

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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