

# Diablo 4 Sorcerer Fireball

<https://www.icy-veins.com/d4/guides/fireball-sorcerer-leveling-build/>

Skill Tree Points and Skill Bar Skill Bar Setup for Fireball Sorcerer (order does not matter)



The following table shows the order in which to allocate your Skill Points while leveling with the Fireball Sorcerer build. You gain 59 points at Level 60 and 12 points from Renown, for a total of 71.

Order	Skill	Cluster
1	Fire Bolt Rank 1	Basic Skill
2	Enhanced Fire Bolt	Basic Skill
3	Fireball Rank 1	Core Skill
4	Flickering Fire Bolt	Basic Skill
5	Enhanced Fireball	Core Skill
6	Destructive Fireball	Core Skill
7	Teleport Rank 1	Defensive Skill
8	Frost Nova Rank 1	Defensive Skill
9	Enhanced Frost Nova	Defensive Skill
10	Mystical Frost Nova	Defensive Skill
11	Fireball Rank 2	Core Skill
12	Fireball Rank 3	Core Skill
13	Fireball Rank 4	Core Skill
14	Fireball Rank 5	Core Skill
15	Hydra Rank 1	Conjuration Skill
16	Enhanced Hydra	Conjuration Skill
17	Invoked Hydra	Conjuration Skill
18	Inner Flames Rank 1	Mastery Skill
19	Inner Flames Rank 2	Mastery Skill
20	Inner Flames Rank 3	Mastery Skill
21	Glass Cannon Rank 1	Defensive Skill
22	Glass Cannon Rank 2	Defensive Skill
23	Glass Cannon Rank 3	Defensive Skill
24	Inferno Rank 1	Ultimate Skill
25	Prime Inferno	Ultimate Skill
26	Supreme Inferno	Ultimate Skill
27	Permafrost Rank 1	Ultimate Skill
28	Permafrost Rank 2	Ultimate Skill
29	Permafrost Rank 3	Ultimate Skill
30	Fiery Surge Rank 1	Ultimate Skill
31	Fiery Surge Rank 2	Ultimate Skill

Order	Skill	Cluster
32	Fiery Surge Rank 3	Ultimate Skill
33	Soulfire Rank 1	Ultimate Skill
34	Enlightenment	Capstone Skill

Important Respect Step: After obtaining Enlightenment, reallocate 3 Skill Points invested into Fire Bolt nodes into Frost Bolt, Enhanced Frost Bolt, and Glinting Frost Bolt. The change to a Frost Skill allows you to quickly gain Enlightenment stacks when it is alternated with other Skills.

Order	Skill	Cluster
35	Soulfire Rank 2	Ultimate Skill
36	Soulfire Rank 3	Ultimate Skill
37	Elemental Attunement Rank 1	Defensive Skill
38	Elemental Synergies Rank 1	Ultimate Skill
39	Elemental Synergies Rank 2	Ultimate Skill
40	Elemental Synergies Rank 3	Ultimate Skill
41	Elemental Dominance Rank 1	Core Skill
42	Elemental Dominance Rank 2	Core Skill
43	Elemental Dominance Rank 3	Core Skill
44	Evocation Rank 1	Ultimate Skill
45	Evocation Rank 2	Ultimate Skill
46	Evocation Rank 3	Ultimate Skill
47	Hoarfrost Rank 1	Ultimate Skill
48	Hoarfrost Rank 2	Ultimate Skill
49	Hoarfrost Rank 3	Ultimate Skill
50	Icy Touch Rank 1	Ultimate Skill
51	Icy Touch Rank 2	Ultimate Skill
52	Icy Touch Rank 3	Ultimate Skill
53	Hydra Rank 2	Conjuration Skill
54	Hydra Rank 3	Conjuration Skill
55	Hydra Rank 4	Conjuration Skill
56	Hydra Rank 5	Conjuration Skill
57	Enhanced Teleport	Defensive Skill
58	Shimmering Teleport	Defensive Skill
59	Align the Elements Rank 1	Conjuration Skill
60	Protection Rank 1	Conjuration Skill
61	Protection Rank 2	Conjuration Skill
62	Protection Rank 3	Conjuration Skill
63	Mana Shield Rank 1	Conjuration Skill
64	Mana Shield Rank 2	Conjuration Skill
65	Mana Shield Rank 3	Conjuration Skill
66	Frost Nova Rank 2	Defensive Skill
67	Frost Nova Rank 3	Defensive Skill
68	Frost Nova Rank 4	Defensive Skill
69	Frost Nova Rank 5	Defensive Skill
70	Teleport Rank 2	Defensive Skill
71	Teleport Rank 3	Defensive Skill

# Enchantment Slots

The Specialization of the Sorcerer can be unlocked at Level 15. Complete the Legacy of the Magi questline as soon as possible to gain access to your first Enchantment Slot, and then assign FireballFireball for additional AoE explosions to clear groups of enemies. Once you unlock the second slot at Level 30, assign HydraHydra to it for more spawns.

## Legendary Aspects

Higher Tier Aspects with more potent effects can be found on dropped Legendary Items. Salvage unwanted Legendary Items at the Blacksmith to unlock these Aspects in the Codex of Power, and then imprint them onto well-rolled Rare or Legendary Items. Check the in-depth Aspect and Codex of Power guide for more information.

Aspect of Elemental ConstellationAspect of Elemental Constellation is the most beneficial aspect that can be found on Legendary Item drops. If you are lucky enough to find the aspect with a decently rolled value, imprint it onto a Staff to double the dagger damage.

Listed below are the Aspects found on Legendary Items that are beneficial for the build while leveling, in order of importance. Check the endgame guide for the Fireball Sorcerer for the best-in-slot Aspect setup.

Aspect Name	Legendary Aspect Power	Source
Aspect of Elemental Constellation	Casting Pyromancy, Shock, and Frost Skills conjures a matching Elemental Dagger around you that pierces through enemies dealing [X] damage after 3 seconds. The damage increases by 100% per matching elemental skill you cast.	Random Drop
Aspect of the Expectant	Attacking enemies with a Basic Skill increases the damage of your next Core Skill cast by [5 - 10%], up to 30%.	Underroot, Scosglen
Edgemaster's Aspect	Skills deal up to [10 - 20%] increased damage based on your available Primary Resource when cast, receiving the maximum benefit while you have full Primary Resource.	Oldstones, Scosglen
Aspect of Control	You deal [20 - 35%] more damage to Immobilized, Stunned, or Frozen enemies.	Sunken Library, Kehjistan
Accelerating Aspect	Critical Strikes with Core Skills increase your Attack Speed by [15 - 25%] for 5 seconds.	Random Drop Only
Rapid Aspect	Basic Skills gain [15 - 30%] Attack Speed.	Buried Halls, Dry Steppes
Conceited Aspect	Deal [15 - 25%] increased damage while you have a Barrier active.	Random Drop Only
Storm Swell Aspect	You deal x [15 - 35%] increased damage while Ice Armor is active. This amount is increased by another 15% against Frozen enemies.	Onyx Hold, Dry Steppes

Aspect Name	Legendary Aspect Power	Source
Aspect of Might	Basic Skills grant 20% Damage Reduction for [2.0 – 6.0] seconds.	Dark Ravine, Dry Steppes
Elementalist's Aspect	Core Skills cast at or above 100 Mana gain a [25 – 45%] increased Critical Strike Chance.	Pallid Delve, Dry Steppes
Aspect of the Bounding Conduit	Gain [25 – 30%] Movement Speed for 3 seconds after Teleporting.	Komdor Temple, Dry Steppes

## Gems

Weapon Gems: Sapphire for increased Vulnerable Damage. Armor Gems: Topaz for Intelligence.  
Jewelry Gems: Any Resistance Gems needed or Skull for Armor (up to the 1,000 Armor cap).

## Witchcraft

In the Season of Witchcraft (Season 7), earn seasonal reputation to unlock [Witchcraft Powers](#). Equip the following Witchcraft Powers to enhance this build during the leveling process. Lost Powers are not considered in this list due to the difficulty of finding them.

- **Doom Orb: Eldritch Power (Coven's Favor Tier VII)**
  - An ominous orb of pure Eldritch energy circles you damaging any enemy it touches for [X] Fire damage. Doom Orb may launch itself at distant enemies before returning.
  - Kills or damage to Bosses empower the orb's damage by 5%. After 100%, the orb explodes dealing [X] Fire damage to nearby enemies before reforming 3 seconds later.
- **Hex of Shattering: Psyche Power**
  - Damage done by your Witchcraft Effects afflicts enemies with Hex of Shattering causing them to deal [20%] reduced damage for 5 seconds.
  - At Rank 8: When any Hex Effect is applied to Headrotten, all damage will be guaranteed Critical Strikes for 5 seconds.
- **Soul Harvest: Growth and Decay Power**
  - Whenever you use a Cooldown, you gain x1% Primary Core Stat per surrounding enemy. This bonus lasts for [15.5] seconds.
  - While there are surrounding enemies, Soul Harvest has infinite duration.
- **Aura of Lament: Psyche Power**
  - The first time you damage an enemy, you contaminate them with Aura of Lament for [31] seconds. Enemies within are Slowed by 70% and each grant you 3 Primary Resource each second. If its host dies, Aura of Lament transfers to a new one, retaining its duration.
  - You can only create an Aura of Lament once every [31] seconds. Only 2 may exist at a time.
- **Aura of Misfortune: Growth and Decay Power**
  - You inflict non-Boss enemies near you with Aura of Misfortune, Slowing them by 30%. When an affected monster would attack, they have a [31%] chance to stumble and do nothing instead.
  - You gain +15% Movement Speed.
- **Aura of Siphoning: Growth and Decay Power**
  - Conjure an aura of decay that deals [X] Poison damage to enemies every second.

- At Rank 10: Each time Aura of Siphoning deals damage, you are healed for 1% of Maximum Life.



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