

Dust

How is the dust salvaged from items calculated?

“ salvage dust = rarity base (2/5/8/12/25) × depth scale, then dust boost. depth scale is $\text{floor}(\text{base} \times (1 + \log_{10}(1 + \text{depth}/10)) \times (1 + 0.12 \times \log_{10}(1 + \text{depth}/100)))$

📄 [Dev Source: Discord](#)

This probably isn't a correct calculation because it doesn't scale correctly (somehow). @grinalda on the Just Loot Discord figured out a cleaner way to solve for the salvaged dust:

“ I got it to work tho, $\text{rounddown}((\text{base} \times \text{depth scale}) + (\text{base} \times \text{depth scale} \times \text{raid xp \% gain}), 0)$

📄 [Community Source: Discord](#)

https://justloot.wiki/uploads/images/system/2026-08/salvage_dust_chart.html

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