

Introduction

The builds described here tend to require precise loadouts and focus on a single weapon or spell category in order to maximize their effectiveness; they'll therefore limit your options in battle compared to less specialized builds, but also enable you to achieve far higher damage potential, and using them can open up entirely new playstyles. While fully optimized on their own, these builds can also serve as templates for modification if you wish to adjust their functionality.

As with the basic builds in Vol. I, Endurance and Mind values are not listed here as their priority is solely dependent on your individual discretion; however, for best results, consider raising them at least high enough to achieve a Medium roll with your desired loadout and a sufficient amount of FP to sustain your abilities and/or spells.

Note that 40 dexterity and the Radagon's Icon Talisman, which provides the equivalent of an additional 30 dexterity for spellcasting purposes, are recommended for several of the spell-orientated builds in order to achieve the 70 total Dexterity required for maximum cast speed.

You may also observe that many of these builds wield two of the same Staff or Sacred Seal - this is because when holding both together, the damage bonuses to their respective spell types stack, so be sure to swap both Staffs or Seals into your active armament slot before you cast.

As mentioned in Vol. I, adding 25 Faith to any of these setups will enable you to cast both Flame, Grant Me Strength for its +20% boost to Physical and Fire damage for 30s, and the spell version of Golden Vow for its +15% damage boost and +10% damage negation for 80s; this approach will help most setups reach their optimal damage output, but it is not by any means mandatory, and you may wish to skip it in order to minimize the number of levels required for your build.

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