

WAY OF THE ANGRY BEAR 3:

Bear Fisted Fighting



Being a collection of wisdom pertaining to the blending of
FANG and **FIST**.

A.k.a. How to multiclass Monk and Druid like a boss to create
the strongest martial artist in Pathfinder.

The Beast: The last known practitioner of the heterodox Toad Style.



.... Why have you come to me?

To gain elightenment!

Wrong.

To hone my body!

A worthy goal, but I will not teach you to do that.

To forge my soul into a weapon!

HA! That's one I haven't heard before. But still wrong.

Then learned master, why do you believe that I have come to beg for your instruction?

You are here to be the Strongest Under Heaven. To rend your foes in your claws.

I will teach you to do this.

The day you try to claim that title, however, will be the day one of us dies.

Let us begin!

What is this guide for?

The Druid/ Monk multiclass (now known as the Fist of the Forest, or FoF) is one of the strongest combinations in Pathfinder.



Thats the general idea...

- Monks have the best weapon damage among all the character classes (topping at 2d10)
- Druids have the magical means (wildshaping and spells) to make a monk's weapon damage the best in the entire game.

Dread Cthulhu itself doesn't do 12d8 per swing.

As is the custom with other guides, there will be a colour code indicating how good an option is for this particular build:

Purple – The unexpected synergy from this choice makes this a must have

Blue- This is a fantastic choice, and should be taken for most builds

Green- A good choice which can work for many builds.

Orange – A sub-par choice, merely average

Red – An awful choice, why are we even discussing this?

So without further ado, let us look at our options as a Fist of the Forest

The Mauler



This is the meat and potatoes of a FoF build, and the main reason why they are so compatible: MASSIVE WEAPON DAMAGE.

The strategy here is to:

1. Make your unarmed strike/natural attack (interchangeable, really, with the right feats, namely Feral Combat Training) damage as large as possible, making use of the exponential increases at higher levels (the 6d8->8d8 and 8d8->12d8 transitions are the most highly prized).
2. Be able to use as many of these pumped up attacks in as many rounds as possible. Reach, pounce and certain feats such as Pummeling Charge help with this.

The Crusher



As an effectively gargantuan creature (with the Powerful Shape feat), you can grapple with the best of them.

This approach of course includes other methods of incapacitating your opponent, such as tripping them.

The strategy here is to:

1. Get as large as possible with as high strength as possible to boost your CMB. There are also certain monk archetypes (the Tetori mostly, but also the Manoeuvre Master) that will pump this.
2. Get riders to your attacks that proc your manoeuvres (such as Grab, so that you can grapple more often, or Trip, so that you can trip when you attack, or the gold standard, Constrict, which deals unarmed strike damage whenever you make a successful grapple attempt) via wildshape, feats and items

Both!!!



In the world of Kaiju Kombat that you are stepping into, the sky is the limit. There will be nothing (save, perhaps, archetype and feat considerations) preventing you from both grappling and mauling an opponent to death (with Rake, this is perhaps even preferable).

~~T-Rex with a fricking KATANA!!!~~



No, just... No.

So with that in mind, onto the two firm foundation stones that our FoF is built on:

The Monk



Still the master...

Ah, the monk, much maligned, actually provides quite a good backbone to build a bestial frontline combatant. Let's take a look at their Abilities and Archetypes...

Bonus Feats: The list is pretty good, including some stuff you will definitely want such as Improved Grapple and Improved Trip. Don't feel bad if you have to sacrifice it for a worthy Archetype though.

Stunning Fist: Eh, you are not entirely Wisdom centric (or [Are You?](#)), but it makes for a pain free rider that will mess with spellcasters.

Unarmed Strike: Ah, here is what we want. Improved unarmed strike for free, and scaling-with-monk-level damage. Also, counts as a natural attack for things that enhance natural attacks (like [Strong Jaw](#) and [Greater Magic Fang](#)) – super plus.

Flurry of Blows: Actually **not that good** for our purposes, since you can't use natural attacks in a flurry of blows, and our natural attacks are going to be one

of our main sources of damage. You can build for it to be good with feral combat training, and then it becomes **Quite Powerful**. Don't be afraid to trade it away for the right archetype, though.

Fast Movement: Solid, most large/huge forms will be plenty fast with great reach, but an extra 10ft or 20ft here and there never hurt anyone.

Evasion / Improved Evasion: These are nice, but I'll level with you, when you become a scaly-skinned behemoth, your Dexterity is going to tank, and with that your reflex saves, so you might not be avoiding those fireballs as often as you might think. Improved Evasion with its half damage on failure is much nicer though. (If you went **Dexterity** focused however, this is **Pure Purple**, you will basically never fail a save versus area of effect again).

Maneuver Training: **Nice** for the Mauler builds, **Essential** for the Grappler builds.

Still Mind: Not so much for what it does in itself (+2 to will saves versus enchantment is **all right**.) But it is a prerequisite for the feat **Monastic Legacy**, which if you multiclass heavily with Druid, you will be glad to take.

Ki Pool: It actually doesn't do that much for you. You won't have as many levels in Monk to fill it up, you traded away flurry (or did you?) so you can't get the extra attack, and your AC is actually usually more than acceptable (more on this later).

If you are a **Qinggong** Archetype, it will allow you to do **interesting things**, but still you don't have the Monk levels for the really interesting Qinggong powers. (There is one archetype for monk, The **Nimble Guardian**, that will get all the ki powers, and still have the unarmed strike/natural weapon craziness, more on that later).

Slow Fall, High Jump: Considering the movement modes that are available to you with **Wildshape**, these are a bit anemic. The best thing you can do is trade them away for an Archetype or **Qinggong** powers.

Purity of Body: Eh, with enough levels in Druid and this, you can be immune to both diseases and poison. It's nice, I suppose.

Diamond Body / Abundant Step / Diamond Soul / Quivering palm / Timeless Body / Tongue of the Sun and Moon / Empty Body / Perfect Self: Once again the cold hard truth is that if you took enough Monk levels to gain these abilities, I believe you are not getting the full utility out of a Monk/Druid multiclass. The **Nimble Guardian** Archetype, saucy minx that she is, will of course be able to grab all of these (and trade them out for **high level Qinggong abilities!**).

Monk Archetypes:



You youngsters with your fancy archetypes, in our day we just had d8 hit die and a flurry of misses and we made do!

Drunken Master – Awful for the simple reason that most of the time, you won't have opposable thumbs to booze it up with. Also gives up **Still Mind** which is a requirement for true ultimate power.

Flowing Monk – Very good, actually, for Manoeuvre focused FoF, as you get a free trip attempt against everything that attacks you/ an ally. For the Strength build, you have Wildshape's boost to strength, your size boost to strength and

the Monk's manoeuvre training for an insane trip CMB score, for the Dexterity build, it comes online later (due to an Agile AoMF costing quite a bit), but with the right wildshapes (such as Air Elemental form) you can be equally formidable with a much higher AC.

Hamatalasu Master - Not anything special really. You're not stunning fist focused, so why take an archetype that is built around it?

Hungry Ghost Monk - There are archetypes that you build around and archetypes that are nice bonuses with few drawbacks, which you take if they are compatible with your main archetype. Hungry Ghost Monk is one of the latter. The big payoff here is **Life Funnel**, which will allow you to regain HP every time you down an enemy (which I am fairly certain this Multiclass combination will allow you to do).

Kata Master – A monk archetype based around Charisma. Just think about that for a second. Completely awful for this build, and possibly not great at all in general.

Ki Mystic – Is not objectionable, but also does not do anything directly for the build. Gives up **Still Mind**.

Maneuver Master – This is a Great archetype for a Crusher type FoF. It basically allows you to slot a manoeuvre into a full attack sequence for a -2 penalty to the manoeuvre. Imagine starting all your full attacks with your foe tripped with a -4 to AC against your melee attacks? It's an archetype you build around, just like the **Flowing Monk**.

Martial Artist – This archetype is remarkable in that it **sidesteps the Alignment requirements** (some of them) for a FoF (has to be Lawful Neutral normally), but it looks like it offers little else.

However, with further multiclassing (with barbarian), this archetype's **Immunity to fatigue** actually can make it one of the Strongest variations of the Mauler build. More on that later when I discuss the **Conqueror Ooze**. For conventional FoF however, it **doesn't offer much**.

Master of Many Styles – This archetype gives you extremely potent **Style feats** for free, allows you to **get them much earlier than you otherwise would have**

and allows you to use more than one of them at a time?!! As long as you focus on the right styles, you literally can't go wrong with this archetype.

Monk of the Empty Hand – Awful. With our useless (though deadly) forearms we can barely hold our prey, much less a ladder! (Improvised weapons are useless for this build).

Monk of the Four Winds – Is not actually that great. The increasing damage **Elemental fist** is amusing, but all the other abilities are level gated beyond the number of monk levels you would usually take (though if you are willing to sacrifice some spellcasting, **Slow Time** would be an extremely good ability in conjunction with **Vital Strike**).

Monk of the Healing Hand – Does nothing for the build, literally. You are building an engine of destruction here, not one that focuses on healing.

Monk of the Sacred Mountain – Basically grants toughness in exchange for agility (literally, in that it grants the **Toughness** feat in exchange for **Evasion**). Remember when I said that chances are, your reflex save / chances for Evasion were not great? Well this archetype makes up for that by giving you **extra hitpoints and AC**. Also makes you **impossible to knock down** by anything non-magical, which is just incredibly cool.

Monk of the Lotus – Most of the abilities are higher level, but if you are a Wisdom based FoF then this becomes **Green**, though you are still giving up damage to do your multi-round touch of serenity.

Monk of the Seven Winds – Relies a lot on a manufactured light slashing weapon to deal extra damage, a weapon you are not going to be wielding (see T-Rex with Katana), so pass.

Qinggong Monk – Is actually quite good in that it will allow you to select one of the lower level Ki abilities (the higher levels you won't be able to reach due to your multiclassing). Good choices are **True Strike** (which you can quicken eventually with Quicken Spell Like ability at 10 levels of Monk), **Gaseous form** (which can give you the ability to go places you might not otherwise be able to get into) and **Restoration** (if you went up to 11th level Monk).

This archetype becomes **fantastic** in combination with **Nimble Guardian** because not only do you also get the high level abilities (**Ki Leech**/**Blood Crow Strike**/**Cold Ice Strike** are extremely good).

Sensei – This archetype has two things that it lets you do basically:

- 1: Unarmed strikes and one Natural Weapon use Wisdom to determine to hit.
- 2: Allows you to use your Qinggong Ki abilities (if you took Qinggong Monk, that is) to affect others.

So basically this is the way to play a Wisdom focused FoF. Unfortunately you will get less out of it than Strength builds (the bonus from Wildshaping is for Strength not for Wisdom), but if you want to play something off-beat, then this is pretty good. Suggestion: Take **Wild Speech** so you can be **Zen Advice Dire Tiger**.

Sohei – Recognized as being good in general for monks, none of the **Sohei**'s bonuses apply to natural attacks. Pass.

Spirit Master – If you are in an undead heavy campaign, probably **better**, but still, you have better things to trade away class abilities for.

Terra-Cotta Monk – Despite the flavour text, seems to be for those monks who actually want to be rogues. Not much here for you.

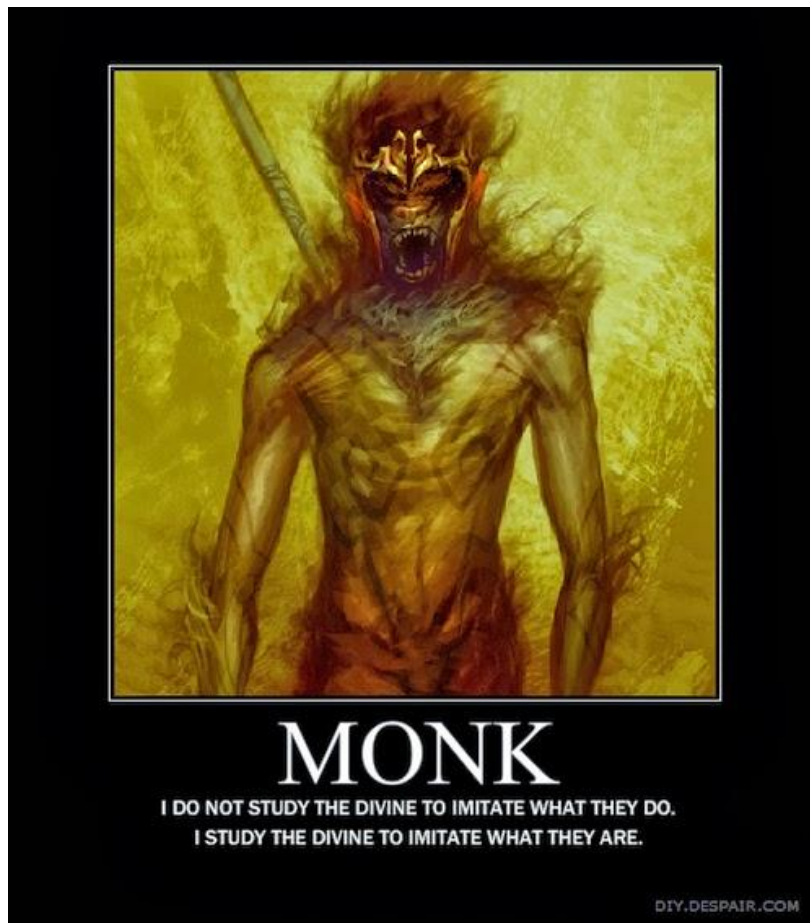
Tetori – For those of you who want to be the ultimate grappler (i.e, Crusher FoFs), this is the archetype for you. There are a few builds built around Constrict that actually put out comparable damage to pouncing builds.

Weapon Adept – Unfortunately, none of their cool abilities will ever apply to unarmed strikes or natural attacks.

Wildcat – Based on the name, I really wanted to like this archetype for this build, but alas, it is also based on Dirty Tricks and Improvised weapons, both of which FoFs have no truck with.

Zen Archer – Bow and Arrow focused, 'nuff said.

Racial Monk Archetypes



Contemplative (Dwaf) – Aggressively mediocre even under normal circumstances, it has no place in our build.

Gray Disciple (Duregar) – Has some interesting abilities, including becoming invisible (short duration though, 1 round), bull rushing things into rock walls insta-killing them (as a huge creature you are good at bull-rushing) and radiating darkness (which might be good against creatures with no dark-vision). No directly good synergy though.

Ironskin Monk (Hobgoblin) – Has interesting abilities related to damage reduction and an increasing by level bonus to natural armour, but you lose wisdom to AC, which is a shame, because your wisdom will have to be decent to cast Druid spells. Not a great fit.

Nimble Guardian (Catfolk) – This fantastic archetype deserves a section all to itself. Basically think of this archetype as accomplishing what we wanted to do

with a druid/monk multiclass, but as a single classed Monk. It lets you polymorph into a large feline creature at 7th with the **Guardian Feline** ability (and gives you the Rake ability at 9th, which is good for two extra attacks on a pounce), I heartily recommend the Dire Tiger. If you want to add more oomph to your natural attacks, a Huge form the Warcat of Rull (great name!) also just became available. Almost all of its natural attacks are Claws (which is great for feral combat training affecting all of them), and you get to pick up high level **Qinggong** abilities.

Also stacks with **Master of Many Styles** (since you aren't going to be using Flurry with your 4 natural attacks) for increased craziness and has the side benefit of acting as a defensive shield for adjacent allies (**Defensive Aid** +4 to saves or AC wis mod + 5 times per day as an immediate action? Great as well!)

Student of Stone (Oread) – Is all right, once again it focuses on reducing damage, while letting you take the Earth (Shaitan) elemental style line. Nothing directly synergistic but nothing directly bad either.

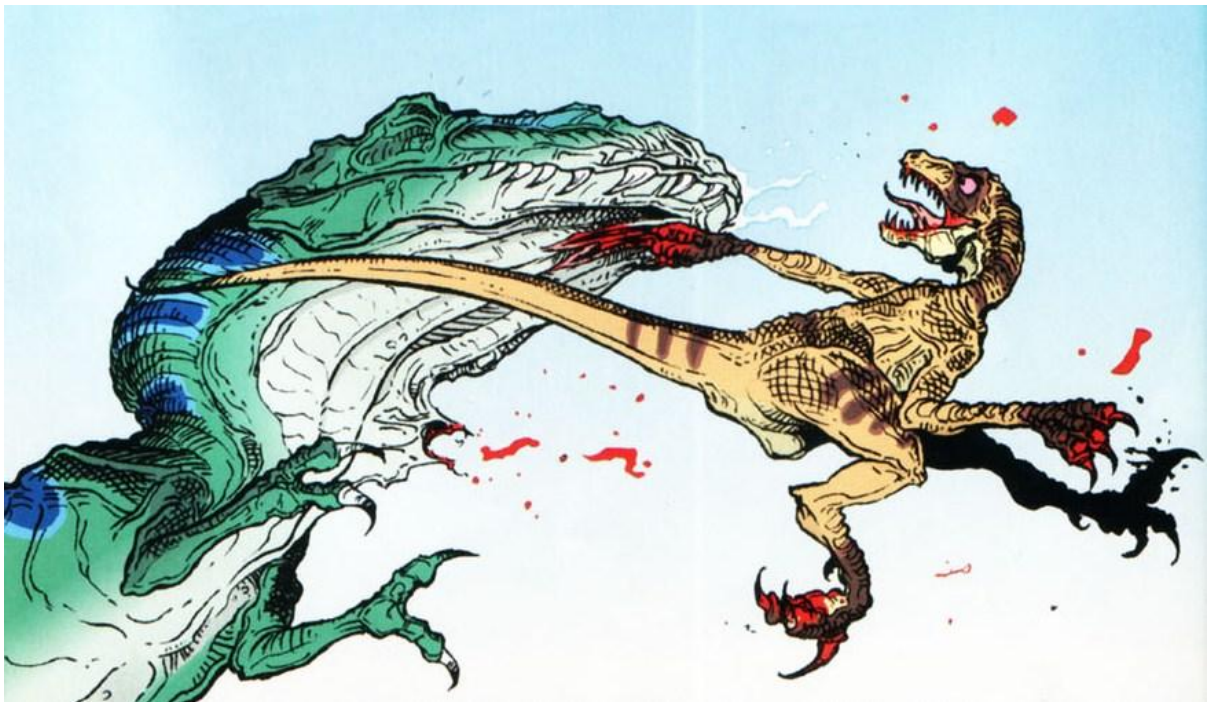
Treetop Monk (Vanara) - Wooden weapon focused at low level, Freedom of Movement ability only at 12th level (too high for our tastes if we want to multiclass effectively). Quite mediocre.

Underfoot Adept (Halfling) – Is actually pretty darn good! The ability we want here is **Underfoot Trip**, which grants you **Improved Trip** for free and makes you count as a creature one size larger for the purposes of tripping every 4 levels.

While this is a **bit of a sop for the small size Halfling**, if you wildshape into something **Huge and Gribbly** (I recommend Huge Air Elemental eventually, so you can focus everything on Dexterity, which Halflings already get a racial bonus to), you will count as a **COLOSSAL CREATURE** (+8 to all CMB checks and CMD) for the purposes of tripping by 8th level in this class. The fact that it freely stacks with **Maneuver Master** is just delicious, delicious icing on the cake.

Wanderer (Human) – Has a hodge-podge of abilities cribbed from the TV show Kung Fu, while some are interesting, none of them have any direct contribution to our build. So pass.

The Druid



As opposed to the Monk, the Druid is considered one of the strongest classes in the game. In my opinion, this is absolutely true, with the one caveat that even with Huge forms, you still aren't out-damaging the greatsword Barbarian.

Well, the levels in Monk are here to set that right. But first let's have a look at their abilities and archetypes.

Spells – Druids, more than any class, have more spells to buff natural attacks in the game (the Summoner comes close). This is great, because these buffs apply both to our **Unarmed Strikes** as a Monk and our Natural Attacks as a **Wildshaped** Druid.

Spontaneous Casting – Don't get me wrong, Summon Nature's Ally as a spontaneous spell is really good. However, I've found that as a melee Druid, your spells are best used for buffing your attack, hence this is a useful but not essential ability.

Nature Bond – Depending on what you pick you can either get a flanking buddy, or access to spells/domain abilities that will buff you and your attacks, fantastic either way. The other Druid's guides should list the best animal companions and domains, and these are the same for our purposes.

Nature Sense – Nice, but doesn't really help us directly.

Wild Empathy – A bit of a trap, firstly because you are multiclassing and thus your **Wild Empathy** will not progress as much as a single classed druid and secondly, Charisma is a dump stat for Monks and Druids, and doubly so for a Multiclass between the two. Your **Wild Empathy** is never going to be very high, I'm afraid.

Woodland Stride – Good if you are fighting in overgrown surroundings, you won't suffer movement penalties. (They still count as difficult terrain though, so you possibly won't be able to charge) Not vitally important though.

Trackless Step – See **Nature Sense**.

Resist Nature's Lure – This seems oddly specific, **nice** if you are in a fey heavy campaign, but when was the last AP that featured the fey? (Perhaps we are due one soon?)

Wild Shape – If there is a heart to be found in a FoF build it is here. **Wildshape** lets you take the form of Animal, Vegetable and Mineral and do it with style.

We are looking for the **large** and **HUGE** creatures here (I'll provide a list of good forms later) with as many of the same natural attack (**Feral Combat Training** only works for one natural attack) as we can manage. The bonus to physical stats (Strength for Animal forms, Strength, Dex, Con for Elemental forms depending on which Elemental you transform into) just seals the deal.

Venom Immunity – Poison immunity is nice to have.

A Thousand Faces – Alter self at will is SUPER good, mostly because of the good range of abilities humanoids have, a shame you get it so late. (**Urban Druid** gets this ability at 6th level but gives up **4 levels of Wildshape** for it, so I can't in good conscience recommend it)

Timeless Body – A 10k loun stone does this. Why oh why, Paizo?

Druid Archetypes



The Valenar Horseman Archetype wasn't working out quite as Tim had expected...

Feral Shifter – Interesting, you give up **Nature Bond** (so no animal companion or domain) to gain the ability to gain a wide array of bonuses (enhancement bonuses to stats, darkvision, e.t.c.) as a swift action. Not bad at all, the variability is the real strength here.

Green Faith Initiate – Is not particularly strong. The abilities are nice for utility (long distance communication, legend lore, Stone tell e.t.c.) but you kind of need more punch than this.

Menhir Savant – Is actually quite excellent, mostly for the caster level tricks (which you'll need due to multiclassing) that it can do, and for its wide-band detection abilities (undead, fey, outsiders, astral, ethereal or incorporeal creatures, what doesn't it detect?).

Mooncaller – Once again, aggressively mediocre. Some resistances and immunity to disease. DR later, but we're going to have easier sources of DR than that.

Nature Fang – It gives up **Wildshape**?!! **For Slayer/Rogue Talents**?!!! Why didn't I have a colour worse than Red!!!

Pack Lord – More animal companions that are much weaker is not actually worth the bother, either have one very strong one for flanking or the domain.

Reincarnated Druid – The ability to die and be reincarnated once per week is pretty good, but it gives up **Wildshape** levels (-2) for this, which I feel isn't worth it for a FoF.

Storm Druid – Probably decent for a more caster focused Druid, this archetype does nothing at all for us. As mentioned by Atarlost, it doesn't give up **Wildshape** levels, so it isn't actively bad either, but why wouldn't you pick up a Shaman druid instead?

Survivor Druid – You lose a spell per day and you pick up traps, which we are going to manipulate with those opposable thumbs we totally have, right? (Nope.)

Wild Whisperer – I'm slightly conflicted over this one, **Inspiration** is a good ability to have, but this archetype basically limits you to small and medium animals, which is really bad. I'll have to go with my gut and say pass on this one.

World Walker – Favored terrain is nice, as is Tree Stride, but once again, not synergistic with our FoF abilities at all.

Aquatic Druid, Arctic Druid, Plains Druid, Swamp Druid – Circumstantial bonuses (to combat in that specific environment mostly) at the cost of **Wildshape** progression. Hmmm, nope! **Good** if you're in a campaign that heavily favors that sort of environment (like Skulls and Shackles) I suppose.

Cave Druid – Now, I'm more than willing to say that until lvl 10, this archetype is probably more **Orange**. But once it gets there, it lets you **Wildshape** into the **Carnivorous Crystal**, a creature with a 7d8 natural attack. This is more damage than a Huge 20th level Monk!!!

Blight Druid – Well, the ability to sicken adjacent foes (and friends!) is amusing, and the domains are pretty hardcore (death, destruction, darkness). Best of all it doesn't give up **Wildshape** progression, a true rarity, really. Not a bad choice.

Desert Druid – Instead of Plants, you get Vermin wildshape (among the other abilities). On the plus side, there are a *lot* of currently published vermin, on the minus side the only bonus ability that you are going to get from Beast Shape IV is probably going to be Web for all the spiders that you can now emulate, which isn't exactly overwhelming. It also negatively impacts wildshape (-2 to effective level is not great.)

Goliath Druid - For our purposes, is very similar to the **Mountain Druids** mentioned just below, with **better domains**, **earlier access giant forms** (6th level for large giants *basically a large humanoid form*, 14th level for huge) and no penalty to effective **Wildshape** levels (but limited to **dinosaurs** and **megafauna**, and the **aforementioned giants**, oh *how sad!* *sarcasm*).

Guess what? It gets a better rating.

Jungle Druid – Lackluster movement abilities and for this you are giving up 2 levels of Wildshape?!! For Shame!

Leshy Warden - So basically, you only get to play around with your little plant Pokemon and it negatively affects your Wildshape levels and limits your forms to plants. Pass!

Mountain Druid – Is notable for one thing, a Wildshape form that is at once huge and grants opposable thumbs (and speech!). It is a shame you only get it at a high level (12th level for large giants/16th level for huge giants) and it messes with your other wildshape progressions (-2 as usual) but I can't argue with the results!

Tempest Druid – Is actually not an objectionable archetype, and as pointed out by Atarlost, the ability to see through magical fog leads to all kinds of ambush shennanigans with reach. Not giving up any **Wildshape** levels helps as well.

Urban Druid – I really, really want to like this archetype, more domains than you can shake a stick at, spontaneous casting of the spells in these domains, early access to a Thousand Faces... but it gives up **4!!!** Levels of **Wildshape** progression. Good for a single classed Druid, awful for us.

Animal Shamans – So I kind of want to group most of the Shaman archetypes together because they give basically the same thing.

- Different Domains for **Nature Bond** (Some pretty good)
- **Totem Transformation** (Which is decent for before you can Wildshape and gives you early access to Natural Weapons which you can now start taking feats for)
- **Totemic Summons** (Flexible summoning of your totem animal with extra Hit Points)
- **Wildshape** (Which you get at lvl 6 (boo!), acts at lvl -2 for all animals that aren't your totem animal (double boo!), but at +2 for your totem animal (hmmm, really now? Thats interesting... If there are huge versions of your totem animal, this basically allows you to change into them instantly at lvl 6, as opposed to lvl 8, good to keep in mind.)
- **Feats** (Some bonus feats that are in theme with your totem animal)

So with that being said, let's review them.

Saurian – Boy oh boy! Not only are the domains on this fantastic, all the abilities apply to both Dinosaurs and Reptiles (broad categories which contain around half of the cool animals in all the Bestiaries) and at lvl 6 *insanity!* you can become the best Huge **Wildshape** currently in the game for pouncing, natural attacks, and general Bad-assness. **The Allosaurus**. This shouldn't be in the same game, let alone the same category as the other Shaman archetypes. Needless to say, Has Large and Huge forms.

Lion – While this archetype lacks access to huge forms, you can become any feline including the **Dire Tiger**, which has 4 claw attacks on a pounce (two of them with grab). You can also summon **Dire Tigers** to maul your foes to death. All in all, it is very strong.

Eagle – I have been informed that the Eagle Shaman is much better than I had first given it credit for as it can, via the new faq, turn into a Huge Roc, which means that it has access to Huge (but not large) forms and flight, which puts it up there with the Lions, I expect. *Thanks Avoron!*

Serpent – Has, unexpectedly, quite a decent range. Large (Emperor Cobra) and Huge (Giant Sea Snake) forms are represented, as are forms with constrict (if you want to play a Crusher FoF character). Lack of limbs does limit their natural attacks. Still you could (really) do worse.

Wolf – For a tripping build, might actually be quite good, as the Dire Wolf has trip on its bite from the get go. No Huge forms.

Bear – Not terrible (the dire bear has a claw, claw, bite routine and grab on the claws), but still quite limited. No Huge forms.

Shark – Extremely limited in most campaigns, for Aquatic campaigns probably **quite good**. Has both large (Regular Shark) and huge (MEGALODON) forms.

Ape – Limited, poor, Wildshape forms. No Huge forms. (Get ready to see this sentence a lot 😊)

Bat – Super Limited, extra poor, Wildshape forms. No Huge forms. (Can fly at least?)

Boar - Limited, poor, Wildshape forms. No Huge forms.

Dragon – What? Really? Thats awesome!

Actually no, the Dragon shaman is quite literally piss poor. Calling it the Lizard Shaman would be closer to the truth, which is a crying shame. In reality, is probably worse than Red. At least the other Shaman archetypes don't try to mislead you.

Racial Druid Archetypes



Feral Child (Human) – Gives up Wildshape. Nothing impressive in it's abilities. Next.

Naga Aspirant (Nagaji) – The **Naga Aspirant** is an interesting and potentially extremely synergistic beast. You give up **Spontaneous Summon Nature's Ally** for a whole slew of **Arcane Spells** (good ones too! Mage Armor, True Strike, Greater Invisibility and blasty magic like Fireball, Magic Missile and Scorching Ray!).

There is no penalty to your **Wildshape**, but instead of getting large forms, you can become a **Large Naga** instead. This gives you access to the **Final Embrace Chain**, which can make you a Champion Crusher type FoF. It's a shame you lose Huge animal forms, as that would have made this archetype unbelievably powerful, but as it is, it is still extremely, extremely good.

Sky Druid (Sylph) – Has extremely decent if not directly synergistic abilities, and a +1 to Wildshape level if you shape into something that can fly and no Wildshape penalty otherwise. I can find nothing bad to say about this archetype save that Sylphs don't have a great statline to be Druids.

Treesinger (Elf) – The Plant companion is cute, but the main meat of this archetype is it's **barring you from animal or elemental Wildshaping**, and **earlier access to Plant Wildshape**. Of course, your **Plant Wildshape progression is painfully slow** (huge forms only at 12th?!!) so it really is at best average as an archetype.

Undine Adept (Undine) – Much the same as the Sky Druid, perhaps edging into **Blue** due to the Undine's better FoF stats and in an aquatic campaign this is straight **Blue**.

Feats, Skills and Traits



... now I just need to stuff these vipers into my pants, and voila! Fast Healing! (Cookie for anyone who gets this! ☺)

So there are literally a million feats out there, I'll just cover the ones most pertinent to FoFs and some trap options.

General Feats

Animal Soul – Spells that only affected animals now affect me! Sounds great, but doesn't actually open up that many options to you, especially since effects that increase size don't actually stack with Polymorph effects.

Aspect of the Beast – Gives you some abilities while out of **Wildshape**. Why would you be out of **Wildshape**, ever?

Augment Summoning – Usually touted as top tier for Druids. For us though, we do our own killing, still, useful, but a shame it has a useless feat (**Spell Focus Conjunction**) as a pre-req.

Boon Companion – It is okay, but personally, I think it's a waste of a feat to boost your Animal Companion when you could be boosting yourself.

Combat Casting – You will be in melee combat fairly regularly, if you need to get a spell off this will help.

Dispelling Fist – Sounds cool, but then you realize that you will be at least 15th level before you can use it (Requires BaB +11).

Furious Finish (If you build for it) – Now you may be asking what this feat is doing here, it requires you to multiclass with Barbarian (no easy task as a monk), makes you fatigued when you use it and makes you have to **Vital Strike** (widely reviled as a feat that isn't worth it). Well, one of the builds I will be discussing (the Conqueror Ooze) uses this to deal the most damage in the game in one hit. But more on that later...

Natural Spell – Yes, you will need it, just take it. This will ensure that you can stay in **Wildshape** basically indefinitely.

Planar Wildshape – Okay, before I tell you how good this feat is, there is a trade-off. It only works for Animal forms, you can't be a Plant or an Elemental, which locks you out from basically the best forms for a **Wildshaped** Druid.

Okay, the upside now, Animals are now the best **Wildshape** form for Druids with this feat. **Good/Evil DR (switchable at each use) 10!!**, **Elemental Resistances to up to 3 elements 15!!** **Darkvision and smite Evil once per day?!!!** Of course you have to be level 11 to reap the full benefits and the **Spell Resistance** might hurt you as much as it helps, but man that's an entire prestige class worth of abilities for one feat.

Powerful Shape – Is a good feat, a very good feat. It allows you to be treated as one size larger for the purpose of Combat Maneuvers, meaning Gargantuan if you are in a Huge Wildshape. That's a +4 bonus to Maneuvers and Maneuver defense, and you can now Grab Great Wyrms (well some of them, at any rate.)

Quick Wild Shape – It's a decent emergency ability, but it takes 3 seconds (one standard action) to **Wildshape** normally, why would you need to do it quicker?

Racial Heritage – Are you Human, Half Elf or Half Orc? Did you want to access a different Race's Racial feats or Archetypes (**Nimble Guardian** or **Naga Aspirant** anyone?) well for the cost of one feat, you can!. *It is really good if you have a specific build you want to take but need a better stat spread*.

Shade of the Uskwood – Well, if you worship Zon-Kuthon (and are Neutral Evil), you can get a whole bevy of illusion/necromancy/save or die effects. Shame none of them actually enhance our ability to WRECK FACE. *Also Animate Dead? Really? So Zon-Kuthon allows you to just play a Necromancer with the Druid spell list now?*

Shaping Focus – So this is the feat that really helps Multiclassed Druids. You have to have Wildshape already, but if you are Multiclassed, this feat allows you to have up to +4 levels of Wildshape (depending on how many levels you Multiclassed for). **Very Good** for most FoFs, Animal Shamans possibly don't need it as badly if they stick to their preferred form (as they already have +2 Wildshape levels for Wildshaping into their totem animal).

Wild Speech – While mostly a RP tool (you can't talk in Animal Wildshape otherwise), it does allow you to use speech related abilities, like the **Sensei's Advice** or Zen Koans from the **Bewildering Koan** feat. *Made entirely redundant by the **Ring of Eloquence** 3500gp item, which every Druid should have*

Combat Feats



Agile Maneuvers – If you chose to be dexterity based instead of Strength based (and your final payoff is Wildshaping into a **Huge Air Elemental** with a +8 Racial bonus to Dexterity), then you're going to want this feat. Is only green because for the **Halfling Maneuver Master/Underfoot Adept** FoF, you get the effect of this feat for free from **Weapon finesse** anyway.

Arcane Strike – This used to be good for the **Nimble Guardian** archetype, but a recent faq took our toys away here. Useless :(

Belier's Bite – If you have a free feat in the build you're trying for (by the way, FoFs really benefit from having a build, don't just slot stuff in willy-nilly. Its a bit more complex than that), then you could do worse than 1d4 bleed damage. However most FoFs are pretty feat intensive.

Blind Fight (and Improved/Greater BF) – I just realized that Druids actually don't have any way to deal with Invisibility (aside from Dispel Magic and Faerie Fire), and Monks are actually quite limited in this regard as well, so not terrible.

That said, most Wildshape forms have Scent. If you know where the enemy is, you probably have a 50% chance of mauling them to death anyway.

Bull Rush Improved and Greater – Bull Rush always struck me as one of the crappier maneuvers, whereas Grappling or Tripping really can shut down an enemy. These feats to make it slightly better don't do nearly enough to make up for that. **Improved Bull Rush** is **Green** to indicate that it is the pre-req for some really good feats.

Chokehold – Considering the suffocation rules, combat would have ended before most foes become unable to hold their breath. The question then becomes, why not just kill them, with your awesome unarmed attacks/natural weapons?

Charge Through – Why are you trying to charge through a legitimate target to reach another, further away target? Don't get greedy! Kill the one in front of you! (You can do it in one round anyway with pounce, you lazy bugger! :P)

Claw Pounce – This is a joke, it's supposed to be a high level ability for Catfolk, but you can probably pounce before that as a FoF.

Cleave, Great Cleave, Cleave Through – The thing with Reach is, you can probably Full Attack most rounds as multiple foes will be within your 10-15ft reach. Thus Cleave and associates doesn't really help much.

Cleaving Finish – On the other hand, since you will tend to kill things quick and have multiple foes in range, Cleaving Finish is possibly worth it, but you have to have Cleave to take it.

Combat Expertise – Is not really a good fit (for all that is a pre-req for most of the Improved Maneuver feats), it requires you to take a penalty to your to hit (and you are multiclassing two $\frac{3}{4}$ BaB classes here!) and you probably won't have the Int or the feat slot for it. Furthermore the archetype that uses the most Maneuvers, the Maneuver Master Monk, gets the Maneuver feats pre-req free! Hard to say yes to this.

Combat Reflexes – Okay, this feat has two ratings, the first, bad, rating is for a regular "turn into Allosaurus and wreck things" FoF. Your Dexterity at this

point is -4 from where it started, and chances are you don't have any extra attacks.

For the Dexterity focused Halfling [Underfoot Adept](#)/Druid Huge Air Elemental FoF, this is basically essential to make their crazy Trip combos work. If you want more information about that though, you can read about it under [Ki Throw](#) and [Improved Trip](#).

[Combat Style Master](#) – Is quite worth it as a [Master of Many Styles](#) to get your Styles up and running in a hurry, especially if you have more than one Style tree.

[Cornugon Smash](#) – I hate to say this (because it's so in character otherwise), Intimidation is not really your bag. Your Charisma is a dump stat.

[Critical Feats](#) – Considering the crit range on most Natural Attacks (20 x2), you aren't going to be crit-fishing for these bonuses anytime soon.

[Improved Critical](#) – On the other hand, considering how many of the same natural attack some forms have ([Dire Tigers](#) have 4 claws on a charge!), this might make for a worthwhile pick.

[Death From Above](#) – If you have a preferred Wildshape Form that can fly, this is a permanent +5 (instead of a +3) when you charge. If your Wildshape form also happens to have pounce or [Pummeling Style](#), this is [Insane](#).

[Death](#) or [Glory](#) – Now this has all the makings of a [train wreck](#), has to use Vital Strike, enemies get the same bonus to attack you and can do so as an Immediate action. But consider a build that aims to kill (full to 0 HP) an enemy in one hit. No retaliation, means this is a pure bonus when you are using Death or Glory (but more on that when we get to the [Conqueror Ooze](#)/[Hungry Hungry Hippo](#)). If you are not using that build, avoid this feat like the plague.

[Defensive Combat Training](#) – This is probably worth 4 or 5 points of extra CMD by the end of your adventuring career, so for Crusher FoFs, this is not bad to keep your opponents between your jaws.

[Desperate Battler](#) – Sounds reasonably good, but given your size, my experience is that you are *never* more than 10ft away from an ally, so pass.

Devastating Strike / Improved Devastating Strike – Now there is one FoF build that uses Vital Strike (the **Hungry, Hungry Hippo/Conqueror Ooze**), but even with that in mind, the pittance of damage here is not worth it.

Improved Dirty Trick/Greater Dirty Trick – If you are a **Maneuver Master Monk** (maybe an **Underfoot Adept** as well?), you could do worse than this as a second maneuver choice to focus on (as you can't re-trip an already prone foe). Having a foe prone and blinded/entangled is a good way to start a full attack sequence.

Improved Disarm/Greater Disarm – Depends how many humans wielding Longswords and similar foes you're going to be fighting, personally I don't think it is worth as much as Dirty Trick.

Improved Drag / Greater Drag – See **Bull Rush and associated feats**, but moving backwards. I don't rate it highly.

Dreadful Carnage – Once again, another lovely descriptive feat name, let down for us by requiring Intimidate.

Eldritch Claws – You can already cast Greater Magic Fang with your Druid levels, and Damage reduction usually goes up to 10-15, which you can pretty safely bypass given your damage eventually.

Elemental Fist – Unless you are a **Monk of the Four Winds** or have **Dragon Ferocity** (quite possible), don't even consider this. The bonus damage is piddly compared to what other feats can get you. Even if you are one of the two mentioned above, you will probably have better feats to take than this.

Elephant Stomp – Once again, a great name, evocative for a FoF, let down by poorly fitting mechanics. Let me repeat myself, if you find yourself wanting to run through an enemy to get to an enemy behind (as is the case with Overrun), why not kill the enemy *right in front of you*? This does let you take one attack, but why are you not full attacking with Reach? Or pouncing and getting your Rake attacks?

Improved Feint / Greater Feint/ Feinting Flurry e.t.c.: Not only are these feats a waste of time (they deny your opponent their dexterity mod to defense, which

you can already do and more with [Dirty Trick](#) if you are a [Maneuver Master Monk](#)), they also require you to use a [Charisma based skill, bluff](#). Avoid.

[Felling Escape](#) – You won't be trying to break most grapples, leave that to your tasty, tasty prey, and good luck to them too. >:)

[Felling Smash](#) – In actuality, what this feat does is not bad. Free trip on a single attack with Power Attack? Sign me up! But what strangles it are the pre-reqs ([Combat Expertise](#) is a feat you're not going to have space or Int for, really) and the fact that [Maneuver Master Monks](#) can do this without limiting themselves to one attack with [Flurry of Maneuvers](#).

[Feral Combat Training](#) – **Every** FoF build I have come up with has this feat. It lets you treat one of your Natural Weapons (most [Wildshape](#) forms have multiple Claws or Slams, so I recommend choosing that one if possible) as an auxillary Unarmed Strike that you can use at your [Full Base Attack](#).

For example, if you have 4 claws (Dire Tiger) you treat all of them as your Unarmed Strike with regards to feats, Magic Items, Magic Spells e.t.c. and damage (if your unarmed strike damage is higher) that you use that at your [Full Attack Bonus](#). Needless to say, this is extremely good when paired with [Multiattack](#), so you can use your iterative unarmed strike as well (and all your Natural attacks at a -2 penalty, it's basically stupidly superior [Flurry of Blows](#)).

[Final Embrace](#) / [Final Embrace Horror](#) / [Final Embrace Master](#) – So [Final Embrace Master](#) is the gold standard for Crusher FoFs who want to literally Crush their opponents to death. It lets you apply 2x your unarmed strike damage to your Constrict attack. With the "damage opponent" grapple maneuver option, you can do 3x your unarmed strike damage with a single check!

Coupled with [Swift Grappler](#) and [Greater Grapple](#) (both of these feats together let you make 3 grapple checks/round), you can deal 9x your unarmed strike damage, which if it is 12d8, would be 108d8 damage!!!

The pre-reqs for this feat tree are onerous though. Though they took out the literally useless [Ability Focus \(Constrict\)](#) in one of the previous faqs, you still either have to have the Constrict ability or be a Naga. The first you can get with the appropriate [Wildshape](#) form (Snakes for example) or buy a [Anaconda Belt](#),

and the [Naga Aspirant](#) (Nagaji Druid Racial Archetype) can take the form of a Naga at 6th level for the second.

Furious Focus – For those of you who want to use this to negate [Power Attack](#) Penalties, Don't! It's a trap! Unarmed and Natural weapons are considered Light weapons and don't qualify.

Fury's Fall – This used to be great for a Dex Focused Underfoot Adept Halfling based FoF who wanted to trip enemies to death because it meant Dex to CMB twice. The recent Errata has nerfed that, but it will still allow you to add Dex and Str to the roll, so if both of these are high for you, then it's a decent bonus. (Question then being, why did you spend points on two stats that add to to hit?)

[Improved Grapple](#) / [Greater Grapple](#) / [Rapid Grappler](#) – If you are building a Crusher FoF focused on Grappling, you'll need all of these feats to dole out the maximum damage. Even if you are a Mauler type FoF, [Improved Grapple](#) is a good feat to take if you happen to have an attack that has the [Grab](#) quality, as that is a more or less painless +6 to your Grapple checks on top of your size modifiers (usually +2).

Grappling is a great way to shut enemies down, it's almost like a save or die (in this case, escape the Grapple or die), so these feats are always a good pick.

Hammer the Gap – Even with your more than average number of attacks, the damage bonus from this feat still seems like too little, too late.

[Horn of the Criosphinx](#) – This feat was made to go together with [Dragon Ferocity](#) and Pouncing. Basically it lets you set your Unarmed Strike (and Natural attacks with [Feral Combat Training](#)) str bonus to 2x, and [Dragon Ferocity](#) adds .5x on top of that for a total of 2.5x Str bonus on all attacks.

This gets around the Secondary Natural attacks get .5x Str bonus problem from [Multiattack](#) and makes for an incredible pouncing/pummeling sequence of hits.

Improved Initiative – Go First is as good a tactic as it always was, especially with pounce or [Pummeling Charge](#). If you find yourself with a free feat, you could take a lot worse than this.

Intimidating Prowess – You know how we had all those feats that used Intimidate that weren't very good for us due to our low Cha? Well if you really wanted to use them, this feat it how, it will add your Str and Cha bonuses/penalties to Intimidate checks.

A shame your +10 Str will have to climb out of the -2 Crater of your Cha before it can start contributing. (Good to know, though, that you will get a +4 to your checks due to being larger than most foes)

Jawbreaker / Bonebreaker / Neckbreaker – This trio of grapple related feats require you to have made a successful Stunning Fist before they work. Given that we didn't build for Stunning Fist success, I would rather spend my resources on things that are more guaranteed to work. If you do, by chance, have a high Wisdom, then **go wild**.

Ki Throw / Enhanced Ki Throw / Improved Ki Throw – You know, these three feats make some really bananas things possible. Say you're a Huge Air Elemental and you move adjacent to Foe 1 and trip him. (F1 = Foe 1, X = you, F2 = Foe 2)

F1XXX
XXXF2
XXX

With **Ki throw** and **Improved Ki Throw**, you can elect to throw F1 into F2, F1 lands prone in F2's square, and if you succeed in a Bull Rush attempt, F2 is knocked back and prone

XXX
XXXF1F2
XXX

Okay, F1 now takes two attacks of opportunity (from **Greater Trip** and **Vicious Stomp**) and if you spend a ki point, you can deal your unarmed strike damage to F1 (Thanks to **Enhanced Ki Throw**) F2 will now also take an attack of opportunity (from **Vicious Stomp** and still being in your threatened area). So that is potentially 3x your unarmed damage on F1 and 1x your unarmed damage on F2.

They are also both prone in front of you. If you are a **Maneuver Master Monk**, your full attack Starts **Now**. Like I said, *Bananas*. If this is your plan, **Improved Bull Rush** becomes **Green** as a pre-req for **Improved Ki Throw**.

Martial Versatility – Normal Monks won't qualify for this, but if you also count as a 4th level Fighter (via the Martial Artist archetype or the Brawler Class), you can use this to apply Feral Combat Training to all your natural attacks, which is rule breakingly good.

Monastic Legacy – Monastic Legacy is a really good feat for any Multiclassed Monk, not just the FoF. It can probably wait until later levels (when you have taken more of the “non monk” class) but this is what allows you to have 20th level Monk damage (2d10) with just 10 levels in Monk (and a Monk's Robe of course).

Lunge / Monkey Lunge – You already have a 15ft reach (if huge), why spend precious feat resources on another 5ft?

Pinning Knockout – Psst, hey, did you want to do even more damage when you grapple someone? Of course you do. This feat lets you crank out an impressive 4x unarmed strike damage to foes you have pinned in combination with other feats (1x = To damage, 2x = Constrict and Final Embrace Mastery, 1x= Pinning knockout) with each grapple check.

Tetori archetype Monks get this for free at 10th level, by the way. So it might be worthwhile to stay in that archetype.

Pinning Rend – Oh, and ongoing bleed damage = to Unarmed Strike damage when I pin you and deal damage? (=12d8 bleed damage!!) Don't mind if I do. (Rating is lower due to the many things that are immune to bleed damage).

Piranha Strike – Its **Power Attack** if you went Dexterity focused. Quite good.

Power Attack – All right, this feat is good as it always was, but sincerely, I find it a better investment to directly increase the damage done by my unarmed strikes and Natural Attacks and keep my To Hit as high as possible.

Punishing Kick – Is actually not that great. The control aspect is nice, but 5ft isn't going to really phase anyone I've found. Hungry Ghost Monks get this for free, but that isn't the reason to take that archetype.

Quick X – If you are going for the Quick Maneuvers feats, just do yourself a favor and play a Maneuver Master. They basically get an improved version of this as their class ability.

Rending Claws – This piddly amount of damage (1d6) is not impressing anyone. Avoid.

Rending Fury / Improved Rending Fury / Greater Rending Fury – What is the obsession with making underpowered feats with Rend in their name? Did a criminally inclined Rend kill the author's parents in front of a Theatre showing "The Mask of Zorro"? We shall never know.

These are all awful, and compounded with the fact that they are trying to tempt you to take three of them, doubly so.

Improved Reposition / Greater Reposition – See Improved Bull Rush.

Rhino Charge – A neat ability if you have Pounce or **Pummeling Charge** (you can ready a charge *a standard action* and do your full attack as part of Pounce), which is basically the way to charge the same enemy turn after turn (charge/pounce, move away, ready action to charge/pounce, charge/pounce), So basically it lets you reposition before you charge.

Sleeper Hold – Not great for Crusher FoFs as it takes less time just to knock them out using Constrict and Final Embrace Mastery.

Improved Trip / Greater Trip – Great! Knocking enemies prone is one of the best ways to incapacitate them. With **Vicious Stomp** and **Greater Trip**, you will really be stacking on the Attacks of Opportunity (since you get an AoO when you trip your foe and an AoO when they fall prone).

Two Weapon Fighting/ ITWF/ GTWF – Technically, there is nothing stopping you from Two Weapon Fighting with your Unarmed Strike Iteratives and then using your Natural Weapons as Secondary Natural Attacks. You could build for it, but it will be tanking your to hit pretty hard considering you don't have full BaB. Ah the crazy things we can do when we give **Flurry of Blows** the boot!

Unarmed Strike Improved – The source of all this madness, there is no version of this build where you will not get this for free.

Vicious Stomp – Is a great companion feat to **Greater Trip**. If you are planning to make a Tripping Crusher FoF, this is a must take feat.

Vital Strike / Improved Vital Strike / Greater Vital Strike – Since most of these builds either have Pounce or **Pummeling Charge**, this is mostly useless. For the **Conqueror Ooze/Hungry Hungry Hippo** though, combined with **Furious Finish**, this makes these feats the **most damaging in the game**, so it's funny how that works.

Weapon Finesse – If you are Dex focused FoF, you will need this, end of story.

Weapon Focus – Required for the greatness that is **Feral Combat Training**, otherwise +1 to hit is merely average.

Monster Feats



Craft Oversized Ninja Gi is probably one of the lesser known Monster feats...

Awesome Blow / Improved Awesome Blow – Probably more flavourful than useful. Instead of taking a standard action to basically bull rush some enemy, wouldn't you rather just want them bleeding out at your feet?

Improved Natural Attack – Is actually a bit of a trap in conjunction with Feral Combat Training. Whatever increased size you make the original Natural attack, that damage is going to be replaced by Unarmed Strike damage. A bit of a shame really, but there you go.

Multiattack – They should really just call this "Improved Flurry of Blows". Basically, what this feat lets you do is make all your Secondary Natural Attacks at a -2 penalty instead of a -5 penalty.

Well, the Core rules state that you can make your normal iterative attack sequence (like swinging a sword, say), and then all your Natural Attacks as Secondary Natural Attacks as long as you are not using the same limb for both.

Normally this is bad for Druids, as in animal form, they can't wield weapons, but as a Monk, you can attack with your elbows, knees e.t.c., so it neatly bypasses that.

So you can make your full Iterative Unarmed Attacks at no penalty, All your Natural attacks at Full Bab -2 (which is better than a two weapon fighter, I'll tell you now), and thanks to [Horn of the Criosphinx](#) and [Dragon Ferocity](#), all attacks have x2.5 Str bonus on them.

[Quicken Spell Like Ability](#) – Is quite good, actually, for the [Qinggong Monk](#) archetype. Three times per day you can Quicken a low level Spell like ability (this will probably be True Strike). Shame you have to be 10th level or higher to take it.

[Snatch](#) – Would be better, except that the Wildshape that makes the best use of this, the Huge Roc for the Eagle Shaman, already has Grab on its talons.

Style Feats



Sweep the leg!

[Archon Style](#) / [Archon Diversion](#) / [Archon Justice](#) – If you were playing a more Core Flowing Monk, this would be a decent feat chain to use to defend your allies. As is, why don't you take out your foe and prevent him from attacking in the first place. Also [Combat Expertise](#), eugh!

[Boar Style](#) / [Boar Ferocity](#) / [Boar Shred](#) – The capstone (1d6 bleed damage) is good, the others, not so much (not like you need the extra damage).

[Crane Style](#) / [Crane Wing](#) / [Crane Riposte](#) – If you are playing a [Flowing Monk](#), this is a pretty good feat tree to take even with the recent nerf. Otherwise, it really doesn't suit our aggressive playstyle.

[Djinni Style](#) / [Djinni Spirit](#) / [Djinni Spin](#) – The spin is an amusing whirlwind attack option, but there are much better style trees than "Resist Electricity" Style here.

[Dragon Style](#) / [Dragon Ferocity](#) / [Dragon Roar](#) - So Dragon Style is your basic bread and butter style for all Strength Monk builds (not even multiclass, single classed monks will probably take it too). The Style feat itself is good, if limited (first attack only), but Ferocity adds to all your unarmed strikes, and select Natural Attacks if you took [Feral Combat Training](#). Good choices you will not regret, but feel free to skip [Dragon Roar](#), since that is more of a flavour thing

for FoFs. (We can spend a standard action to deal double unarmed damage, or attack 6 times with pounce. hmmmmm.)

Earth Child Style / Earth Child Topple / Earth Child Binder – Only works for dwarfs or gnomes against Giants on Tuesday. One of those three conditions is false, and unfortunately it is the most permissive and least specific one.

Efreeti Style/ Efreeti Stance / Efreeti Touch – Eh, much like Djinni Style but for fire damage.

Grabbing Style / Grabbing Drag / Grabbing Master – Basically this style lets you grapple and damage (and constrict) two foes at once. It doesn't really apply to the Naga Aspirant Nagaji Druid (as it references hands, boo!) but other Crusher FoFs should find a lot to like here. **Grabbing Drag** is okay (pull enemies around and generate attacks of opportunity) but isn't the real winner here.

Jabbing Style / Jabbing Dancer / Jabbing Master – Is basically just extra damage, and not great damage at that. It is basically similar to **Boar Style** in a lot of ways.

Janni Style / Janni Tempest / Janni Rush – So interesting style here, the initial feat is nothing special (less penalties when you charge or are flanked). But **Janni Tempest** should probably really benefit tripping builds (like the Halving **Underfoot Adept/Maneuver Master**), and **Janni Rush** really helps if you constantly charge things (24d8 damage on potentially 4 attacks is really quite impressive).

Kirin Style / Kirin Strike / Kirin Path – Is entirely based around Intelligence, so we're going to pretend it doesn't exist.

Kobold Style / Kobold Groundling / Kobold Flood – Requires you to be small, why would you do that when everything that makes you awesome wants you

to be **HUGE?**

Mantis Style/ Mantis Wisdom / Mantis Torment – If you are a wisdom based FoF, then Mantis Style might be of interest to you. The other two feats in the style chain are of questionable value. One lets you use the other stunning fist options earlier (which are all terrible) and the other lets you make the enemy

dazzled or staggered. Why not stun them? Stunning is one of the worst things you can do to an enemy.

[Marid Style](#) / [Marid Spirit](#) / [Marid Coldsnap](#) – See Djinni Style.

[Monkey Style](#) / [Monkey Moves](#) / [Monkey Shine](#) – [Monkey Style](#) has some utility (though you might not find yourself prone all that often if your CMD is benefiting from the quadrupedal +4, the Huge +2 and the hefty bonus to Strength). The other feats in the chain really don't have much utility.

[Panther Style](#) / [Panther Claw](#) / [Panther Parry](#) – Now this feat chain might be great if you wanted to move around a lot and draw AoOs to retaliate.

However there are two drawbacks, one, you're probably Huge with 15ft reach, you don't need to draw AoOs, you can just full attack, round after round, chances are something is within reach.

Two, it depends a lot on your DM as to whether enemies are going to keep giving you chances to hit them. I never want to depend on that guy for anything! That guy's a jerk! *I kid, I'm DMing now and I totally am not a jerk, honest! :P*

[Pummeling Style](#) / [Pummeling Bully](#) / [Pummeling Charge](#) – *Note: Since the recent faq, you can very specifically only use Unarmed Strikes in Pummeling style. This would preclude Natural attacks and thus pounce is still King, and this is not a feat line a FoF should be looking at.*

[Shaitan Style](#) / [Shaitan Skin](#) / [Shaitan Earthblast](#) – See Djinni Style.

[Snake Style](#) / [Snake Sidewind](#) / [Snake Fang](#) – In conjunction with [Crane Style](#), you can play a very defensive [Flowing Monk](#) based FoF with this. [Snake Sidewind](#) is not great and unfortunately a pre-req for the very good [Snake Fang](#), skip it if you can with [Master of Many Styles](#).

[Snapping Turtle Style](#) / [Snapping Turtle Clutch](#) / [Snapping Turtle Shell](#) – So the benefits from [ST Style](#) and [ST Shell](#) are not impressive (+1 AC), but [Snapping Turtle Clutch](#) gives the Crusher FoF even more opportunities to squeeze the life from their foes. Is it worth the investment? You decide.

Tiger Style / **Tiger Claws** / **Tiger Pounce** – So **Tiger Style** basically gives you slashing damage to your unarmed strikes and some more minor stuff like +2 CMD vs Trip, Bull Rush and Overrun (color me unimpressed), **Tiger Claws** is straight awful for your character (and arguably for any character), why use this when you have 6 attacks? **Tiger Pounce** on the other hand is a penalty free **Power Attack** (at least to your to hit) and the ability to chase after your prey, which is pretty good. Probably not worth the hassle though.

Wolf Style / **Wolf Trip** / **Wolf Savage** – Is an overall good feat tree for either the **Flowing Monk** (extra Trip attempts when your foe attacks you) or the **Maneuver Master/Underfoot Adept** (free trip actions on a full attack).

Wolf Savage is a hideous debuff (Bestow Curse is really gnarly) and you actually might have a decent save DC to it. Pile on those -6 to dex or con and watch even the toughest foes become weak willed wimps. **Wolf Trip** is green because it basically duplicates the effects of Ki Throw, which in a tripping build we might already have.

Skills



Application of the Survival skill is not finding food in the forests, its surviving a night in that outfit...

So I'm not going to go through all the skills, as there are quite a few that are more for flavour, but I will point out a few that you will probably find more mechanically useful and a couple of trap options.

Acrobatics – Take it, you need it to move around the battlefield unimpeded and to qualify for Dragon Style.

Escape Artist – Is actually quite bad. For most builds your Dex is quite poor, and you are already a huge creature, so most things will lose in grapple to you.

Fly – If your final preferred form is a flying creature, then you are going to want to put points into this as soon as possible.

Handle Animal – Based on Charisma, and your preferred method of “handling animals” is to eat them, really.

Heal – Moderately useful, and you have the wisdom for it, also required for **Mantis Style**.

Intimidate – Oh, I wish I could recommend this. As is, it really doesn't do anything for us.

Knowledge (Nature) – Take it, you'll need it for **Shaping Focus** and for those DMs who insist that you make Knowledge Nature checks before you can Wildshape into anything. (If your DM is the type that wants you to meet up with the creature in question before actually changing into it, then play another character type and/or game, there is nothing in this guide for you with that kind of DM).

Knowledge (Planes) – You'll need 5 points for Planar Wild Shape, more than that is up to you (I kept mine high for flavour reasons when I played a FoF).

Other Knowledges – Leave that stuff to the Wizard.

Perception – Not only is your wisdom higher than most of the party, you will probably have alternate senses (scent, darkvision e.t.c.). Very Useful.

Perform (Oratory) – **Sensei** Monks will need this for their Advice class feature and you can give yourself (and any allies who use unarmed strikes) a +2 to hit for all combats with the **Fight for Liberty** Trait.

Perform (Dance) – You'll need this for **Janni Style** and more specifically **Janni Rush**.

Ride – You find me a beast of burden that can carry a 2.3 metric tonne Allosaurus and I'll find you the next animal you should wildshape into.

Sense Motive – You are actually not half bad at this, if you want to dabble in the social arena, this is the skill you can use.

Spellcraft – I cannot in good conscience recommend this skill as you really aren't going to be counterspelling or really caring what the enemy wizard is casting, you're just going to be in his face, carving up his innards.

Survival – Very good from a roleplaying perspective, but no real mechanical benefits. I take it anyway as it smoothes exploration (no food, no problem).

Builds

Primal Mauler



Str > Wis > Dex > Con > Int > Cha

Feat Progression:

Monk 1 (Master of Many Styles / Monk of the Sacred Mountain / Qinggong Monk / Hungry Ghost Monk): Dragon Style (Bonus), Punishing Kick (Bonus) Improved Grapple (1st).

- Starting with a level of monk lets the following feats slot into place easier (remember, you get them at odd levels). Improved Grapple is a nice bonus to our grappling later, but it can be switched for whatever you fancy, really.

Monk 1 ("") / Druid 2 (Saurian Shaman): Weapon Focus (Claws) (3rd)

- Weapon Focus (Claws) we access via the Saurian Shaman's Totem Transformations.

Monk 1 ("") / Druid 4 (""): **Feral Combat Training (Claws)** (5th)

- Just Making sure all the feats are in place for when we can **Wildshape**. The Druid chassis should be powering us mostly in combat (I recommend two handing a Quaterstaff and casting Shillelagh. Enlarging yourself via the Strength Domain is also recommended.)

Monk 1 ("") / Druid 6 (""): **Natural Spell** (7th)

- Welcome to Huge **Wildshape**! Your claws deal 2d6 damage each, thanks to **Feral Combat training**, so you basically have three attacks that deal 2d6 (including your bite which can also Grab!) at your full BaB. Nice!
- The choice here is between **Natural Spell** and **Planar Wildshape**, but at this level **Natural Spell** is the obvious choice.

Monk 2 ("") / Druid 7 (""): **Toughness** (Bonus), **Dragon Ferocity** (Bonus), **Planar Wildshape** (9th)

- **Planar Wildshape** at this level is basically DR 5/- and Resist Energy (Cold, Electricity and Acid or Cold, Fire 10). Suck on that, Barbarians. You also get **Toughness** from **Monk of the Sacred Mountain** and **Dragon Ferocity** from **Master of Many Styles**, all in all a stellar level.
- At this point, you can decide whether to keep levelling Monk, or put more levels into Druid.
- Since I already have the **Strong Jaw** spell from Druid, I am partial to more levels of Monk to increase my base unarmed damage. (Currently 3d6 when Huge, claws also do this much)

Monk 4 ("") / Druid 7 (""): **Multiattack** (11th)

- So **Multiattack** is here for one main reason, to let you insert your Unarmed strikes (which are really good) into your attack routine with your claws and bite without as big a penalty.
- You should have 4 attacks at near full BaB (1 unarmed strike, 2 claws, 1 bite) and 1 attack at -5, on a full attack. The claws and the Unarmed Strikes should be dealing 3d8 points of damage if you have a Monk's Robe and 6d8 with Strong Jaw running.

- By the way, **Planar Wildshape** is giving you DR 10/- and Resist Energy 15 at this level.

Monk 6 (""") / Druid 7 ("""): **Janni Style** (13th), **Janni Rush** (Bonus)

- With **Janni Rush**, on a charge, you now deal double unarmed strike damage. So 12d8. Imagine 4 of those on a charge with pounce, 5 with Haste. Ridiculous.

Monk 7 (""")/ Druid 8 ("""): **Monastic Legacy** (15th)

- So let's do the math here.

Monk lvl = 7

Monk's Robes = +5

Monastic Legacy = +4 (1/2 Druid levels)

So you are basically attacking as a 16th level monk at this point. 2d8, none too shabby. Huge size means 4d8, even better, and Strong Jaw makes that 8d8! When doubled again, that is 16d8, which is what we get on a charge at this point, with **Janni Rush**.

- Welcome to the realm of 64d8 potential damage on a charge. Enjoy your 1 round TKOs.
- With the **Hungry Ghost Archetype**, you are also healing 7 HP whenever you kill a mook. Not that you needed it, really, with your 10 DR/whatever you want, but every bit helps.

Monk 7 (""") / Druid 10 ("""): **Horn of the Criosphinx** (17th)

- Of course it can get more ridiculous. With **H ot C** and **Dragon Ferocity**, we can tack on 2.5x Str damage to all of our attacks (except for the bite). At this level, that should be at least 25.

Monk 9 (""") / Druid 10 ("""): Whatever strikes your fancy (19th), **Pummeling Style** (Monk 10th Bonus)

- At this point, you have crushed your enemies, seen them driven before you and heard the lamentation of their women. You are at the apex of

the damage dealing pyramid. Lvl 20 will be when your unarmed strikes and claws deal 12d8 damage with Strong Jaw and 24d8 while charging with Janni Rush. You might not be able to cast 9th level spells, but no 9th level spell I know does 96d8 points of damage.

The Nimble Guardian



So you want it all, **high level monk abilities** (including all that **Qinggong** madness), **huge wildshape forms** and no multiclassing? Well, Paizo's got you covered, grasshopper. About the only thing you are missing is the ability to cast **Strong Jaw**.

Str -> **Wis** -> **Con** = **Dex** -> **Int** -> **Cha** (Even though Strength is King for damage, you will want to keep your Wisdom high for the purposes of your **Guardian Feline** ability and your **Qinggong Powers**)

Race choice:

Now the obvious choice here is the **Catfolk**, but you get a better Stat spread with **Human** (no penalty to Wisdom!) and with your bonus feat, you will be even feat wise with **Catfolk Nimble Guardians**, so overall, I would recommend human unless you are playing PFS (where apparently **Racial Heritage** is not allowed)

Feat Progression:

Human Monk 1 (Nimble Guardian, Master of Many Styles, Qinggong Monk):
Racial Heritage (Catfolk) (1st), Catfolk Exemplar (Sharp Claws) (Human), Dragon Style (Bonus)

So you take Catfolk Exemplar (Sharp Claws) to get claws that you can start applying Weapon Focus to (to build up to Feral Combat Training shortly). The claws are also good early game damage (2x 1d4 + 4 attacks is nothing to sniff at, first level) and Dragon Style as a bonus feat rounds it out for extra unarmed damage when you can't get a full attack in.

Human Monk 2(""): Janni Style (Bonus)

Janni Style and more importantly Janni Rush will figure big into this character's DPR later.

Human Monk 3(""): Weapon Focus (Claws) (3rd),

Human Monk 4(""): Exchange Slow Fall for the Qinggong Power: Barkskin

Trading a basically useless ability for one that gives you more AC? Sold!

Human Monk 5(""): Feral Combat Training (Claws) (5th), Exchange High Jump for the Qinggong Power: Scorching Ray

A nice bonus now (1d4->1d8 damage on your claws), this will figure bigger later on in the build. Scorching Ray makes for a good range attack which gets better as you level.

Human Monk 6(""): Dragon Ferocity (Bonus)

Dragon Ferocity is a nice bonus because it gives you a damage boost on your unarmed strikes and claws, both of which you are going to be using when you get...

Human Monk 7(""): Mutiattack (7th)

Lvl 7 is also when you first get Guardian Feline, which lets you turn into the Dire Tiger, pouncing with a Unarmed strike/Claw/Claw/Bite full attack routine. Your Unarmed strikes and Claws will both be boosted by Dragon Ferocity (unarmed strike will do 2x Str Mod, Claws will do 1x Str Mod)

Human Monk 9(""): [Power Attack](#) (9th)

Power Attack is a bit of a damage boost here, but we are also taking it as a pre-req to [Rhino Charge](#).

At lvl 9 you also get a choice, do you want 5 natural attacks on a pounce with the [Large Dire Tiger](#), or do you want 3 natural attacks on a pounce (and increased unarmed strike damage/Str and AC) with the [Huge Warcat of Rull](#)? It actually evens out, with the Warcat being superior if you have to punch through DR, and the Dire Tiger better in small areas.

Human Monk 10 (""): [Janni Rush](#) (Bonus)

Pounce all the time! Your unarmed strikes and claws do double base damage on a charge (should work out to be 8d8 this level with a Monk's Robe equipped)

Human Monk 11 (""): [Improved Bull Rush](#) (11th), Exchange Diamond Body for Ki Leech

A basically not that useful feat we take because it leads to [Rhino Charge](#). Ki Leech on the other hand is pure gold. Everytime you savage something to death, you get a ki point back. Which powers basically everything for you.

Human Monk 13 (""): [Rhino Charge](#) (13th)

So here is the play. Pounce a foe, do your full attack with [Janni Rush](#) double damage. Next round, tumble/move away from them as far as you need to to pounce again. Ready an action "When I am 20ft away from my foe, I will pounce them with [Rhino Charge](#)", as a standard action. Immediately Pounce them and do your [Janni Rush](#) double damage *again*. Repeat round after round.

Note: If this is super important to you, you can forego [Multiattack](#) at lvl 7 and start working towards this combo instead. It's a hard decision, I won't lie.

The build is basically complete, choose whichever feats you want to complement the rest (I recommend [Boar Style](#) as a Bonus feat, so that your unarmed strikes do slashing damage and qualify for the Keen enchantment. Or [Tiger Style](#) if you're feeling flavorful and masochistic). I would recommend looking for a source of Strong Jaw.