

Holy / Fire Depth Tank

Fire / Holy — Depth Tank

Depth guide. Not an Arena kit (gear is normalized in PvP; this build wins on Health, Barrier, and long fights).

Role: Survive the opener, then outlast the floor.

Primary: Fire

Secondary: Holy

Mythic: Unbreakable

How it works

Two loops run at the same time.

1. Burn (the kill)

- **Inferno** (Crown of Eternal Flame): 35% chance per attack. Burn ramps **+8%** per turn, cap **80%**.
- **Ignite** (Gloves of Embers): 35% chance to apply Burn. Burn ticks can **crit**.
- **Hellfire** (Infernal Blade): every attack adds Burn damage (effectively uncapped).
- **Scorch** (Burning Ring): each Burn tick shreds **5% Elemental resist**, fight cap **35%**.
- **Meteor Core** (Burning Ember): chance to snap Burn to **max intensity** so you do not wait the full ramp.

Long Depth fights hit the 80% cap. That is why this is a Depth build, not a burst build.

2. Barrier (the stay-alive)

- **Unbreakable:** Barrier **does not expire**. It only stacks.
- **Consecration** (Consecrated Relic): end of round, **+4% max Health** as Barrier.

- **Bulwark** (Bulwark Greaves): while Barrier > 0, take **15% less damage**. With Unbreakable this is almost always on.
- **Aegis** (Aegis Mantle): when Barrier absorbs a hit, heal **5% max Health**.
- **Last Stand** (Blood Shield): a lethal hit spends Barrier instead of killing you.

3. Percent heals (Health is the multiplier)

- **Living Fire** (Infernal Chestguard): Burn ticks heal **~7% max Health**.
- **Leech** (Vampire Band): crits heal **8% max Health** (this is the life-steal cap).
- **Beacon** (Beacon of Hope): **+25% multiplicative** to all healing you receive.

Stack **Health**. Aegis, Living Fire, Leech, Consecration, and Last Stand all scale off it.

You are not a first-hit assassin. You survive the opening swings, Burn takes over, Barrier never drops, and you outlast the floor.

Loadout

Slot	Item	Effect	Notes
Helmet	Crown of Eternal Flame	Inferno	Mandatory. Do not put Sanctuary or Miasma here.
Shoulder	Aegis Mantle	Aegis	Barrier absorb → 5% max HP.
Chest	Infernal Chestguard	Living Fire	Burn ticks heal ~7% max HP.
Bracers	High-Score rare/epic	Affixes	Health, Fire Mastery, Armor.
Gloves	Gloves of Embers	Ignite	Burn apply + Burn can crit. Keep these over Lay on Hands.
Waist	Girdle of the Bulwark <i>or</i> high-Score	Ironbound (3% Barrier on Block)	Use Ironbound if you Block; otherwise pure Health/Armor Score.
Legs	High-Score rare/epic	Affixes	Health, Fire Mastery, Armor.
Boots	Bulwark Greaves	Bulwark	15% DR while Barrier remains. Core with Unbreakable.
Amulet	Beacon of Hope	Beacon	+25% to all healing.
Ring 1	Vampire Band	Leech	Crits heal 8% max HP.

| Ring 2 | Burning Ring | Scorch | Resist shred. Highest-Health ring if you lack Scorch. |

| Trinket 1 | Consecrated Relic | Consecration | 4% max HP Barrier each round. |

| Trinket 2 | Burning Ember | Meteor Core | Snap Burn to max intensity. |

| Main Hand | Infernal Blade | Hellfire | Per-attack Burn add. |

| Off Hand | Blood Shield | Last Stand | Cheat-death vs lethal. |

****Mythic:**** Unbreakable.

Do ****not**** fill boots/belt/bracers/legs with weak utility Legendaries (Ash Boots, Phantom Cord, Poison pieces). Those slots are Health / Fire Mastery / Armor.

Affix priority

1. ****Health****
2. ****Fire Mastery**** (Burn apply toward the 70% cap; strengthens Inferno)
3. ****Holy Mastery**** (Barrier / Aegis / Consecration / Bulwark)
4. ****Armor / Defense****
5. ****Attack Speed**** (more Inferno / Ignite rolls; speed bonus cap ~40%)
6. ****Crit Rating**** until Leech is reliable (crit chance cap ****50%****), then stop

Spell Power is fine on Fire pieces. Do not chase Poison / Shadow / Frost on this build.

Why these slots and not others

| Tempting swap | Why it is worse on this kit |

|-----|-----|

| Miasma Crown / Helm of Sanctuary | Costs Inferno. Sanctuary is the panic button only if you still die in 1-2 hits. |

| Plagueheart Carapace | Poison stack amp, no Living Fire. Use only when current Depth feels free. |

| Lay on Hands gloves | 8% HP heal is real, but you lose Ignite Burn apply + Burn crits. Beacon already amps Living Fire / Aegis / Leech. |

| Holy Ring (Divine Light) | Extra Barrier only from Lay on Hands, not from Living Fire or Leech. Vampire Band is the better ring. |

| Overload / Genesis | More damage. You already lived without them; Unbreakable is the identity Mythic. |

| Ash Boots / Hot Pursuit | Mobility. Boots should be Bulwark or a Health/Armor Score piece. |

Variants

****Still dying:**** Keep this kit. Add Girdle of the Bulwark. Dump Scorch for a second Health ring. Hunt lower until Score catches Depth. Last resort: Helm of Sanctuary instead of Inferno.

****Not dying, clears too slow:**** Chest → Plagueheart Carapace (Poison stacks, cap 15, +3.5% Poison damage per stack) ****or**** Mythic → Overload / Relentless. Only after you can stand still for a full Inferno ramp.

Caps worth knowing

| Stat / effect | Cap |

|-----|-----|

| Inferno Burn ramp | 80% (+8% per turn) |

| Fire Burn apply (mastery) | 70% |

| Scorch resist shred | 35% per fight |

| Crit chance | 50% |

| Life steal | 8% (Leech is the cap) |

| Attack Speed bonus | ~40% |