

Diablo 2R Fireball Sorceress build

<https://www.icy-veins.com/d2/fireball-sorceress-build>

Skills:



1 point to all prerequisites
 20 points to Fire Ball – invest immediately, main damage dealer, required
 20 points to Meteor – invest immediately and max out immediately, required
 20 points to Fire Bolt – synergy for Fire skills, required
 20 points to Fire Mastery – max out after maxing other Fire skills, required
 1 points to Frozen Armor – invest when starting to teleport, required
 1 point to Teleport – invest immediately at level 18, required
 1 point to Static Field – invested at level 6, let the rest of your plus skills increase its range, required
 Second Element
 1 point to Lightning Mastery – potential second element mastery

Fireball Sorceress Stat Points and Attributes Strength Dexterity Vitality Energy Enough for gear
 Enough for gear Everything else None

Fireball Sorceress Gear

The following section shows some of the most important items for the Fireball Sorceress. For a detailed per-slot breakdown of all Fireball Sorceress items and alternative builds, refer to the Gear

page of this guide.

Fireball Sorceress Gear and Mercenary

Weapon: Eschuta's Temper (Orb) with Heart of the Oak (Ko, Vex, Pul, Thul)
Weapon Swap: Call to Arms (Amn, Ral, Mal, Ist, Ohm) and Spirit (Tal, Thul, Ort, Amn)
Shield: 35% Faster Cast Rate Spirit (Tal, Thul, Ort, Amn) in Monarch Shield
Body Armor: Chains of Honor (Dol, Um, Ber, Ist)
Helm: Harlequin Crest (Shako Helm)
Gloves: Magefist (Light Gauntlets)
Boots: Ethereal Sandstorm Trek (Scarabshell Boots)
Belt: Arachnid Mesh (Spiderweb Sash)
Ring 1: The Stone of Jordan or Rare Ring with 10% Faster Cast Rate
Ring 2: The Stone of Jordan or Rare Ring with 10% Faster Cast Rate
Amulet: Mara's Kaleidoscope
Charm 1: Sorceress Hellfire Torch
Charm 2: Annihilus
Charm 3: 8x Skiller Grand Charms with Life or Faster Hit Recovery to reach the 86% or 142% Faster Hit Recovery breakpoint
Charm 4: 10 Small Charms with Life, Resistances, Mana, or Faster Hit Recovery depending on needs
Charm 5: 1x Fire Sunder Charm

Fireball Sorceress Mercenary

You can either choose a Defensive (Holy Freeze Holy Freeze) or Offensive (Might Might) Act 2 Nightmare Mercenary here depending on if you want a slower pace and safety, or want your Mercenary to have added damage.

Weapon: Ethereal Infinity
Body Armor: Ethereal Fortitude
Helm: Ethereal Andariel's Visage Andariel's Visage socketed with a Ral Rune Ral Rune

Fireball Sorceress Early Leveling

This is an easy to follow early leveling progression.

10 points to Fire Bolt Fire Bolt
1 point to Static Field Static Field
All points to Fire Ball Fire Ball until level 17
1 point to Telekinesis Telekinesis at level 17
1 point to Teleport Teleport at level 18
All points to Fire Ball Fire Ball
1 point to Fire Mastery Fire Mastery at level 30

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