creatures within 120 feet as translucent shapes, per see invisibility. An invisibility detector's charges replenish each day.

Comet Hammer

Level 10; Price 16,900
Hands 1; Proficiency Advanced Melee
Damage 4d6 B; Critical —
Bulk 1; Special powered (capacity 20; usage 2)

Advanced X-Gen Gun

Level 9; Price 13,100
Hands 2; Proficiency Heavy
Damage 2d12 P; Range 120 ft.; Critical —
Capacity 100 rounds; Usage 2
Bulk 2; Special automatic

Stickybomb Grenades III

Level 10; Price 5,410
Hands 1; Proficiency Grenade
Damage —; Range 20 ft.; Critical —
Capacity drawn
Bulk L; Special explode (entangled 2d4 rounds; 20 ft.)

Kasatha Microcord IV

Level 11; Price 23,800; Category Light
EAC Bonus +13; KAC Bonus +15; Max. Dex Bonus +5
Armor Check Penalty -1; Speed Adjustment —
Upgrade Slots 3; Bulk 1

Series-42 Plasma Guide

Level 11; Price 28,200
Hands 2; Proficiency Sniper
Damage 3d8 E & F; Range 70 ft.; Critical severe wound
Capacity 80 charges; Usage 8
Bulk 2; Special guided, sniper (500 ft.), unwieldy
Guided A guided weapon uses a signal along with wireless telemetry, magnetic guidance, or another means of guiding its payload after the weapon has been fired. When you take a move action to aim the weapon and then fire it on the same turn (including doing so with a sniper weapon), your target does not gain the bonus to AC provided by cover, partial cover, or soft cover. Improved cover and total cover still confer their bonuses normally.

LFD Sonic Pistol

Level 11; Price 26,200
Hands 1; Proficiency Small Arms
Damage 2d8 So; Range 40 ft.; Critical deafen
Capacity 40 charges; Usage 4
Bulk L; Special boost 1d6

Ultrathin Dagger

Level 12; Price 32,800
Hands 1; Proficiency Basic Melee
Damage 4d4 S; Critical —
Bulk L; Special analog, operative

Forum Hall

ADVANCED CORRUPTED GUIDANCE

CR 14

CE Medium construct (incorporeal, technological)

Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +25

DEFENSE

HP 250

EAC 28; **KAC** 29

Fort +10; **Ref** +10; **Will** +15

Defensive Abilities incorporeal; **Immunities** construct immunities

OFFENSE

Speed fly 30 ft. (Su, perfect)

Melee hardlight slam +26 (6d6+18 B; critical dazzled [DC 22])

Ranged hardlight bolt +24 (4d8+14 B; critical dazzled [DC 22])

Offensive Abilities hardlight attacks, Ilyastre form, Jadnura form

Spells Known (Roheas form only) (CL 12th; melee +26, ranged +24)

5th (3/day)—*feblemind* (DC 22), *waves of fatigue* (DC 22)

4th (6/day)—*confusion* (DC 21), *enervation*, *fear* (DC 21), *hold monster* (DC 21)

3rd (at will)—*dispel magic*, *slow* (DC 20)

TACTICS

Before Combat Guidance interacts as a peaceful hologram of First Seeker Jadnura until Celita's virus purge is installed, at which point its form stutters and reappears as a digitally corrupted version of Jadnura within 15 feet of the terminal. It begins combat in its Jadnura form.

During Combat For the first 3 rounds of combat, Corrupted Guidance uses its corrupted ejection ability to create corrupted living holograms into the room. While in Jadnura form, Corrupted Guidance uses its move action to dart around the room and attack foes. While in Ilyastre form, it engages the PCs in melee and uses its move action to keep foes off-target. When it changes to its Roheas form, it flies to the ceiling and bombards the PCs with spells. In Datch form, it returns to the ground and attempts to swarm down its enemies before it perishes.

Morale Corrupted Guidance fights to the death.

STATISTICS

Str +4; **Dex** +0; **Con** —; **Int** +8; **Wis** +7; **Cha** +0

Skills Bluff +25, Computers +30, Culture +25, Diplomacy +30, Engineering +25, Intimidate +30, Life Science +25, Medicine +25, Mysticism +25, Perception +25, Physical Science +25

Languages Akitonian, Aklo, Brethedan, Castrovelian, Common, Eoxian, Kasatha, Shirren, Triaxian, Vercite, Veski, Ysoki

Other Abilities corrupted ejection, corrupted transition, Datch form, Roheas form

SPECIAL ABILITIES

Corrupted Ejection (Ex) The combination of Datch's virus and Celita's virus purge has caused Guidance to become dangerously unstable and eject corrupted code. At the start of its turn each round, Corrupted Guidance glitches and splits, ejecting two corrupted living holograms into adjacent spaces. Corrupted Guidance can eject a total of six corrupted living holograms, after which this ability ceases to function.

Hardlight Attacks (Ex) As an attack, Corrupted Guidance can temporarily cause its slam or thrown bolts to become substantial. This functions as a weapon with a range of 30 feet that deals bludgeoning damage. On a critical hit, the attack creates a bright flash of light, and the target must succeed at a DC 22 Reflex save or be dazzled for 1 round.

Corrupted Transition (Ex) When Corrupted Guidance is first reduced to 200 HP or below, it glitches and changes form. This glitch heals Corrupted Guidance for 3d10 HP and transforms Corrupted Guidance into its Ilyastre form (see below). Corrupted Guidance can use this ability again when it is first reduced to 150 HP or below (transforming into its Roheas form) and again when first reduced to 100 HP or below (transforming into its Datch form).

Jadnura Form (Ex) Corrupted Guidance begins combat in this form, which appears to be First Seeker Jadnura, a male kasatha solarian wielding a plasma sword. While in this form, once per round, Corrupted Guidance can use a full action to wreath itself in holographic flame, move 60 feet toward an enemy, and then make a hardlight slam attack that deals an additional 6d6 fire damage.

Ilyastre Form (Ex) This form appears to be First Seeker Ilyastre, a female ryphorian wielding a laser pistol. While in this form, Corrupted Guidance can spend a swift action to taunt all enemies within 30 feet, who must each attempt a DC 22 Will save. On a success, the enemy is off-target until the start of Corrupted Guidance's next turn. On a failure, the enemy is shaken until the end of Corrupted Guidance's next turn. This is a mind-affecting, sense-dependent effect.

Roheas Form (Ex) This form appears to be First Seeker Roheas, a female damaya lashunta mystic wielding a hardlight staff. While in this form, Corrupted Guidance gains the ability to cast the mystic spells shown above.

Datch Form (Ex) This form appears to be a decaying version of the ysoki Datch with glowing green eyes and casually snacking on an apple held in one hand. While in this form, if Corrupted Guidance is hit by an attack that would deal damage, Corrupted Guidance splits into two identical holograms, each with half the original's HP. One Corrupted Guidance is in the same space as the original, and the other appears in an adjacent unoccupied space. If no adjacent space is unoccupied, it automatically pushes creatures or objects out of the way to fill a space (the GM decides if an object or creature is too big or sturdy to push). A Corrupted Guidance with 10 HP or less cannot be further split and dies if reduced to 0 HP.

5th level

Feeblemind (enchantment (compulsion, mind-affecting), medium, one creature, SRyes) – ranged with key instead of Dex vs EAC. On hit and failed WILL, targets INT and CHA become 1. Can't cast spells, understand language, or communicate coherently.

Waves of Fatigue (necromancy, 30ft cone, SRyes) – Creatures in cone become fatigued. Doesn't stack with fatigue.

4th level

Confusion (enchantment (compulsion, mind-affecting), medium, 15 ft. radius, 1rd/lvl, SRyes) – All creatures in radius WILL or become confused. Either attack its attackers or roll on table. 1d4: 1 act normally, 2 babble incoherently, 3 1d8+str to self, 4 attack nearest

Enervation (necromancy, close, one creature, SRyes) – ranged vs. EAC for 2 neg levels for CL hrs

Fear (enchantment (emotion, fear, mind-affecting), 30ft cone, SRyes) – WILL or panic for 1 minute. If you succeed, shaken for 1 round.

Hold Monster (enchantment (compulsion, mind-affecting), medium, 1 creature, 1rd/lvl, SRyes) – WILL or be paralyzed. Full round action to attempt a new save each round.

3rd level

Dispel Magic (abjuration, medium) – Make a dispel check (1d20+CL). Target a creature, object or spell. Either dispels highest CL spell it can get off of the creature, dispels the targeted spell, or suppresses the object for 1d4 rounds as long as you make DC 11+CL. Can also be used as a generic counterspell.

Slow (transmutation, close, 1 creature/lvl w/in 30ft of each other, 1rd/lvl, SRyes) – WILL or be staggered and move at half speed.

CORRUPTED LIVING HOLOGRAMS (6)**CR 9**

CE Medium construct (incorporeal, technological)

Init +6; **Senses** darkvision 60 ft., low-light vision; **Perception** +17**DEFENSE****HP 135****EAC** 22; **KAC** 23**Fort** +6; **Ref** +6; **Will** +6**Defensive Abilities** incorporeal, rejuvenation; **Immunities** construct immunities**Weaknesses** tethered**OFFENSE****Speed** fly 30 ft. (Su, perfect)**Melee** hardlight slam +20 (2d10+9 B; critical dazzled [DC 18])**Spell-Like Abilities** (CL 9th)At will—*holographic image* (1st level, DC 16)**STATISTICS****Str** +0; **Dex** +6; **Con** —; **Int** +3; **Wis** +1; **Cha** +4**Skills** Acrobatics +22 (+30 to fly), Bluff +17, Computers +22, Culture +17, Stealth +22**Languages** Common**Other Abilities** freeze, unliving**SPECIAL ABILITIES**

Degenerative Strike (Su) Corrupted living holograms are infested with a degenerative virus that is both magical and technological. Once per day after successfully striking an enemy with a slam attack, the corrupted living hologram can use a swift action to transfer this virus to the enemy. The corrupted living hologram can choose for this virus to function as either a *bestow curse* spell (Will DC 18 negates) or an *instant virus* spell (Fortitude DC 18 negates).

Bestow Curse – either take a -4 penalty to ability checks, attacks, saves, and skills, or 50% chance each turn to lose your action

Instant Virus – force technological construct to get a disease (mostly irrelevant)

Freeze (Ex) A living hologram can hold perfectly still so that it appears to be a normal hologram. It can take 20 on Stealth checks to hide in plain sight as a hologram (usually among other holograms).

Hardlight Slam (Ex) As an attack, a living hologram can temporarily cause its fist (or a melee weapon, if it has been programmed to have one) to become substantial. This functions as a natural weapon that deals bludgeoning damage. On a critical hit, the attack creates a bright flash of light, and the target must succeed at a DC 18 Reflex save or be dazzled for 1 round.

Rejuvenation (Ex) In most cases, it is difficult to completely destroy a living hologram in combat. A corrupted living hologram reduced to 0 HP vanishes, but fully reconstructs near Corrupted Guidance in 1d4 hours. The only way to permanently destroy a corrupted living hologram is to defeat Corrupted Guidance.

Tethered (Ex) A corrupted living hologram can't travel more than 100 feet from Corrupted Guidance. If it is ever forced to do so, it is immediately destroyed.

Incorporeal

An incorporeal creature doesn't have a physical body. It is immune to all nonmagical kinetic attacks. All energy attacks and magical kinetic attacks deal half damage (50%) to it. An incorporeal creature takes full damage from other incorporeal creatures and effects, as well as from all force effects. Corporeal spells and effects that do not cause damage have only a 50% chance of affecting an incorporeal creature. An incorporeal creature is immune to critical hits.

Incorporeal creatures' attacks always target their enemies' Energy Armor Class. Incorporeal creatures cannot take any physical actions that would move or manipulate an opponent or its equipment, including combat maneuvers, nor are they subject to any such actions.

An incorporeal creature can enter or pass through solid objects but must remain adjacent to such an object's exterior, and so it cannot pass through the center of an object whose space is larger than its own. It can sense the presence of creatures or objects within squares adjacent to its current location (see page 260), but enemies have total concealment (50% miss chance; see Concealment on page 253) from an incorporeal creature that is inside an object. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it has only cover (see Cover starting on page 253). An incorporeal creature cannot pass through a force effect. Incorporeal creatures pass through and operate in vacuum, water, and zero gravity as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. They have no weight and do not set off traps that are triggered only by weight.

Incorporeal creatures move silently and cannot be heard with Perception checks unless they wish to be. Any sense (including blindsense or blindsight) based on scent, sound, or touch is ineffective at perceiving incorporeal creatures. These creatures have an innate sense of direction and can move at full speed even when they cannot see.

Unliving (Ex)

The creature has no Constitution score or modifier. Any DCs or other statistics that rely on a Constitution score treat the creature as having a score of 10 (+0). The creature is immediately destroyed when it reaches 0 Hit Points. An unliving creature doesn't heal damage naturally, but a construct can be repaired with the right tools. Spells such as *make whole* can heal constructs, and magic effects can heal undead. An unliving creature with fast healing still benefits from that ability. Unliving creatures don't breathe, eat, or sleep. They can't be raised or resurrected, except through the use of *miracle*, *wish*, or a similar effect that specifically works on unliving creatures.

Construct Immunities (Ex)

Constructs are immune to the following effects, unless the effect specifies that it works against constructs.

- Bleed, death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, and stunning.
- Ability damage, ability drain, energy drain, exhaustion, fatigue, negative levels, and nonlethal damage.
- Any effect that requires a Fortitude save (unless the effect works on objects or is harmless).