

This build is a collaboration between the user prototype00 and myself (ohako). If anyone asks, he or she is the one who came up with the original idea. Here's the original intro:

So thanks to this community for the kind reception for my "[Way of the Angry Bear](#)" Mnk/Drd build which is the best way to get to 12d8 unarmed strike damage by 20th leve...

What? Oh another way to get to 12d8... wait a minute, say that again?!

By 10th level?! What kind of unholy shenanigans do you have to pull... uh huh, Cave Druid Archetype and Monk, really? Well I guess that is legit.

So yes, ladies and germs, I present the conqueror Ooze. Haven't got a build hashed out yet, but the specifics are as follow.

1. Cave druids can shapeshift into oozes at lvl 10 (medium and small) and lvl 12 (tiny and large)
2. There is a medium ooze out there that does 7d8 damage (and depending on how you read the entry line also has a crit range of 18-20, but you might not get that as it depends on an entry). Pathfinder Core too (Beastary 3). The [Carnivorous Crystal ooze](#)
3. Strong Jaw on 7d8 (conservatively thinking of 7d8 as 6d8) goes to 12d8.
4. Weapon Focus (slam) and Feral Combat training (Slam) means you can use this attack for every hit of a flurry of blows.
5. Profit?

Cons (as they are):

You might not get the gnarly crit range. (Though what do people think?)

As written, when shapeshifted into an ooze, Cave druids are blind, they lose their native modes of vision and don't get ooze blindsight from wildshape.

No natural armor bonus. Bummer.

But 16d6 for 4 attacks at lvl 10? Priceless.

So what do people think? Discuss.

What do I think? Great! I think it's great. I want to punch bad guys with fireballs. We collaborated a bit more [here](#), but if you don't feel like reading that thread, then this document is for you. I've got a feat list, as well as sample builds at 1st, 10th, and 20th level.

Feat Progression

Level	Feats
cave druid 1	Toughness
drd3	Weapon Focus (slam)
drd4/martial artist 1	Improved Unarmed Strike, Dodge, Stunning Fist, Feral Combat Training (slam)
drd6/mnk1	Natural Spell
drd7/mnk2	Deflect Arrows, Shaping Focus
drd7/mnk4	Vital Strike
drd7/mnk5/barbarian 1	Furious Finish
drd7/mnk5/brb3	Improved Vital Strike
drd7/mnk5/brb5	Winter's Strike
drd8/mnk5/brb6	Grasping Strike
drd8/mnk5/brb6/fighter 1	Greater Vital Strike

Rage Power Progression

Level	Rage Power
barbarian 2	swift foot
barbarian 4	swift foot
barbarian 6	swift foot

Here are the key points

- When you get your wild shape, the only creature you can polymorph into in order to use your Feral Combat Training is...a dolphin. Actually qualifying for Weapon Focus (slam) is a little torturous. Actually, you probably need to already have a slam attack, or can get your hands on a *beaststrike club* for about a day. Good luck!
- At level 10, you can wild shape into a carnivorous crystal suit. You can also cast *strong jaw*. (There was some goop here about guessing what the damage dice is, now we know it's 16d6)
- At level 11, you get Vital Strike. You can hit for 24d8 damage if you don't full attack.
- At level 13, you get Furious Finish. That turns 24d8 damage into 192 damage, 6 times a day.

Other interesting options

- Devastating Strike will net you +6 damage...uh...
- Death or Glory is cool, because you can get a +6 on your Vital Strike attack, and your opponent won't get to retaliate. It does require Power Attack as a prerequisite, however. I'd say switch Galeena's race to human to get Power Attack at 1, and then get Death or Glory at 17, pushing Wind Stance to 19. You could take Death or Glory further and forgo getting flurry slams by going martial artist/sensei, and switching your starting stats to Str 13, Dex 15, Con 13, Int 10, Wis 17, Cha 10.
- I just added in two 'you're a druid with Vital Strike' feats right at the end (level 17 and level 19), because when you're smashing face for hundreds of points of damage, why not stagger or entangle them as well?

Good magic items include

- a *ring of continuation*, in case your GM thinks you lose your eyesight when you wild shape into an ooze (you probably don't, otherwise you'd be blind when you wild shaped into an elemental), and you want to use *echolocation* instead.
- a pair of *wild bracers of armor*
- a *monk's robe*, or a *druid's vestment* maybe
- an *amulet of mighty fists*, or if you're feeling cheap, a *bodywrap of mighty strikes* (or a robe that combines monk, druid, and bodywrap, there's a crazy thing)
- a pair of *deliquescent gloves*, so you can, I dunno, touch the oozes you're using wild empathy on...

Galeena, Druid Aspirant

Female cavewight half-orc cave druid 1

N Medium humanoid (human, orc)

Init +2; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 13 (1d8+5)

Fort +3, **Ref** +2, **Will** +4

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee spear +3 (1d8+4/x3)

Ranged sling +2 (1d4+3, range 50)

Special Attacks brace

Druid Spells Prepared (CL 1st, concentration +3)

1st - *cure light wounds*, *longstrider*, *detect aberration*^D

0 (at will) - *detect poison*, *resistance*, *virtue*

Nature Bond Cave domain

STATISTICS

Str 17, **Dex** 15, **Con** 13, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +0; **CMB** +3; **CMD** 15

Feats Toughness

Skills Knowledge (dungeoneering) +6, Perception +6, Survival +8, Swim +7, ACP -4

Special Qualities cavesense, cavesight (5/day), cavewight, orc ferocity, wild empathy +0
(includes oozes, but not magical beasts)

Languages Common, Orcish

Gear spell component pouch, hide armor, spear, sling, 10 sling bullets, pet non-sentient mushroom

Traits Magical Knack, Surface Stranger

Favored Class druid (+1 hit point)

Oh look, a druid. As an aside, I tried to give her as much 'cave' as possible. You don't really need the Cave domain, and you don't need to be a half-orc, either. cave cave cave Surface Stranger is a somewhat bad trait from Ultimate Campaign, replace with Reactionary as needed.

Galeena, the Conqueror Ooze

Female cavewight half-orc cave druid 7/martial artist 3

N Medium humanoid (human, orc)

Init +3; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +15

DEFENSE

AC 16, touch 16, flat-footed 12 (+3 Dex, +2 Wis, +1 Dodge) (+2 natural armor when wild shaped)

hp 84 (10d8+31)

Fort +10, **Ref** +8, **Will** +10 (+2 vs. oozes and aberrations)

Special Defenses evasion, (immune poison, sneak attacks, critical hits when wild shaped)

OFFENSE

Speed 40 ft. (20 ft., climb 10 ft. when wild shaped)

Melee unarmed strike +10 (1d6+3) or flurry of blows +9/+9/+4 (slam +13 (7d8+5) or flurry of slams +12/+12/+7 when wild shaped)

Ranged mwk sling +11 (1d4+3, range 50) (-- when wild shaped)

Special Attacks stunning fist (4/day, DC 18), wild shape (3/day, Diminutive-Huge animal, Small-Medium elemental, Small-Medium ooze, 10 hours maximum)

Druid Spells Prepared (CL 9th, concentration +11)

4th - *echolocation*^D, *strong jaw*

3rd - *cure moderate wounds*, *deeper darkness*^D, *protection from energy*

2nd - *barkskin*, *fog cloud*, *lesser restoration*, *lockjaw*, *stone call*^D

1st - *cure light wounds*, *detect aberration*^D, *faerie fire*, *liberating command* (2), *longstrider*

0 (at will) - *detect poison*, *guidance*, *resistance*, *virtue*

Nature Bond Cave domain

STATISTICS

Str 17 (21 when wild shaped), **Dex** 16, **Con** 14, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +7; CMB +10; CMD 24 (can't be tripped when wild shaped)

Feats Deflect Arrows, Dodge, Feral Combat Training (slam), Improved Unarmed Strike, Natural Spell, Shaping Focus, Stunning Fist, Toughness, Weapon Focus (slam)

Skills Climb +9, Knowledge (dungeoneering) +15, Knowledge (nature) +8, Perception +15, Survival +17, Swim +8

Special Qualities cavesense, cavesight (5/day), cavewight, lightfoot, maneuver training, orc ferocity, pain points, tunnel runner, wild empathy +6 (includes oozes, but not magical beasts)

Languages Common, Orcish

Gear spell component pouch, mwk sling, 10 sling bullets, pet non-sentient mushroom

Traits Magical Knack, Surface Stranger

Favored Class druid (+1 hit point, +2 natural armor AC when wild shaped)

Now we're talking! You can deal 7d8 with your pseudopod, you can flurry with it, and you can cast *strong jaw* once for when you *really* want to hurt something. Also, pity the poor cave druid before Bestiary 3 came out. Sure, you could wild shape into an ooze, but of all of the goodies from *beast shape III*, an ooze has practically none of them. Ask your GM if you can have some of the ooze's natural armor bonus back, but he'll probably say no. (also, he'll probably also tell you that all of the bad guys from now on are flying archers or something...)

Galeena, Galactic Under-duchess of Mt. Zogon

Female cavewight half-orc cave druid 8/martial artist 5/savage barbarian 6/savage fighter 1

N Medium humanoid (human, orc)

Init +3; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +25

DEFENSE

AC 19, touch 19, flat-footed 14 (+3 Dex, +3 Wis, +1 monk, +1 Dodge, +1 naked courage)

hp 178 (13d8+6d12+1d10+62)

Fort +19, **Ref** +11, **Will** +15 (+2 vs. oozes and aberrations, +1 vs. fear)

Special Defenses evasion, improved uncanny dodge **Immune** fatigue

OFFENSE

Speed 50 ft.

Melee greater vital unarmed strike +20 (4d8+4) or flurry of blows +20/+20/+15/+10/+5 (1d8+4)

Ranged mwk composite shortbow +19 (1d6+4, range 60)

Special Attacks wild shape (4/day, Diminutive-Huge animal, Small-Large elemental, Tiny-Large ooze, 12 hours maximum), stunning fist (8/day, DC 24), exploit weakness +8, rage (+4 Str, +4 Con, +2 Will, -2 AC, 16 rounds/day)

Druid Spells Prepared (CL 10th, concentration +13)

4th - *echolocation*^D, *strong jaw* (2)

3rd - *cure moderate wounds* (2), *deeper darkness*^D, *protection from energy* (2)

2nd - *barkskin*, *fog cloud*, *lesser restoration*, *lockjaw*, *stone call*^D

1st - *cure light wounds*, *detect aberration*^D, *faerie fire*, *liberating command* (2), *longstrider*

0 (at will) - *detect poison*, *guidance*, *resistance*, *virtue*

Nature Bond Cave domain

Rage Powers swift foot (x3)

STATISTICS

Str 18, **Dex** 16, **Con** 14, **Int** 10, **Wis** 16, **Cha** 8

Base Atk +16; **CMB** +20; **CMD** 36

Feats Deflect Arrows, Dodge, Feral Combat Training (slam), Furious Finish, Grasping Strike, Greater Vital Strike, Improved Unarmed Strike, Improved Vital Strike, Natural Spell, Shaping Focus, Stunning Fist, Toughness, Vital Strike, Weapon Focus (slam), Winter's Strike

Skills Climb +14, Knowledge (dungeoneering) +25, Knowledge (nature) +8, Perception +25, Survival +28, Swim +14

Special Qualities cavesense, cavesight (6/day), cavewight, lightfoot, maneuver training, orc ferocity, pain points, tunnel runner, wild empathy +7 (includes oozes, but not magical beasts), martial arts master

Languages Common, Orcish

Gear spell component pouch, mwk composite shortbow, 20 arrows, pet non-sentient mushroom

Traits Magical Knack, Surface Stranger

Favored Class druid (+2 hit points, +2 natural armor AC when wild shaped)

When wild shaped into a carnivorous crystal

DEFENSE

AC 21, touch 19, flat-footed 16 (+3 Dex, +3 Wis, +1 monk, +1 Dodge, +1 naked courage, +2 natural armor)

Special Defenses evasion, improved uncanny dodge **Immune** fatigue, poison, sneak attack, critical hits

OFFENSE

Speed 30 ft., climb 10 ft.

Melee greater vital slam +23 (28d8+6) or flurry of slams +23/+23/+18/+13/+8 (7d8+6)

Ranged --

STATISTICS

Str 22, **Dex** 16, **Con** 14, **Int** 10, **Wis** 16, **Cha** 8

Base Atk +16; **CMB** +22; **CMD** 38 (can't be tripped)

Skills Climb +24, Knowledge (dungeoneering) +25, Knowledge (nature) +8, Perception +25, Survival +28, Swim +16

When raging

DEFENSE

AC 17, touch 17, flat-footed 12 (+3 Dex, +3 Wis, +1 monk, +1 Dodge, +1 naked courage, -2 rage)

hp 218 (13d8+6d12+1d10+102)

Fort +21, **Ref** +11, **Will** +17 (+2 vs. oozes and aberrations, +1 vs. fear)

OFFENSE

Speed 65 ft.

Melee greater vital unarmed strike +22 (4d8+6) or flurry of blows +22/+22/+17/+12/+7 (1d8+6)

Ranged mwk sling +19 (1d4+6, range 50)

STATISTICS

Str 22, **Dex** 16, **Con** 18, **Int** 10, **Wis** 16, **Cha** 8

Base Atk +16; **CMB** +22; **CMD** 38

Skills Climb +16, Perception +25, Survival +28, Swim +16

When raging and wild shaped, using the spell *strong jaw*

DEFENSE

AC 19, touch 17, flat-footed 14 (+3 Dex, +3 Wis, +1 monk, +1 Dodge, +1 naked courage, +2 natural armor, -2 rage)

hp 218 (13d8+6d12+1d10+102)

Fort +21, **Ref** +11, **Will** +17 (+2 vs. oozes and aberrations, +1 vs. fear)

Special Defenses evasion, improved uncanny dodge **Immune** fatigue, poison, sneak attack, critical hits

OFFENSE

Speed 45 ft., climb 10 ft.

Melee furious greater vital slam +25 (392) or flurry of slams +25/+25/+20/+15/+10 (16d6+8)

Ranged --

STATISTICS

Str 26, **Dex** 16, **Con** 18, **Int** 10, **Wis** 16, **Cha** 8

Base Atk +16; **CMB** +24; **CMD** 38 (can't be tripped)

Skills Climb +26, Perception +25, Survival +28, Swim +18

Keep in mind that you're probably not going to be raging when it's not your turn. Also, if combat lasts more than one round, it's

because you're probably fighting a troop of balors or something ridonkulous. Mythic tiers anyone?