

Intelligence

Stat Goals

- Vigor: 60
- Strength: 16
- Dexterity: 22
- Intelligence: 80
- Affinities:
 - Magic
 - Cold

Recommended Weapons

Glinstone Kris	Death's Poker
Dark Moon Greatsword	Wing of Astel
Moonveil	Bastard's Stars
Azur's Glinstone Staff	Lusat's Glinstone Staff
Carian Regal Scepter	Meteorite Staff

Recommended Ash of War

Glintstone Pebble	Glintblade Phalanx
Carian Grandeur	Waves of Darkness
Ice Spear	Hoarfrost Stomp

Recommended Spells

Glintstone Pebble	Swift Glintstone Shard
Shard Spiral	Glintstone Arc
Terra Magica	Comet Azur
Stars of Ruin	Magic Glintblade
Loretta's Greatbow	Ranni's Dark Moon
Carian Slicer	Carian Piercer
Adula's Moonblade	Night Comet
Rock Sling	Meteorite of Astel

Pros

- Extremely Powerful Spells
- High Damage
- Low Equip Load

Cons

- Low Defenses
- Low Poise

Description

Intelligence builds are able to utilize deadly Sorceries to decimate their foes from afar. For this build, the choice between Magic and Cold Affinities is dependent on playstyle: Magic deals more raw damage, but Cold can inflict Frostbite, which stuns, debuffs, and deals a percentage-based burst of damage.

There are two optimal staves for this build: Lusat's Glintstone Staff and the Carian Regal Scepter. Lusat's gives sorceries 10% more damage, but spells cost 50% more FP. Carian Regal Scepter is the second-best option, providing excellent sorcery scaling without the drawback of increased FP cost. The latter also buffs Moon Sorceries and comes with a unique, much deadlier version of the Spinning Weapon Skill.

Cast speed is extremely desirable as a caster, with 70 Dexterity being the cap. To achieve this without leveling the stat, equip Azur's Glintstone Staff in the off hand for the equivalent of 40 Dexterity and the Radagon Icon Talisman for 30, granting maximum casting speed without leveling Dexterity.

Intelligence builds have access to a variety of spells, providing loads of ranged damage options. Moreover, Terra Magica boosts magic damage by 35% for all allies within its area of effect, making it a great spell to put down before casting any others. Following it up with a spell like Ranni's Dark Moon will not only deal heavy damage, but also reduce the target's magic damage negation by 10% and up to 30% total if you inflict Frostbite. For close range, two great options are Carian Slicer and Carian Piercer. Carian Slicer deals high damage per second at maximum cast speed with a very low FP cost, while Carian Piercer deals heavy single-hit damage and will cause many enemies to stagger.

The Flask of Wondrous Physick provides excellent synergy for this build by means of the Cerulean Hidden Tear, which provides infinite FP for 15 seconds. For those 15 seconds, all of the strongest, most FP-intensive spells will be free to cast. Comet Azur is the strongest opener, and can annihilate most bosses in seconds.

For early game progression, a great option is the Meteorite Staff in Caelid. It's unique in that it can't be upgraded, but it has astronomical base damage and an "S" rating in Intelligence scaling, so it can be easily used until the endgame. It also boosts the power of Gravity sorceries by 30%; this includes Rock Sling, which deals heavy damage, has very long range and breaks enemy stances with astonishing ease.

For a melee-focused Intelligence build, try the Moonveil Katana, acquired in Caelid. Moonlight's weapon skill, Transient Moonlight, is incredibly strong, and can even stagger bosses from a distance in 2-3 hits, while scaling extremely well with Intelligence up to 80. It also inflicts Blood Loss, which is great for enemies with a lot of health.

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