

A Ghastly Swarm

By Jared Thaler

An exercise in silliness and horror gaming

We start with a Basic Spider Swarm

Not a very interesting monster yet. But a solid base.

Spider Swarm CR 1

Source [Pathfinder RPG Bestiary pg. 258](#)

N Diminutive vermin (swarm)

Init +3; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +4

Defense

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)

hp 9 (2d8)

Fort +3, **Ref** +3, **Will** +0

Defensive Abilities swarm traits; **Immune** mind-affecting effects, weapon damage

Offense

Speed 20 ft., climb 20 ft.

Melee swarm (1d6 plus poison and distraction)

Space 10 ft., **Reach** 0 ft.

Special Attacks distraction (DC 11)

Statistics

Str 1, **Dex** 17, **Con** 10, **Int** —, **Wis** 10, **Cha** 2

Base Atk +1; **CMB** —; **CMD** —

Skills Climb +11, Perception +4; **Racial Modifiers** +4 Perception

Special Abilities

Poison (Ex) Swarm—injury; *save* Fort DC 11; *frequency* 1/round for 2 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

It's going to need some charisma

Since most undead abilities scale off charisma, and we aren't adding a lot of hit dice. So let's add the [Hivemind Swarm](#) template, which gives a charisma bump and psychic spellcasting. Since it is going to be for a horror game, let's focus on a nightmare theme for the spell list.

Hive Mind Spider Swarm CR 2

N Diminutive vermin (swarm)

Init +3; **Senses** darkvision 60 ft., tremorsense 30 ft., thoughtsense 60 ft.; **Perception** +9

Defense

AC 22, touch 18, flat-footed 19 (+3 Dex, +4 size, +1 Insight, +4 Armor)

hp 13 (3d8)

Fort +3, **Ref** +4, **Will** +1

Defensive Abilities swarm traits, undead traits; **Immune** weapon damage

Offense

Speed 20 ft., climb 20 ft.

Melee swarm (1d6 plus poison and distraction)

Psychic Spells (CL 1st, Concentration +1)

1st (3/day) Adhesive Spittle(DC 11), Cause Fear(DC 11), Mage Armor

0th Daze, Bleed, Ghost Sound, Telekinetic Projectile.

Space 10 ft., **Reach** 0 ft.

Special Attacks distraction (DC 11)

Statistics

Str 1, **Dex** 17, **Con** 10, **Int** 11, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** —; **CMD** —

Feat Ambuscading Spell.

Skills Climb +11, Perception +9, Stealth +20; **Racial Modifiers** +4 Perception

Languages telepathy (100 ft.), Aklo

Special Abilities

Poison (Ex) Swarm—injury; *save* Fort DC 11; *frequency* 1/round for 2 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

Psychic Spellcasting (Su): A hivemind creature gains the ability to cast psychic spells as per a [psychic](#) of a caster level equal to the number of additional Hit Dice it gains when it gains this template. A hivemind swarm can still deal swarm damage to creatures whose space it occupies at the end of its move, even if it has already cast a psychic spell in that round.

Hivemind Nexus (Ex): The collective intelligence of the hivemind comprises a complex series of connections and pathways among the members of the swarm. In order to focus the mental power of the swarm, the collective network of minds selects an individual member known as a “nexus.” It is through the nexus that all actions and decisions are routed to the entire hivemind. A hivemind nexus often acts in a slightly different manner than the other members of the swarm, and an observer can single out a hivemind swarm's nexus as a move action with a successful Perception check opposed by the hivemind's Bluff or Stealth check (whichever skill has a higher modifier for the hivemind). The hivemind gains a racial modifier of +10 on this Bluff or Stealth check, due to the hundreds of similar-looking creatures constantly moving around it. Once a nexus is spotted, it can be slain if the observer manages to deal at least 1 point of damage to the swarm, provided that damage is applied in the same round that the observer managed to identify the nexus. If a nexus is destroyed, the hivemind swarm is staggered and must succeed at a concentration check (DC = 15 + twice the spell level) in order to cast a spell. A hivemind swarm is able to create a new nexus by spending 1d6 rounds concentrating, during which time it can take no other action (including making any swarm attacks).

Add Ghoulish Creature

Now we can get started turning it into a Ghast. The first step in becoming a ghast is to become a Ghoul. So lets add the [Ghoulish Creature](#) Template

Ghoulish Hive Mind Spider Swarm CR 3

NE Diminutive undead (swarm)

Init +3; **Senses** darkvision 60 ft., tremorsense 30 ft., thoughtsense 60 ft.; Perception +9

Defense

AC 23, touch 18, flat-footed 20 (+3 Dex, +4 size, +1 Insight, +1 Natural Armor, +4 Armor)

hp 16 (3d8+3)

Fort +3, **Ref** +4, **Will** +1

Defensive Abilities swarm traits, undead traits; **Immune** weapon damage

Offense

Speed 20 ft., climb 20 ft.

Melee swarm (1d6 plus poison, paralysis, disease and distraction)

Psychic Spells (CL 1st, Concentration +2)

1st (4/day) Adhesive Spittle(DC 12), Cause Fear(DC 12), Mage Armor

0th Daze, Bleed, Ghost Sound, Telekinetic Projectile.

Space 10 ft., **Reach** 0 ft.

Special Attacks distraction (DC 12), poison (DC 12), paralysis (DC 12), Disease (DC 12)

Statistics

Str 3, **Dex** 17, **Con** —, **Int** 11, **Wis** 10, **Cha** 12

Base Atk +2; **CMB** —; **CMD** —

Feat Ambuscading Spell.

Skills Climb +11, Perception +9, Stealth +20; **Racial Modifiers** +4 Perception

Languages telepathy (100 ft.), Aklo

Special Abilities

Poison (Ex) Swarm—injury; *save* Fort DC 12; *frequency* 1/round for 2 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

Psychic Spellcasting (Su): A hivemind creature gains the ability to cast psychic spells as per a [psychic](#) of a caster level equal to the number of additional Hit Dice it gains when it gains this template. A hivemind swarm can still deal swarm damage to creatures whose space it occupies at the end of its move, even if it has already cast a psychic spell in that round.

Hivemind Nexus (Ex): The collective intelligence of the hivemind comprises a complex series of connections and pathways among the members of the swarm. In order to focus the mental power of the swarm, the collective network of minds selects an individual member known as a “nexus.” It is through the nexus that all actions and decisions are routed to the entire hivemind. A hivemind nexus often acts in a slightly different manner than the other members of the swarm, and an observer can single out a hivemind swarm’s nexus as a move action with a successful Perception check opposed by the hivemind’s Bluff or Stealth check (whichever skill has a higher modifier for the hivemind). The hivemind gains a racial modifier of +10 on this Bluff or Stealth check, due to the hundreds of similar-looking creatures constantly moving around it. Once a nexus is spotted, it can be slain if the observer manages to deal at least 1 point of damage to the swarm, provided that damage is applied in the same round that the observer managed to identify the nexus. If a nexus is destroyed, the hivemind swarm is staggered and must succeed at a concentration check (DC = 15 + twice the spell level) in order to cast a spell. A hivemind swarm is able to create a new nexus by spending 1d6 rounds concentrating, during which time it can take no other action (including making any swarm attacks).

Disease (Su) (*Ghoul Fever*: Bite—injury; *save* Fort DC 12; *onset* 1 day; *frequency* 1/day; *effect* 1d3 points of Con damage and 1d3 points of Dex damage; *cure* 2 consecutive saves),

Paralysis (Su) (1d4+1 rounds, DC 12, elves are immune);

Advanced Ghouls are Ghasts, right?

Right. So lets add the advanced Template.

Ghastly Hive Mind Spider Swarm CR 4

NE Diminutive undead (swarm)

Init +5; **Senses** darkvision 60 ft., tremorsense 30 ft., thoughtsense 60 ft.; Perception +11

Aura Stench (10 ft, DC 14, sickened for 1d6+4 minutes)

Defense

AC 27, touch 20, flat-footed 22 (+5 Dex, +4 size, +1 Insight, +3 Natural Armor, +4 Armor)

hp 22 (3d8+9)

Fort +5, **Ref** +6, **Will** +3

Defensive Abilities swarm traits, undead traits; **Immune** weapon damage

Offense

Speed 20 ft., climb 20 ft.

Melee swarm (1d6 plus poison, paralysis, disease and distraction)

Psychic Spells (CL 1st, Concentration +4)

1st (4/day) Adhesive Spittle(DC 14), Cause Fear(DC 14), Mage Armor

0th Daze, Bleed, Ghost Sound, Telekinetic Projectile.

Space 10 ft., **Reach** 0 ft.

Special Attacks distraction (DC 14), poison (DC 14), paralysis (DC 14), Disease (DC 14)

Statistics

Str 7, **Dex** 21, **Con** —, **Int** 15, **Wis** 14, **Cha** 16

Base Atk +2; **CMB** —; **CMD** —

Feat Ambuscading Spell. +1 more

Skills Climb +13, Perception +11, Stealth +22 + 4 more skill points; **Racial Modifiers** +4 Perception

Languages telepathy (100 ft.), Aklo

Special Abilities

Poison (Ex) Swarm—injury; *save* Fort DC 14; *frequency* 1/round for 2 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

Psychic Spellcasting (Su): A hivemind creature gains the ability to cast psychic spells as per a [psychic](#) of a caster level equal to the number of additional Hit Dice it gains when it gains this template. A hivemind swarm can still deal swarm damage to creatures whose space it occupies at the end of its move, even if it has already cast a psychic spell in that round.

Hivemind Nexus (Ex): The collective intelligence of the hivemind comprises a complex series of connections and pathways among the members of the swarm. In order to focus the mental power of the swarm, the collective network of minds selects an individual member known as a “nexus.” It is through the nexus that all actions and decisions are routed to the entire hivemind. A hivemind nexus often acts in a slightly different manner than the other members of the swarm, and an observer can single out a hivemind swarm’s nexus as a move action with a successful Perception check opposed by the hivemind’s Bluff or Stealth check (whichever skill has a higher modifier for the hivemind). The hivemind gains a racial modifier of +10 on this Bluff or Stealth check, due to the hundreds of similar-looking creatures constantly moving around it. Once a nexus is spotted, it can be slain if the observer manages to deal at least 1 point of damage to the swarm, provided that damage is applied in the same round that the observer managed to identify the nexus. If a nexus is destroyed, the hivemind swarm is staggered and must succeed at a concentration check (DC = 15 + twice the spell level) in order to cast a spell. A hivemind swarm is able to create a new nexus by spending 1d6 rounds concentrating, during which time it can take no other action (including making any swarm attacks).

Disease (Su) (*Ghoul Fever*: Bite—injury; *save* Fort DC 14; *onset* 1 day; *frequency* 1/day; *effect* 1d3 points of Con damage and 1d3 points of Dex damage; *cure* 2 consecutive saves),

Paralysis (Su) (1d4+1 rounds, DC 14);

But what if we want to be completely silly?

What about a truly terrifying, unstoppable horror? Lets add the [Implacable Stalker](#) template. Don't even try to pretend at this point. The CR may say this is a boss monster for a level 3 party, but seriously? Unless they can prepare for this thing, it will eat their minds.

Implacable Ghastly Hive Mind Spider Swarm CR 6

NE Diminutive undead (swarm)

Init +5; **Senses** darkvision 60 ft., tremorsense 30 ft., thoughtsense 60 ft. **Sense Fear**; Perception +11

Aura Stench (10 ft, DC 17, sickened for 1d6+4 minutes)
Fear (60 ft, DC 17, shaken)

Defense

AC 33, touch 20, flat-footed 28 (+5 Dex, +4 size, +1 Insight, +9 Natural Armor, +4 Armor)

hp 34 (3d8+21)

Fort +8, **Ref** +6, **Will** +3

Defensive Abilities DR 5/-; Terrifying Inevitability swarm traits, undead traits; **Resistance:** acid 10, cold 10, electricity 10, fire 10, and sonic 10. **Immune** weapon damage

Offense

Speed 10 ft., climb 20 ft.

Melee swarm (1d6 plus poison, paralysis, disease and distraction)

Psychic Spells (CL 1st, Concentration +4)

1st (5/day) Adhesive Spittle(DC 17), Cause Fear(DC 17), Mage Armor

0th Daze, Bleed, Ghost Sound, Telekinetic Projectile.

Space 10 ft., **Reach** 0 ft.

Special Attacks distraction (DC 17), poison (DC 17), paralysis (DC 17), disease (DC 17), gory display

Statistics

Str 11, **Dex** 21, **Con** —, **Int** 15, **Wis** 14, **Cha** 22

Base Atk +2; **CMB** —; **CMD** —

Feat Ambuscading Spell, Diehard, Endurance, Intimidating Prowess, and Toughness. +1 more

Skills Climb +15, Intimidate +20, Perception +11, Stealth +22, Survival +6 (+12 to follow tracks); **Racial Modifiers** +4 Perception, +8 Intimidate, +6 Stealth, +6 Survival (to follow tracks)

Languages telepathy (100 ft.), Aklo

SQ: Nightmare Resurrection, Right Behind You

Special Abilities

Sense Fear (Su) An implacable stalker is able to sense the fear of nearby living creatures. This functions similarly to blindsight, with a range of 120 feet, except it only allows the implacable stalker to detect creatures that are currently experiencing any level of fear ranging from spooked to horrified. Additionally, this ability allows the implacable stalker to detect such creatures even through solid barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it

Terrifying Inevitability (Su) An implacable stalker is even more difficult to kill when in the presence of fear. As long as the implacable stalker is able to see or hear a creature currently experiencing any level of fear ranging from spooked to horrified (or shaken to frightened if not using the Horror rules optional fear system), it gains fast healing equal to its Hit Dice, its damage reduction increases to 10/—, and it gains spell resistance equal to 16 + its CR.

Fear Aura (Su) All creatures within 60 feet must succeed at a Will save or become shaken for as long as they remain within 60 feet of the implacable stalker, and for 1 round thereafter. A creature that successfully saves cannot be affected again by the same implacable stalker's aura until the creature has left the aura and reentered it. This is a mind-affecting fear effect.

Gory Display (Ex) Whenever an implacable stalker kills a sentient living creature, as a [swift action](#), it can revel in the kill, shredding its victim's corpse in a gruesome display of power. If it does, it chooses one of the following benefits: gain a +4 [morale bonus](#) to [Strength](#) and [Dexterity](#) for 1 minute, regain a single use of a [spell-like ability](#) that it can normally use three or more times per day, or immediately [heal](#) a number of [hit points](#) equal to its [Hit Dice](#).

Alternatively, instead of any of these benefits, the implacable stalker can cause a single creature within 60 feet to become more vulnerable to [fear](#). Creatures affected in this way lose any [immunity](#) to [fear](#) they may have. If the creature did not possess [immunity](#) to [fear](#), it takes a –4 penalty on saving throws to resist fear effects, and all [Intimidate](#) checks attempted against it receive a +4 [circumstance bonus](#). These effects last for 10 minutes. Finally, if the creature is currently immune to the implacable stalker's fear aura because it succeeded at a previous saving throw, it loses that [immunity](#).

Nightmare Resurrection (Su) When an implacable stalker dies, it creates a psychic imprint on the mind of each intelligent creature within 60 feet that witnessed its death. Each week, such creatures are subject to a nightmare effect (DC 17; the normal modifiers for nightmare based on knowledge and connection do not apply). In this nightmare, the creature is hunted and slain by the implacable stalker (for GMs using the nightmare dreamscape rules, these nightmares always have the “being chased” nightmare feature). A creature that succeeds at three consecutive saving throws to resist the effect is freed from it. If any creature fails at three consecutive saving throws to resist the nightmare, the implacable stalker returns to life, as per *true resurrection*. If its corpse has been completely destroyed, it returns to life in a random location within 5 miles of the creature that failed to resist the nightmare effects. Once the implacable stalker is returned to life, the psychic imprint fades from all creatures still affected by it.

Poison (Ex) Swarm—injury; *save* Fort DC 17; *frequency* 1/round for 2 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

Psychic Spellcasting (Su): A hivemind creature gains the ability to cast psychic spells as per a psychic of a caster level equal to the number of additional Hit Dice it gains when it gains this template. A hivemind swarm can still deal swarm damage to creatures whose space it occupies at the end of its move, even if it has already cast a psychic spell in that round.

Right Behind You (Sp) As a swift action, an implacable stalker can *teleport* to an unoccupied space, which must be adjacent to a creature the stalker is aware of that has the shaken, frightened, or panicked condition. The implacable stalker can travel a maximum distance of 480 feet with each use of this ability, and must wait 1d6 rounds between each use. Additionally, if the implacable stalker travels at least 40 feet, any shaken, frightened, or panicked creature it arrives adjacent to is denied its Dexterity bonus to AC against the implacable stalker’s attacks until the beginning of the implacable stalker’s next turn.

Hivemind Nexus (Ex): The collective intelligence of the hivemind comprises a complex series of connections and pathways among the members of the swarm. In order to focus the mental power of the swarm, the collective network of minds selects an individual member known as a “nexus.” It is through the nexus that all actions and decisions are routed to the entire hivemind. A hivemind nexus often acts in a slightly different manner than the other members of the swarm, and an observer can single out a hivemind swarm’s nexus as a move action with a successful Perception check opposed by the hivemind’s Bluff or Stealth check (whichever skill has a higher modifier for the hivemind). The hivemind gains a racial modifier of +10 on this Bluff or Stealth check, due to the hundreds of similar-looking creatures constantly moving around it. Once a nexus is spotted, it can be slain if the observer manages to deal at least 1 point of damage to the swarm, provided that damage is applied in the same round that the observer managed to identify the nexus. If a nexus is destroyed, the hivemind swarm is staggered and must succeed at a concentration check (DC = 15 + twice the spell level) in order to cast a spell. A hivemind swarm is able to create a new nexus by spending 1d6 rounds concentrating, during which time it can take no other action (including making any swarm attacks).

Disease (Su) (*Ghoul Fever*: Bite—injury; *save* Fort DC 14; *onset* 1 day; *frequency* 1/day; *effect* 1d3 points of Con damage and 1d3 points of Dex damage; *cure* 2 consecutive saves),

Paralysis (Su) (1d4+1 rounds, DC 17);

Reality Check.

Okay, once we stop laughing (or chortling manically, depending on your GM style) lets take a step back and admit, that this is a really bad monster. Not just bad as in evil, but bad in design as well.

With its low speed it is probably going to only hit one or two PCs a round, for an average damage of 3.5. PCs at third level should probably have between 15-30 HP. That means 4-9 rounds of damage for it to kill a single PC. The PCs, on the other hand, are probably not going to be able to do anything to hurt it, aside from channel energy. (4-5 channels will probably flat out kill it.) Meanwhile the PCs are rolling

Lets go in and tweek things a little. First the stat block. Lets drop the resistances and armor class a little. Lets also make the spiders tiny, so that bashing weapons can be used. We will leave the mage armor spell on their list, but lets assume they don't start with it activated, that way they have to spend a round turning it on.

In exchange lets up it's damage to 2d6. That is a bit more usual for a swarm of that CR

I thought about removing the stench aura, or one of the riders, but they are such a characteristic part of what makes it a "ghast" or a "swarm" that it just doesn't seem right.

Implacable Ghastly Hive Mind Spider Swarm CR 6

NE **tiny** undead (swarm)

Init +5; **Senses** darkvision 60 ft., tremorsense 30 ft., thoughtsense 60 ft. Sense Fear; Perception +11

Aura Stench (10 ft, DC 17, sickened for 1d6+4 minutes)
Fear (60 ft, DC 17, shaken)

Defense

AC 26, touch 17, flat-footed 22 (+4 Dex, +2 size, +1 Insight, +9 Natural Armor)

hp 34 (3d8+21)

Fort +8, **Ref** +5, **Will** +3

Defensive Abilities DR 5/-; Terrifying Inevitability
swarm traits, undead traits; **Resistance:** acid 5, cold 5, electricity 5, fire 5, and sonic 5.

Offense

Speed 10 ft., climb 20 ft.

Melee swarm (2d6 plus poison, paralysis, disease and distraction)

Psychic Spells (CL 1st, Concentration +4)

1st (5/day) Adhesive Spittle (DC 17), Cause Fear (DC 17), Mage Armor

0th Daze, Bleed, Ghost Sound, Telekinetic Projectile.

Space 10 ft., **Reach** 0 ft.

Special Attacks distraction (DC 17), poison (DC 17), paralysis (DC 17), disease (DC 17), gory display

Statistics

Str 13, **Dex** 19, **Con** —, **Int** 15, **Wis** 14, **Cha** 22

Base Atk +2; **CMB** —; **CMD** —

Feat Ambuscading Spell, Diehard, Endurance, Intimidating Prowess, and Toughness. +1 more

Skills Climb +16, Intimidate +20, Perception +11, Stealth +17, Survival +6 (+12 to follow tracks); **Racial Modifiers** +4 Perception, +8 Intimidate, +6 Stealth, +6 Survival (to follow tracks)

Languages telepathy (100 ft.), Aklo

SQ: Nightmare Resurrection, Right Behind You

Lets organize these abilities a little. At least put all the attack riders in one spot. They are still a lot, but as a final boss of an entire module, it isn't that bad.

Special Abilities

Sense Fear (Su) An implacable stalker is able to sense the fear of nearby living creatures. This functions similarly to blindsight, with a range of 120 feet, except it only allows the implacable stalker to detect creatures that are currently experiencing any level of fear ranging from spooked to horrified. Additionally, this ability allows the implacable stalker to detect such creatures even through solid barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it

Terrifying Inevitability (Su) An implacable stalker is even more difficult to kill when in the presence of fear. As long as the implacable stalker is able to see or hear a creature currently experiencing any level of fear ranging from spooked to horrified (or shaken to frightened if not using the Horror rules optional fear system), it gains fast healing equal to its Hit Dice, its damage reduction increases to 10/—, and it gains spell resistance equal to 16 + its CR.

Fear Aura (Su) All creatures within 60 feet must succeed at a Will save or become shaken for as long as they remain within 60 feet of the implacable stalker, and for 1 round thereafter. A creature that successfully saves cannot be affected again by the same implacable stalker's aura until the creature has left the aura and reentered it. This is a mind-affecting fear effect.

Disease (Su) (*Ghoul Fever*: Bite—*injury*; *save* Fort DC 14; *onset* 1 day; *frequency* 1/day; *effect* 1d3 points of Con damage and 1d3 points of Dex damage; *cure* 2 consecutive saves),

Poison (Ex) Swarm—*injury*; *save* Fort DC 17; *frequency* 1/round for 2 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

Paralysis (Su) (1d4+1 rounds, DC 17);

Gory Display (Ex) Whenever an implacable stalker kills a sentient living creature, as a [swift action](#), it can revel in the kill, shredding its victim's corpse in a gruesome display of power. If it does, it chooses one of the following benefits: gain a +4 [morale bonus](#) to [Strength](#) and [Dexterity](#) for 1 minute, regain a single use of a [spell-like ability](#) that it can normally use three or more times per day, or immediately [heal](#) a number of [hit points](#) equal to its [Hit Dice](#).

Alternatively, instead of any of these benefits, the implacable stalker can cause a single creature within 60 feet to become more vulnerable to [fear](#). Creatures affected in this way lose any [immunity](#) to [fear](#) they may have. If the creature did not possess [immunity](#) to [fear](#), it takes a –4 penalty on saving throws to resist fear effects, and all [Intimidate](#) checks attempted against it receive a +4 [circumstance bonus](#). These effects last for 10 minutes. Finally, if the creature is currently immune to the implacable stalker's fear aura because it succeeded at a previous saving throw, it loses that [immunity](#).

Nightmare Resurrection (Su) When an implacable stalker dies, it creates a psychic imprint on the mind of each intelligent creature within 60 feet that witnessed its death. Each week, such creatures are subject to a nightmare effect (DC 17; the normal modifiers for nightmare based on knowledge and connection do not apply). In this nightmare, the creature is hunted and slain by the implacable stalker (for GMs using the nightmare dreamscape rules, these nightmares always have the "being chased" nightmare feature). A creature that succeeds at three consecutive saving throws to resist the effect is freed from it. If any creature fails at three consecutive saving throws to resist the nightmare, the implacable stalker returns to life, as per *true resurrection*. If its corpse has been completely destroyed, it returns to life in a random location within 5 miles of the creature that failed to resist the nightmare effects. Once the implacable stalker is returned to life, the psychic imprint fades from all creatures still affected by it.

Psychic Spellcasting (Su): A hivemind creature gains the ability to cast psychic spells as per a psychic of a caster level equal to the number of additional Hit Dice it gains when it gains this template. A hivemind swarm can still deal swarm damage to creatures whose space it occupies at the end of its move, even if it has already cast a psychic spell in that round.

Right Behind You (Sp) As a swift action, an implacable stalker can *teleport* to an unoccupied space, which must be adjacent to a creature the stalker is aware of that has the shaken, frightened, or panicked condition. The implacable stalker can travel a maximum distance of 480 feet with each use of this ability, and must wait 1d6 rounds between each use. Additionally, if the implacable stalker travels at least 40 feet, any shaken, frightened, or panicked creature it arrives adjacent to is denied its Dexterity bonus to AC against the implacable stalker's attacks until the beginning of the implacable stalker's next turn.

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