

## 3.16 Ignite Fireball Elementalist

- My planned league starter
- Specialised in damage projection. S-tier clearspeed. Will kill monsters you didn't know existed yet and slaughter packs around corners.
- Bossing is dependent upon Flame Surge, a skill changed so thoroughly it is basically a new skill. If Flame Surge works as I believe, bossing will be solid (~2.5 million Sirius DPS on dumpster tier gear).
- If I'm wrong about Flame Surge, boss DPS will be LOW. Conqueror fights might be long and require experience with the fights. Won't know until we get there!
- This has a lot of endgame options and will be unbelievable at clearing Blighted Map content.
- Note: This build is NOT tanky. If you want to play something thematically similar but more durable, this could be redesigned as a Chieftain or even an Occultist. Doing so removes many top-end clearspeed options.

## Ignite and 3.16

- Ignite is being buffed TO THE MOON in 3.16
- Fireball is losing some Ignite synergies, but because the Ignite buffs are so big, Fireball still ends up miles ahead of its 3.15 self.
- Ignite is being buffed enormously in conjunction with corpse explosions. We won't start with those other than testing Infernal Cry, but there is scope to add them in to the build (in trade league) once you have around twenty exalted orbs to spend
- Expect rare uniques with ignite synergy to be expensive. The POB uses none of them, although it mentions some.

# Why Elementalist?

- Trickster was nerfed. Previously it was a good choice.
- Ignite has MUCH better synergies with corpse explosions than ever before. Shaper of Flames lets you ignite with those corpse explosions without needing expensive uniques like Zerphi's Heart.
- Always ignite is a big deal too. No need to stack ignite chance. Elementalist just works.

ZERPHI'S HEART

PAUA AMULET

AMULETS

REQUIRES LEVEL 70

(20-30)% INCREASED MANA REGENERATION RATE

ADDS (48-53) TO (58-60) CHAOS DAMAGE

ITEMS AND GEMS HAVE 50% INCREASED ATTRIBUTE REQUIREMENTS

CHAOS DAMAGE CAN IGNITE, CHILL AND SHOCK

GAIN SOUL EATER FOR 20 SECONDS WHEN YOU USE A VAAL SKILL

(ATTRIBUTES ARE STRENGTH, DEXTERITY, AND INTELLIGENCE)

## Shaper of Flames

Your Hits always Ignite

All Damage can Ignite

25% more Damage with Ignites you inflict with Hits for which the highest Damage Type is Fire



# Ascendancy

- This is flexible.
- Shock is good damage as we path by good ailment effect nodes.
- Would not fault someone taking Bastion of Elements over Heart of Destruction.
- 1 – Flames. 2 – Mastermind. 3 and 4 – you pick the order.



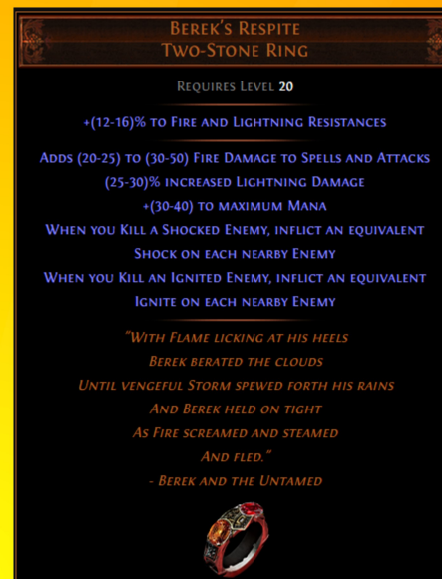


# Vaal Fireball

- Vaal Fireball charges up when you kill monsters
- When it's charged, it lets you basically lob a fireball at everything within a screen and a half
- Huge advantage to the build. You want a Vaal Fireball gem as soon as possible, even if its quality is low or 0.
- Vaal Fireball gets all the benefit from support gems attached to Fireball (except GMP which doesn't do much).

# Proliferation

- When you ignite an enemy AND have Ignite Proliferation, that enemy radiates an aura of fire damaging all monsters within it. This persists through the death of the ignited monster.
- The build can also use many proliferation-like mechanics. Each has its own strengths.



# Flame Surge

- This is a new anti-boss scaling option for Ignite specialised characters, allowing medium sized Ignites to turn into big damage sources.
- Exact mechanics NOT KNOWN yet. My understanding is that the burning ground scales with your character stats and Flame Surge's support gems.
- You want bosses to STAND STILL and Totem.

X	Flame Surge
X	Concentrated Effect
X	Elemental Focus
X	Burning Damage

## FLAME SURGE

SPELL, AOE, FIRE  
LEVEL: 20 (MAX)  
COST: 16 MANA  
CAST TIME: 0.50 SEC  
CRITICAL STRIKE CHANCE: 6.00%  
EFFECTIVENESS OF ADDED DAMAGE: 120%  
QUALITY: +20%  
REQUIRES LEVEL 70, 155 INT

### Divine Ire

Modified  
Beam deals 30% more Damage with Ailments per Stage after the first  
Show Differences

### Fireball

STRIKES ENEMIES IN FRONT OF YOU WITH A SURGE OF FLAME. BURNING ENEMIES ARE DEALT MORE DAMAGE. IF YOU HIT AN IGNITED ENEMY, WILL CREATE BURNING GROUND UNDER THEM.  
88% more Damage with Ignite

Modified  
25% chance to Ignite enemies  
Show Differences

DEALS 563 TO 844 FIRE DAMAGE  
BASE DURATION IS 4.00 SECONDS  
10% INCREASED CAST SPEED  
88% MORE DAMAGE WITH HITS AGAINST BURNING ENEMIES  
CANNOT IGNITE  
+9 TO AREA OF EFFECT LENGTH

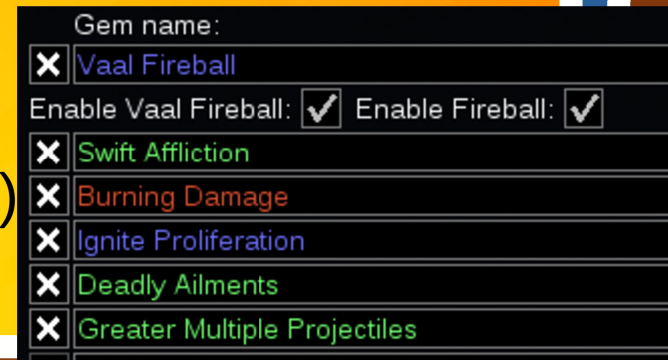
### Flame Surge

HITS ON IGNITED ENEMIES CREATE BURNING GROUND, NO MORE THAN ONCE EVERY 2 SECONDS  
BURNING GROUND DEALS 25% OF FIRE DAMAGE PER SECOND OF IGNITE AFFECTING ENEMY



# Standard Damage Setup

- This is for trash monsters and should suffice for all save genuinely tanky rare monsters.
- Swift Affliction is by FAR the worst support gem here and easily dropped when playing on a 5 link.
- For levelling on a 4 link, Ignite Proliferation is mandatory and any other two gems can be dropped. Try both with and without GMP.
- At endgame, you can replace GMP with Unbound Ailments. This requires great gear (Dying Sun, Snakepit, Berek's Respite)



# Dealing with Tanky Monsters

- For tanky rares and map bosses, you will want to attack their fire resistance too.
- To achieve this we'll use Wave of Conviction in a 4 link.
- In some content, you might cast this INSTEAD of Fireball or Vaal Fireball against trash. If it oneshots, it's ideal.
- This skill isn't being automated, and will be cast a lot on bosses, so keybind accordingly.
- This setup is no joke! Even without Flammability, it adds 60% more damage (already ON in POB)

X	Wave of Conviction
X	Combustion
X	Hextouch
X	Flammability

# Bossing

- As well as the fire resistance reduction package, it's time to drop Decoy Totem to control the boss's location
- And then KILL IT WITH FIRE
- (Flame Surge's burning ground)
- POB does not have any knowledge of Flame Surge's mechanics yet.



# Tree

- POB will be clearer especially for masteries
- Clusters last
- Staff block nodes second last
- Fire mastery: the Ash one might be weak but I want to try it. Take that point last or skip entirely.



# Equipment

- The POB uses early league accessible gear. Tabula, 4 link Searing Touch and life/resist rares everywhere else.
- Searing Touch may be expensive early, unless/until you can source it, rare staves with some combination of %fire damage, +flat fire damage to spells and fire DOT multi are the goal.
- Martyr of Innocence is best-in-slot for weapons (other than items that will likely not exist in the league). This item will be expensive (Tier 1 rarity unique, much rarer than Shavronne's Wrappings)
- Berek's Respite is incredible for its proliferation. Again, tier 1 unique, and expensive. Spend your first five exalts on this item.

# Equipment

- Path of Building contains examples of items that in week 1 might be an exalt or two that are good upgrades.
- Chestpiece: Impulsa's Broken Heart is really good but expensive early.
- Other good options at endgame – rare items crafted with Awakener Orbs and these components:
- Shaper +1 to socketed gems
- Crusader %chance physical corpse explosion
- If you do go Crusader explosions, you want Magmatic Strikes and Divine Fury on the tree (phys added as fire nodes)
- For defence, Pyroshock Clasp is hard to beat under 10 exalts.



# Corpse Explosions (Lategame option)

- These have ridiculous scaling. Example, with the established tree, a million HP monster popping to Asenath's Gentle Touch (3% explosion) will deal 30000 phys damage leading to a base ignite of 150k over 4 seconds
- That's then x2.49 and x6.33 for... over TWO MILLION damage
- Note that this means chain reactions monsters can kill equally powered near them.
- Note that Asenath's don't work other support (+1 curse).



# Top tier corpse explosions

- Megalomanics with Unspeakable Gifts and other good mods
- Elevated Crusader



+60 TO MAXIMUM ENERGY SHIELD

+33% TO LIGHTNING RESISTANCE

RECOVER 5% OF ENERGY SHIELD ON KILL

10% INCREASED AREA OF EFFECT

ENEMIES YOU KILL HAVE A 33% CHANCE TO EXPLODE, DEALING A TENTH OF THEIR  
MAXIMUM LIFE AS PHYSICAL DAMAGE

+1.37% TO SPELL CRITICAL STRIKE CHANCE

74% INCREASED ENERGY SHIELD

# Reservations

- Defensive option: Purity of Elements, Vitality, Clarity. Keep gem levels low on Vit and Clar.
- Offensive option: Anger does the most damage, but Malevolence is the better package overall. Use one of them, plus Vit and Clar.



# Flasks

- Flasks are all changing a lot in 3.16 and not everything is known! We don't know how hard rolling high end mods will be yet.
- For now, aspire to THREE of these unique flasks:
- Dying Sun (god tier for the build)
- Taste of Hate
- Rumi's Concoction
- Cinderswallow Urn (life recovery version)
- Plus a life and mana flask. Mana flask is essential unfortunately, Fireball drinks mana relentlessly.

# POB Pastebin

- <https://pastebin.com/YFHfdQU7>
- This MIGHT HAVE MISTAKES – I am human after all.
- Requires POB Community Fork version 2.10.0 or newer.
- Check back for updates! Especially once we learn how Flame Surge works.
- Important note: Spellblock is higher than POB claims by a lot (right now). One of the best spellblock clusters is entirely broken on POB, this cluster is why we lock in staves rather than using wands.