

ONE CONCEPT IN THREE FORMS

MY CONCEPT IS A MONSTER THAT GROWS IN ITS ABILITY TO TAKE ON EITHER NEW FORMS OR CONTROL NEW BODIES. THE CRUNCH FOR THIS IDEA IS REMARKABLY SIMPLE.

1. I COULD ADVANCE WITH THE 'FORM' SPELLS GOING FROM ALTER SELF TO BEAST FORM 1, BEAST FORM 2, GIANT FORM 1, BEAST FORM 3, DRAGON FORM 1, ETC.

2. I COULD ADVANCE BY CR WHERE I HAVE A MAX CR I CAN PICK FROM AS WE ENCOUNTER NEW MONSTERS.

INTELLECT DEVOURER

The intellect devourer is just like the doppelganger but can only take over bodies that we encounter. It would not be able to switch forms as readily and you could still limit the CR of forms it can control based on our level.

The Intellect Devourer has a creepiness factor that the other two are missing, which is why it is my favorite.

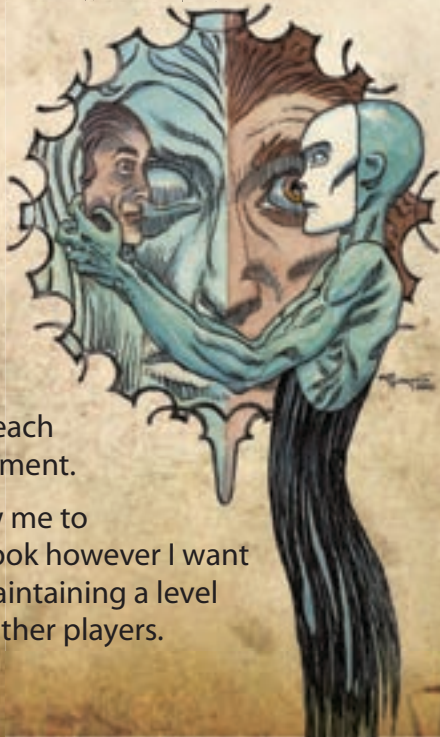


DOPPELGANGER

The doppelganger would work best with the "- Form" spells as he can change into almost anything he can imagine.

We could use their spell level to determine which spells were appropriate at each stage of our advancement.

This would also allow me to develop forms that look however I want them to while still maintaining a level of balance with the other players.



BRAIN IN A JAR

There are two kinds of Brains in Jars, one mobile and one not. The mobile one would effectively be an enchanter, dominating the minds of anything around him.

The non-mobile one would need bodies brought to it for it to dominate and would need to keep them in range to maintain control. The advantage of this form is that it remains out of harms way. The disadvantage is that it must be protected as it is helpless on its own.

