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V1.0.8.4

New hotfix live — v 1.0.8.4 - Force quit → reopen once to install.

Fixes

- Some items were wrongly named after the translations - fixed now
- Inventory count badge on tab bar now always full visible (android issue before)

QOL

- Kick button on raid members better placed

V1.0.8.3

App update v1.0.8.3 is live! This is a store update, so please download it again: iOS:

<https://apps.apple.com/de/app/just-loot/id6782619467?l=en-GB> Android:

https://play.google.com/store/apps/details?id=com.timhilgenstoehlerexpo.justlootapp&utm_source=emea_Med It may take still a bit to be live in stores! The game now speaks more languages. Pick

one in Settings → Language, or leave System on and we'll follow your device when we support it.

Please let me know if any translations are off !

Languages

- English
- Deutsch
- Español
- Português (BR)
- Français
- ☐☐☐
- ☐☐☐

RAID UPDATES

- Dedicated RAID tab in the bottom nav — find, join, and manage without digging through Character
- RAID Leaderboard panel for climbing total / weekly ranks
- Last seen on members (“online” / relative time) so guilds can see who’s active
- Last week raid xp shown on members
- Applicant previews — depth, power score, and online status before you accept
- Accept all / Reject all for officers & leaders (online applicants prioritized on bulk accept)
- Chat keyboard / layout polish so messaging doesn’t fight the UI

Settings

- Restore Purchases for PLUS, Themes, loadout slots etc.
- Show status bar toggle
- Bloodweeb Theme is now purchasable on iOS

QOL

- Item Quality — Per-stat max is now the perfect (100%) roll; God Rolls can show values above max.
- Profile Cards — Long names shrink to fit instead of truncating with
- Auto / Bulk Salvage — Quality caps use any + -/+ (70-105%) (PLUS ONLY)

- Reworked sound FX on the combat runs - should be way more performant now with sound on

Arena

- Main-school uniqueness — active kits must use different schools (Fire Execute + Crit Fire both count as Fire and can't lock in together)

Balance Shadow

- Nightfall lucky stun: 14 → 15
- Ambush burst base: 10 → 15
- Void Strike base: 16 → 24
- Shadow burst damage scale: new $\times 1.22$ (Ambush / Void Strike)
- Shadow Echo burst mult: 1.35 → 1.55
- Aftermath damage taken: 50% → 68%

Poison

- Poison proc bonus / stack: 4 → 4.5
- Poison proc damage scale: 0.95 → 1.05
- Poison tick base: 3.4 → 3.8
- Poison tick stack factor: 0.26 → 0.28
- Decay ramp per tick: 3 → 3.5 •
- Venom Surge follow-up mult: 0.46 → 0.54

Lightning

- Shock ramp per proc: 2 → 2.25
- Shock tick base: 3.8 → 4.2
- Shock proc bonus / stack: 3.25 → 3.75
- Lightning proc damage scale: 0.60 → 0.68
- Stormheart per Shock stack: 0.022 → 0.026
- Voltaic Touch proc bonus: 0.045 → 0.055

Frost

- Absolute Zero: Shatter no longer refreshes Freeze or resets the break-free clock (no more infinite CC lock) - Instead refreshes Brittle only — Ice Lance / Glacial / Shatter keep cooking, hard cap stays at 2 skips

Fire

- Scorch: Elemental Resist shred capped at -35% total per fight (was uncapped down to 0%)

V1.0.7.46

Hotfix OTA live — v1.0.7.46 - Force quit → reopen once to install. The bigger App Store patch is still in iOS review (same fixes are in that build too — we'll ship it together when Apple clears it). I didn't want to wait on that for the worst sync bugs, so the most critical fixes are going out now via OTA.

Cloud sync (critical)

- Upload is upload-only again — no more reading server dust/collections mid-push and overwriting your local wallet or progress
- Dust inflation on Upload fixed — reports of wallets jumping (e.g. 3k → 32k, 705 → 231k) should stop
- Prismatic skins no longer lost on Upload — collections push uses your live unlocks; failed pushes won't pull stale server data over local during upload
- Hunt data fully separated from main save — hunt progress stays in hunt sync only; hunt can no longer leak into your Just Loot dust/loadouts via cloud meta
- Reforge lock markers can travel with the item row (sync-safe) — fixes "Reforge Locked / lock marker was lost"

Also i want to have more structure on bug reports and feature requests so i changed the channels to a forum type:bug-reportfeature-requests Please keep the feature-requests coming - i read every one of them, but this makes it a bit more organized and easier!☺

V1.0.7.44

New hotfix live — v 1.0.7.44 - Force quit → reopen once to install.

Fixes

- Dust mine toast now shows the full amount ($4 \times 57 \rightarrow +228$), not just the last shard. You were already getting all of it.
- Equip & Salvage no longer leaves the old item on an arena kit so you can dust it twice.
- Equip & Salvage dust now uses the bag copy (so arena-scaled gear doesn't inflate it). Heavily reforged pieces still give 75% of reforge dust back — the button says so when that applies.

V1.0.7.43

1.0.7.43 — force quit, reopen once for the update.

I found out that even a failed upload could show as a success so i implemented now this:

- Upload now confirms what was stored — dust, max depth, and item count. If the bag can't be saved, cloud keeps the last successful backup and tells you not to Download.

V1.0.7.41

New Sync live v 1.0.7.41 (force quit → reopen once to install) I still had some sync bugs living in the app - especially related during a active hunt. I changed the cloud backups a bit again and adresssing these with this update:

How to use it

- Play as normal — nothing uploads in the background
- Tap Upload when you want a backup (or before you switch phones)
- Two devices: Upload on the one you just used, Download on the other. Don't play both at once.
- You also should not see the 'device lockout' modal on the same device

Fixes

- App should feel quieter and stop randomly hitting the cloud while you play
- Equip & Salvage now grants the correct number of dust
- Bloodweeb Theme had on Android still some issues with default fonts - should be working now!
- Collection leaderboard now groups same places
- Guild Applications can now be toggled
- Item Reforge was a bit buggy between normal and arena items - this should now also be resolved.
- Prismatic skins will now persist locally and in the cloud (this was an real sync bug - sorry for that again)

PLEASE DM me again if Prismatics are missing - i have now a better way to regrant them. My DMs are just so full a new message would help me a lot thanks!

V1.0.7.23

New Sync Fixes live v 1.0.7.23 (force quit → reopen once to install)

Alongside the hunt event updates this fix now should resolve every sync issue. What happens now is we treat the app local first and keep the cloud as a 'backup' mechanic only. So when you use two devices please sync manually before closing the app then you will have the backup version on secondary account. Every claims i grant you: Dust rewards from hunts, titles etc. will appear as actual 'Claim Buttons' on the profile screen which then writes to local. So no more stuff happening 'in the background'. That system should be easier to understand and continues to further reduce backend stress. For issues please use Brak dostępu as always!

V1.0.7.22

New Hotfix live v 1.0.7.22 (force quit → reopen once to install)

Fixes

- Medal / dust wipe: claiming medals could show the new dust, then snap back after switching apps or a salvage sync — local earns no longer get clobbered by stale server wallet, and dust flushes on app switch / resume
- Reforge black screen: after a few rolls the reforge overlay could stick full-screen and block taps (looked like a dead app) — watchdog clears it, and reforge no longer fights save/sync the same way

If you lost dust from the medal bug earlier, ping me with your in-game name — i can restore.

V1.0.7.20

New Hotfix live v 1.0.7.20 (reload the app once to install)

Fixes

- Claiming medals could mark the medal done while spendable dust stayed the same (or got rolled back mid-sync) — claims now credit local dust immediately and sync catches up safely without wiping the earn

V1.0.7.19

New Hotfix live v 1.0.7.19 (reload the app once to install)

Fixes

- A sync issue could still wipe some gained dust on ongoing sessions - this should not happen anymore

V1.0.7.12

Small Hotfix live v 1.0.7.12 (reload the app once to install)

Fixes

- Leaderboard revamped - now you see everything realtime including the points (LP/depth/collection) and always your rank. Profile cards for top 80 only.
- Salvage is blocked if the item is equipped on any loadout — tap, hold, bulk, item sheet. Unequip it everywhere first

V1.0.7.11

And another small Hotfix v 1.0.7.11: Prismatic unlocks had indeed sync problems. This is now fixed:

- Prismatic skin unlocks are protected — ✦ foil unlocks save to your phone immediately and merge to cloud as soon as sync runs; restarting the app won't strip them, and sync can't wipe a unlock that's still on your device.

Anyone who lost a prismatic just let me know - i will grant you a random one for the issues! I hope this is fair

V1.0.7

Just Loot 1.0.7 is live **This is a store update, so please download it again: iOS:**

<https://apps.apple.com/de/app/just-loot/id6782619467?l=en-GB> **Android:**

https://play.google.com/store/apps/details?id=com.timhilgenstoeplerexpo.justlootapp&utm_source=emea_Med It may take still a bit to be live in stores! A few people mentioned that

pushing depth needs more reasons to play instead of constant farming 1000s for the perfect arena items. So i introduced a new depth progression system which will give high depth players a advantage to farm the higher depths (more dust + higher quality floor) plus a few unlockable cosmetics along the way. ☐ What's new

- Depth milestones — Hit depth checkpoints (100 → 150k), claim dust + cosmetics (borders, name colors, card styles, titles). Claimable rewards show a badge on the depth info button.
- Extra loadout slots — Buyable + slots: each purchase adds +1 profile loadout and +1 duel arena kit.
- Gear slot overlays — Toggle overlays on character / arena gear so slots can show useful item values at a glance.
- Live combat buffs — Active buffs (AS, temp AP, Spell Surge, etc.) now show under the HP bar during fights.
- Execute HP markers — Health bars mark Execute range (damage window) and the instant-kill band when you're running Execute.
- Inventory sort — Sort groups with ↑/↓ (Quality, Age, Score, Power, Stats...). No more separate "Lowest X" clutter.
- Account deletion — Settings → Delete Account (double confirm). Guests/debug sessions stay hidden from this.

✕Combat / clarity fixes

- Spell Surge was stacking on the enemy status by mistake — it now correctly stacks on you.
- Stats panel mastery chances — Frost / Shadow (and friends) show their real Freeze / Stun chances and caps, not Burn's apply curve.
- Execute Mastery readout cleaned up: Instant Kill chance/range vs Execute damage range (Death Mark / Overkill reflected when relevant).
- Coup de Grace now announces in the combat log when it fires.
- Crit is crit — Hunt Focus and Precision now apply to Ignite Burn ticks, Hemorrhage Bleed ticks, and Shatter chance (same effective Crit Chance / Crit Damage as weapon swings).
- Shatter — Proc chance is no longer a flat 20%; it uses your Critical Chance (incl. Hunt Focus). Shatter Strike still forces Shatter on crit vs Frozen/Brittle.

- Ignite / Hemorrhage — Still required to unlock DoT tick crits; those ticks now roll and scale with full crit stats.
- Copy / glossary — Hunt Focus, Precision, Shatter, Ignite, and Hemorrhage text updated so “more crit” reads as more crit.

🔍Economy / loot

- Dust rewards pull ahead of costs at depth (salvage / mine / milestones scale a bit faster than pack & reforge costs).
- Raid dust drip bumped (~+35%).
- Item quality floor rises with peak depth: 70% → 90% by Depth 100k (never auto-100%).

📊Progression / polish

- New Unbroken depth achievement tier at 150k.
- Depth cosmetics unlock into Settings pickers once claimed.
- Elite Rank medals sync from your live duel profile when you open medals.
- Depth loot odds modal rebuilt: odds + milestone claim UI + quality floor hint.

WHATS NEXT?

- After monitoring the balance now the last week after last balance patch in PVE and PVP i will buff in the next days some underperforming specs to make more specs viable
- The depth progression system was just the first step for a more heavy focus now on PVE! Next big feature which is currently in development will be the Pet system, which will also follow the same rhythm. Pushing depths should always be the biggest factor in progressing in Just Loot.

Save Sync 2.0

New patch live (please reload app to load)

Save Sync 2.0 — I rebuilt how saves work

I rebuilt sync so your loot stays safe and the game stops hammering the server mid-run and creating some weird sync issues and item resets. What's new

- Sync status pill (top bar, left of Glossary)
- Local · X ago — you're playing on-device; changes aren't on the server yet
- Syncing... — pushing your save to the cloud
- Cloud · Just now — you're fully synced
- Runs, loot, salvage, equip, packs → all **local** during play
- Auto-sync when you **background the app**, on a **~3 min timer** if you've been playing, or when you **tap the pill**

Tip: Switching devices? Background the app or tap the sync pill on the device you were playing on first — the other one should pick it up within a few seconds.

HOTFIX 16

Small Hotfix live (reload the app once to install) Follow-up to the Shadow Mastery incident: Void Shoulders / Ambush / Aftermath were also fighting dirty. Non-Shadow kits were getting free doubles from Shadow Echo, Ambush could multi-hit into deletes, and Dazed barely paid off. This cleans that up into one big burst → sustain.

What was broken

- Shadow Echo (Void Shoulders) doubled every Legendary proc while equipped — Inferno, Shatter, Lightning, Bleed, etc. — not just Shadow effects. That's why non-Shadow builds were reporting an insane DPS jump from one pair of shoulders
- Ambush could stack Overload × Shadow Echo × Arcane Echo into ×4-×8 bursts (one-shot deletes), or miss entirely on the same attack that applied Stun (felt "random")
- Aftermath Dazed only buffed the white strike for a while, and the bonus was only +28%
- Stats panel showed 70% Shadow / Frost using Burn's apply cap — real Stun/Freeze chance caps at 30%

Fixes

- Shadow Echo only echoes real Shadow procs (Nightfall / Shadowstep). Ambush & Void Strike get ×1.35 damage instead of multi-hit
- Ambush = one crit-scaled burst per Stun (scales with Crit Damage like Shatter). Fires on the same attack that lands Stun. No more echo/Overload multi-Ambush
- Aftermath Dazed = +50% damage taken for 3 turns (strikes, Ambush, DoTs — the sustain window after the burst)
- Shadow / Frost mastery UI now shows the real 30% Stun / Freeze caps

How Shadow should feel now

- Lock (Stun) → one chunky Ambush → Aftermath Dazed amp + DoTs while they're locked / dazed
- Void Shoulders helps Shadow kits; it should not carry Fire/Lightning/Bleed anymore

Lightning retune (was overnerfed)

- Shock tick base 3.5 → 3.8 (pre-nerf was 4)
- Shock proc bonus/stack 3.0% → 3.25% (pre-nerf 3.5%)
- Shock surge cap 6 → 7 (pre-nerf 8)
- Lightning proc damage scale 0.55 → 0.60 (pre-nerf 0.64)
- Stormheart/stack 2.0% → 2.2%; Voltaic Touch 4% → 4.5% (pre-nerf 2.5% / 5%)
- Lightning apply cap stays 70%

Score was overweighting drop depth — so a slightly deeper piece with worse quality and lower affixes could still show a higher Score and get labeled UPGRADE. That made Affix Changes say “everything goes down” while the card said upgrade. Fixed: better stats should win.♻️What changed

- Score is now mostly power / affix strength vs a reference roll at that depth — not “who dropped deeper”
- UPGRADE / DOWNGRADE on loot compare follows that — a deeper weak roll should read as a downgrade when every affix is red

Small backend update live (reload once) I toughened up the cloud save backend so it can handle a lot more players without melting — same progress, lighter sync. Please poke around after you reload (depth, inventory, Arena kits). If anything looks off, write me please.☐☐

ARENA + SHADOW MASTERY INCIDENT UPDATE

ARENA + SHADOW MASTERY INCIDENT UPDATE (reload the app once to install) We found a major bug: Shadow Mastery was accidentally juicing every proc roll in the game, not just Shadow stuff. That made a lot of builds feel like they were proccing on every swing — Shatter, Burn, Lightning, Legendaries, all of it — especially on deep / high-Score gear. This patch fixes that and cleans up how masteries work in general.

What was going wrong

- Shadow Mastery used to add a flat bonus to every Legendary and mastery proc roll (old formula: shadow mastery $\times$ 15%)
- At D10k depth that bonus got huge — many kits were sitting at or near 100% proc chance on everything, not just Shadow
- Soul Prism / Elemental Ascension made it worse by spreading mastery into Shadow even on builds that weren't Shadow-focused

Mastery changes (all schools)

- Shadow Mastery no longer gives a universal proc bonus — it only does what Shadow is supposed to do: Stun chance (via school commitment) and scaling on Void Strike / Ambush damage
- Frost, Burn, Poison, Lightning, Bleed, etc. each roll on their own school path now — commitment $\times$ school cap, not a hidden cross-school boost
- Only Time Dilation (mythic) still adds a small flat proc bonus (+12%), and that's intentional
- Shatter / Ice Lance / Void Strike / Ambush and other school Legendaries still scale damage from raw mastery — that part is unchanged

Resist + combat log

- Shadow damage now counts under Elemental Resist (same as Fire, Frost, Lightning, Poison, Bleed)
- Resist breakdowns and tooltips list all of those elements including Shadow
- Combat log now shows (X% resisted) on proc and DoT hits much more consistently — so you can actually verify what's happening in a fight

Arena duels

- Arena kits can stack resist up to 90% (hunt/profile still caps at 75%)

*So stacking element resist is needed now to survive heavy burst in the arena. **If something still feels off after reload, drop a combat log screenshot in Discord — procs and resist should both be readable now.***

UPDATE 5

New update live (just reload the app)

Power → Score We cleaned up the gear numbers — Power is gone, everything is Score now.

- Score = how deep your gear counts (drop depth + how strong the piece is for that depth)
- Your kit Score is the average of equipped items
- Higher Score is better for depths — keep it close to your target Depth so enemies don't get tankier
- Quality is still just roll luck (Broken → God Roll)
- Inventory, reveals, compares, profile, and the glossary all use Score. Attack Power / Spell Power are unchanged (those are combat stats).

Should feel way less confusing — one number to care about.

Arena

- Elite Ranks (Grandmaster & Challenger are now live)
- Explanation to ladder added to arena info

UPDATE 4

New Big Patch live (just reload the app to install)

Arena Founder Season closes

- Arena founder season 1 is over and rewards will be granted
- The new duel format will replace the arena and Season 2 starts - all ratings are resetted and mmr for each is the same again

@[STYX] and @[CLP] and @[] Guy what a final! CONGRATS @[] Guy for winning the Founder Season! All the rewards are contributed now: Challenger | 100,000 Dust + First Challenger Grandmaster | 50,000 Dust + First Grandmaster Master | 25,000 Dust + First Master Diamond | 12,500 Dust + First Diamond Platinum | 6,000 Dust + First Platinum Gold | 3,000 Dust + First Gold Silver | 2,000 Dust + First Silver Bronze | 1,000 Dust + First Bronze ⚖️Balance Changes

- All school applies now depth-scaled (splash piece = small chip; full kit approaches cap)
- Apply caps: Fire 55%, Poison 55%, Lightning 34%, Bleed 42%, Frost Freeze 8%, Shadow Stun 6%

Shadow (new school kit)

- Focus on control and cleansing
- Added 5 brand new Legendary affixes to fully support the Shadow playstyle

Execute overhaul

- Focus on finishing of targets despite barriers
- Added 6 brand new Legendary affixes to establish Execute as a true finisher

New Mythics

- 3 new Mythic Artifacts have entered the loot pool.

Good luck finding them.

Frost buffs + Brittle

- Brittle — during freeze immunity, Freeze procs apply a damage mark (no CC). Shatter / Ice Lance / Glacial Step / Ice Nova / Shatter Strike / Ice Armor all work on Brittle
- Freeze proc cap 6% → 8%; Frost Mastery scale 18000 → 6500 (full kits hit cap in short fights)
- Shatter base 12 → 18; Shatter damage scale 0.70 → 1.15

- Ice Lance AP% 28% → 48%
- Ice Armor / Frozen Wall Barrier 2.5% → 4% max HP
- Glacial Step tick base 10 (SP + Frost Mastery)
- CC shared budget still: 2 consecutive skips → break free → 3 turns immunity; depth resist starts 1500, span 3000, max 60% duration cut

Lightning adjustments

- Shock tick base 4 → 3.5
- Shock proc bonus/stack 3.5% → 3.0%
- Shock surge cap 8 → 6
- Lightning proc damage scale 0.64 → 0.55
- Stormheart/stack 2.5% → 2.0%; Voltaic Touch 5% → 4%
- Lightning apply cap 34% (depth-scaled mastery)

Bleed adjustments

- Tick base 5.8 → 4.9; stack factor 0.30 → 0.28; tick stack cap 15 → 14
- Apply chance cap 52% → 42%
- Open Wounds 3.6% → 2.6%/stack
- Frenzy AS 1.9 → 1.35/stack, cap 24 → 15

*Serrated Edge auto mult 1.28 → 1.14

- Bloodlust AP/hit 2% → 1.4%, cap 38% → 24%
- Auto mastery scale 1600 → 2000 (weaker amp)
- Adrenaline AS 20 → 16
- Hemorrhage crit bonus 1.35 → 1.25

Dust Economy

- Higher depths now reward significantly more Dust
- New Arena now rewards Dust
- Salvaging reforged items refunds part of the invested Dust
- Reforge costs have been rebalanced
- Every few runs you will now have a 'dust mine' explosion - drag the found dust to the destination to claim it!

The goal is simple:

- More experimenting.
- Less punishment.
- More time creating fun builds.

QOL

- Inventory shows now Item Score on the items

- Inventory can be sort by Item Score
- Swap items on arena loadouts now are sort by quality
- Swap items in general having now also horizontal stacks for legendaries and mythics

F2P and PLUS

- Because the new arena season i am granting the f2p players 3 free loadouts - PLUS players still getting additional 3 loadouts
- More lifetime stats coming soon

Thanks for supporting JUST LOOT!

Custom Appereance

- New Aurora theme added
- You can now customize your profile card, visible for all
- Soon you can also influence the appearance your arena enemies are seeing you
- More themes already in the making

Android Launch

- Android is now fully launched and availabe in the Playstore!! Thanks to every testers who made this possible ☐☐

Please download the game, i will close the beta track soon:

https://play.google.com/store/apps/details?id=com.timhilgenstoehlerexpo.justlootapp&utm_source=emea_Med

New version love

New version love (reload the app once to install)

Loot compare across loadouts

- Switch kits mid-compare — browse Main / #2 / ... while deciding a drop
- Power delta on each kit chip — green / red / ± 0 so you see which build wants it
- Replace / Keep also show on chase upgrades (not only Salvage)

Inventory & reveal polish

- Duplicate mythics group the same way legendaries do (horizontal scroll row)
- Affix text on dark cards is clearer (especially mythic red)
- New affixes on compare tint green; worse values use a brighter red so they stay readable

Reforge depth fix

- Reforges now use the item's generation depth consistently — mismatched found/drop depth was underscaling some rerolls

Frost & combat log

- Freeze = one denied action — duration ticks when they skip a turn, not quietly at end of round
- Combat log during live fights uses a fixed trailing window (less hitching on older phones); full scroll after the fight

inventory and items QOL

1. As promised a big patch for more inventory and items QOL went live (reload the app once to install) ☐☐Inventory

- Slot filters stay visible up top (no more digging through Filters for Helmet / Boots / etc.)
- Salvage actions tucked behind a Salvage button — Filter + Salvage side by side instead of the big 2×2 grid
- Default sort is Quality (your saved preference still wins if you already changed it)
- Matching legendaries (same name) stack into a horizontal swipe row and follow whatever sort you picked
- Loadout strip on Inventory: PvE + Duel with a separator — tap to choose what you're equipping to
- Long-press any loadout (Inventory, Profile, Duel) to rename or reorder (Move left / right)

☐☐Compare / Equip

- Side-by-side Current | New cards with Affix Changes underneath
- Affix numbers tint green / red vs the other item on compare (higher Health on New = green, etc.)
- Upgrade Inventory / chase-upgrade only shows when you find a drop — not when equipping from stash

☐☐Profile QOL

- Clicking on a mastery list you all the the items which contributed
- Clicking on Gear stat will list you all items and their gear score

☐☐Bugfixes

- Item reforge could lead to higher stats then it should be - this is fixed and affected items corrected

I hope you like the changes and it's making things easier! If not please tell me☐☐

2.

UPDATE 3

New patch live (reload the app once to install)

- Fixed Crit Damage on the profile: Assassin Gloves (PRECISION) now correctly shows 350% instead of the gear cap of 300%. (in combat was already correct - just visual fix)
- Inventory sort: Quality + Name
- Reforging an affix keeps the item's Power at the pre-reforge value
- Salvaging / syncing could wipe prismatic foil unlocks from your collection (item discovery was fine — only the foil) - its fixed now and affected players should see their prismatic again

Combat Fixes & Balance

- Freeze works in Duels again — Arena was applying dungeon depth freeze resist and snapshotting Freeze so it expired before it could skip a turn. Duels no longer use depth freeze resist; Freeze skips the next round (not the same-round reply).
- Deep Freeze logs Freeze — shows Enemy Frozen / You are Frozen, not only Ice Armor.
- Shatter echoes hit for real — Arcane Echo / Shadow Echo / Overload multi-hits no longer drop after the first Shatter.
- Shatter Strike vs Shatter — mastery Shatter no longer eats Freeze before Shatter Strike / Ice Lance on the same swing.
- Proc order — legendaries follow stable slot order; Spell Surge / Blood Magic always run before damage procs (Miasma → Bile stacks, same-attack SP applies).

Frost *Freeze mastery cap 9% → 6%, steeper mastery curve

- Shatter base lowered; Shatter damage scale 0.70x
- Ice Lance 40% → 28% Attack Power
- Break free after 2 frozen skips (was 3); immunity 3 turns (was 2)
- Ice Armor / Frozen Wall barrier 3% → 2.5% max HP

Lightning

- Lightning proc scale 0.70 → 0.64
- Shock stack bonus on procs 5% → 3.5% / stack
- Stormheart 3.5% → 2.5% / stack
- Voltaic Shocked bonus 7% → 5%

General

- Spell Surge 2% → 2.5% Spell Power per stack
- Poison proc scale 0.85 → 0.95

Quick additional Patch:

- Ignite fixed — Burn ticks can critically strike again (uses your Crit Chance / Crit Damage). Detonate does not crit.
- Detonate retuned — Boom every 4 Burn ticks (was 3) for 2× the current tick (was 4×).
- Burn heat UI — Heat shows on the Burn debuff icon (1–3), and the combat log notes Burn heat (n/4) / Detonate.
- Dust % gain perks now correctly work

HOTFIX 15

Important Hotfix (reload the app once to install)

QoL / Reforge

- Armor Health locked — Guaranteed +Health on helm/shoulders/chest/legs can't be reforged (shows (fixed)).
- Reforge by slot — Rerolls target the affix line you pick (duplicate stats no longer confuse locks); locks remapped safely after item migration.
- Block Chance — Shown on profile + glossary/stat tooltips (cap 35%).
- Glossary — New "Crits & Status Effects" entry (what DoTs can / can't crit).
- Legendary weapons now having + Crit DMG instead second AP affix

Combat

- Frost peeled — Freeze cap 15% → 9%, harder mastery curve, Shatter base down, Ice Armor / Frozen Wall barriers down, freeze break after 3 skips (was 4).
- Fire buffed — Stronger Burn ticks + apply chance; Burn Detonate: every 3 Burn ticks explode for 4× the tick, then heat resets. Living Fire — Heal on Burn tick 5% → 7% max HP.
- Bleed buffed — Stronger ticks/stacks/apply; Open Wounds, Serrated, Frenzy, Bloodlust, Adrenaline, Hemorrhage, and auto mastery amp all up.

ARENA DUELS OPEN + AFFIX REFORGE + QOL FIXES

ARENA DUELS OPEN + AFFIX REFORGE + QOL FIXES (reload the app once to install)

Arena Duels (v2) — LIVE for everyone

- Early access is over. Duels are open to all signed-in players. Go to Arena tab and then top right: Duels
- Short pre-season (likely about a week) — we're balancing the 3-kit series before Founder Ranked Arena winds down and Duels become the main competitive mode.
- New How Duels work info screen in Arena (series, lock-in, LP, defense cap).
- Play a ton and tell me what's unfair — that's the whole point of this week. Head over to Brak dostępu for feedback or issues!

Affix Reforge

- New Reforge tab in Craft — spend dust to reroll an affix.
- First reroll locks that affix line; later rolls only hit that same line (cost scales up).
- Jump in from item details via Reforge Affixes.
- Reforged items are protected from chase auto-salvage.

Spell glossary & tooltips

- Spell descriptions / glossary so you can actually understand what your kit does.
- Tooltip improvements across the board.

Combat / balance

- Glossary + stat tooltips now show actual cap numbers
- Character panel shows rating needed to cap at your gear depth when you tap a stat
- Rating conversion scales with depth so you can't one-item cap at deep frontier

Fixes & QoL

- Auto salvage now correctly gets raid dust perks (no more manual salvage paying more).
- Auto upgrade / chase salvage ignores favorited items.
- Auto upgrades a higher power but lower quality item will now keep the higher quality item in inventory.
- Pack titles no longer get cut off at the top.
- Item names are now based on their affixes.

- Critical Striker now also counts elemental damage (not just physical crits).

If something feels broken or weird, report pls

Quick additional Patch:

- Reforged affixes marked — Items with a reforged/rerolled affix show * on that line, with a "* reforged" hint on reveal cards, inventory, and quality panel
- Item upgrade success fixed — Equipping a upgrade that only swaps higher-quality copies into inventory (no salvage) now counts as success instead of "no upgrade"
- Item upgrade copy — Hints clarify that higher-quality copies stay in inventory
- Dodge tuning — Dodge rating scale lowered (10000 → 350) so dedicated dodge gear can approach the 15% cap

BOT PROTECTION + DUEL FIXES + SERVER UPGRADE

BOT PROTECTION + DUEL FIXES + SERVER UPGRADE (reload the app once to install)

Arena Duels (v2)

- There is a complete overhaul of current arena system in development and right now in internal testing - you can write in arena if you also wanna participate. I wanna test more this week and hopefully release it soon. It will be a very much more competitive version from what we have right now.

Bot protection

- Flagged accounts get locked — non-dismissible screen, Discord link to appeal (@Sliycer)
- Hidden from leaderboards + blocked from arena / cloud sync abuse paths
- Re-checks while you're signed in (and when you reopen the app)

One account got flagged today for full transparency ☐☐ Server & performance

- Server upgrade (more RAM)
- Performance update on combat screen for less stuttering and a more smooth experience

If you still have some problems, always report pls☐☐

Update 2

UPDATE LIVE (reload the app once to install)

AMULET

- Necklace is now Amulet — same slot, clearer name across gear, filters, packs, and auto-salvage

✦ TARGETED PACKS

- No mythics from slot-targeted packs — mythics only drop for the mythic slot
- Pack odds / info copy updated to match

COMBAT

- Execute combat log now shows damage dealt

FIXES

- Raid chat keyboard no longer loops open/close on Android

V1.0.6

MAJOR UPDATE 1.0.6 (please download the newest version from the app/playstore again - it can still take 5-10 minutes for the stores to show it) Hey looters! This patch brings a lot of asked features together which a much needed balance tuning. For the players who don't know it yet. I don't balance out of feelings or player feedback - i track every single dungeon run (almost 500k now) and watching the dmg distribution plus other stats like end of combat health, health regen etc. The current patch has two problems.

First the fofm bleed build was sadly really just too strong. Just with blood relic alone these build dominated pve and the arena. The problem wasn't only the dmg but also the always guranteed 100% heal after a bleed tick together with the shoulders. So while i am huge fan of buffing underused specs - when a build like this outperforms other specs by a mile a nerf need to happen. But i am also not a fan of just nerfing specs with number tunings. I gave bleed build 6 new legendary items with unique effects which also pushed bleed into a very attack power focussed build. I am looking forward how you will build it now. Additionally all health effects got tunings and are not health percentage based and not flat heals. No more top of heals which were also broken. Defenses are also now very much needed on each level.

The second thing i adresssed was difficulty in the midgame or in general the game felt too easy at certain points which was not intended. I implemented a system where your average gear score (the depth where the item dropped) is used to determin the difficulty of your depths. Imagine your build gear score averages 5.000. You should be able to farm quite easy in the 5.000 - 5.050 range but it's getting more and more difficult. Especially after 100+ depths based on your gear score you will hit walls now very heavy.

This is intentional. I don't wanna turn the game into a pure 'who can press the button faster' game. I want that build identity and finding the best gear should matter on each level.

It can also happen that the guys who pushed so far quite easily to need to go back quite a bit. But that's also intentionally - you just pushed before too easily to fast - but i also don't want someone rollbacked. No you need to catch up with actual gear needed

Additionally i also added now depth bosses every 100 depths which sometimes need you to change gear based on boss resistances. Having multiple strong loadouts should be the key moving forward - also in hindsight of the upcoming arena changes - more to that soon!

PS: If you see anything broken please let me know - i tested the patch with 20plus active real loadouts manually + a lot of simulations but you never know My message is too long so please find all the changes below:

DEPTH BOSSES

- Every 100 depths is a boss fight — stronger stats, dedicated boss UI
- First clear drops chase loot (mostly legendary, chance at mythic — higher mythic odds from D500+) *

From D100+: deterministic Boss Traits (Bleedproof, Poisonhide, Cinder Ward, Storm Ward, Frozen Core, Consecrated) — 85% resist on that channel

- Depth picker shows boss name, trait, claim status, and enemy preview

THEMES

- Dark & Light themes in Settings — pick your look, synced to your account

AUDIO

- Background music with multiple tracks (shuffles between them)
- Combat + UI sound effects across the app
- Music / Sound toggles in Settings

HUGE shoutout to

@[STYX]#CŁP€#

who contributed the amazing tracks - i hope you like them as i did!

COLLECTION HUB

- Medals tab is now Collection — Legendary, Mythic, Prismatic, and Medals progress at a glance
- Tap a card for the full list / medal tracks
- Gear tab is Inventory-only — Equipped / Collection tabs removed (loadouts stay on Profile)

TARGETED PACKS

- New Craft shop tab — pick a slot, get 5 items all for that slot
- Costs more dust than standard packs — slot-focused farming

GEAR DEPTH

- Profile shows Gear Depth score — average drop depth of equipped gear
- Pushing far past Gear Depth score taxes enemies (frontier scaling) — upgrade gear to keep clearing comfortably

COMBAT & BALANCE

- Weapon Attack rebuilt — Attack Power counts fully; Spell Power contributes partially (early game feel preserved)

- Enemy defense hard-capped vs your weapon hits — autos stay meaningful at depth (legendary procs unchanged)
- Barrier capped at 60% max HP
- Holy Barrier mastery soft-capped
- Healing / Barrier / Life Steal / Bleed ticks mostly % of max HP — clearer, less snowball
- DIVINE LIGHT only converts Lay on Hands heals into Barrier (half restored HP, capped)
- 12 new legends!

BLEED — WOUND & TRADE

- AP-led melee kit — stack Bleed, then weapon hits get stronger / faster / hungrier the longer the wound stays open
- Refresh & deepen stacks mid-fight · Bleed ticks can crit hard · heal when the DoT lands
- Fantasy: carve them open, then win the trade while they bleed out

HOLY — WARD & OUTLAST

- Barrier rhythm — enter shielded, convert heals into wards, regenerate Barrier through the fight
- Barrier up = tankier · Barrier hit = heal back · all healing amplified
- Fantasy: sacred armor under pressure — not infinite shield, a loop of heal → ward → survive

(holy is also intended to use some of the items defensively on other specs)

ITEM UPGRADES

- Chase Upgrade now covers inventory copies — Upgrade Inventory salvages weaker bag dupes for dust
- Still upgrades across loadouts when eligible

QoL

- iPad / tablet layouts supported
- New app icon + splash screen

UPDATE

UPDATE LIVE (reload the app once to install)

ITEM UPGRADES (Legendary & Mythic)

- Better roll of the same item? New Upgrade action replaces it on every loadout that has it — old copies auto-salvaged for dust
- Works in run loot, gear compare, and pack opening
- Pack opens pause on eligible legendaries with a Next Card button + upgrade summary before continuing
- Duplicate weaker stash copies get cleaned up automatically when opening packs

✦ PRISMATIC PROTECTION

- Prismatic items are never auto-salvaged — downgrade protection respects your foil unlock
- Collection + prismatic unlock always stay — those are account-wide, not tied to the item instance

BUILD SHARE (PLUS)

- Export / Import / Clear on the Equipped tab — share builds like a talent calculator— import only equips items you already own - Missing pieces are skipped; conflicts logged in the import summary
- PLUS required · blocked during Hunt runs

Inventory & Gear

- Inventory list is now smoother for big lists
- Hold to salvage on inventory rows — no more confirm dialog
- Affix filters grouped into sections: Masteries, Stats, Defense, Legendary Effects, Mythic Effects
- Filter panel scrolls independently; inventory scroll locks while filters are open
- PLUS: new Stats / Lowest Stat sort — sorts by selected affix roll (power breaks ties)
- Post to RAID in item detail now requires hold to confirm (~650ms) — prevents accidental raid shares

Settings

- Settings is now a fullscreen modal with slide-in animation and a Close button in the header — more room for titles, auto-salvage rules, and toggles

HOTFIX 14

HOTFIXES LIVE (reload the app once to install)

Hunt Changes

- Cards on the Hunt Board now show Hunt Power and Hunt Boss DMG only (no more main-ladder Power / Depth / Collection)
- Rank pills next to those stats are from the hunt event, not the global board
- With the Hunt loadout selected, Gear inventory now shows only hunt stash + equipped hunt gear (other loadouts no longer leak into the list)
- Equipping / unequipping / salvaging during Hunt no longer writes into parked character loadouts

HOTFIX 13

HOTFIXES LIVE (reload the app once to install)

SPELL SURGE (Arcane Cuffs)

- Now scales with your build — each proc grants +2% of your current Spell Power
- Stacks up to 15 (~+34% SP at cap) — still capped so Arcane Echo / Reflection can't explode it
- Combat log shows the gain — e.g. SPELL SURGE +540 Spell Power (3/15).

Combat QoL

- Chaos Theory still forces one legendary each attack, but your other legendaries can still proc too — and the log now shows which one Chaos Theory picked
- Ice Armor barrier scales off Frost Mastery again (was incorrectly using Holy)
- Combat log collapse improved — repeated hits/procs collapse to (xN) and keep floating damage numbers correct

Loot Reveal & Compare

- Tap anywhere on the reveal card to advance (not just the card body)
- Dual-slot compare (rings / trinkets) is a swipe pager — see both slots without tiny tabs
- Equip on occupied slots is now hold to confirm — harder to mis-tap a replace

HOTFIX 12

HOTFIXES LIVE (reload the app once to install)

Test Build / Training Dummy

- Round counter fixed — Log shows fought rounds vs selected round cap correctly (e.g. Round 10/10)

Auto-Salvage

- Empty slots kept — Downgrades-only no longer salvages loot when a slot is empty
- Dual-slot compare fixed — Rings/trinkets compare against the weaker equipped piece, not the stronger one

Character Screen

- Stats panel scrolls — Secondary stats no longer get clipped; scroll works properly next to the character

Venom Fang / Deadly Toxin

- Tooltip corrected — Now reads “Poison stacks faster.” (So this was actually infinite on launch but it was too op and i did not correct the effect description. The correct effect is that you stack your poison more often and so faster)

HUNT PREP + PROFILE CARDS PATCH

HUNT PREP + PROFILE CARDS PATCH (reload the app once to install)

Unified Profile Cards

- One card everywhere — your profile header, global leaderboard, and hunt board all use the same layout
- Shows equipped title, guild, build spec, and stats

More customizations coming here soon 📦📦📦 Stats & Ranks

- New leaderboard tab: Collection — sort the board by item collection progress

Hunt Mode

- Everything prepared for #1 Hunt this sunday - it goes live as soon the event starts.

Titles & Cosmetics

- Equip titles in Settings
- Equipped title + build archetype show on profile cards and leaderboard

This is just the beginning - and needed preperation for the #1 Hunt as you can get some titles during the event📦📦

HOTFIX 11

HOTFIXES LIVE (reload the app once to install)

This patch fixes achievement tracking issues, improves arena matchmaking fairness, and upgrades the Equipped tab UI.

Achievements

- Epic Ensemble fixed — now counts epic+ gear correctly instead of only exact epic
- Set achievement sync improved — medals now refresh properly after load, equipment changes, debug grants, and opening the achievements screen
- Lifedrinker fixed — all real healing gained in combat now counts toward progress
- Endgame medal progression extended — early tiers stay the same, but late-game players now have much longer ladders to climb
- Claimed medal tracks now still show your total value instead of hiding it after completion

Arena

- Matchmaking now considers both MMR and power
- Fights should stay much fairer at the same rank instead of pairing huge power gaps too often
- If the queue is thin, matchmaking still relaxes the power filter in later passes so you can find opponents

Equipped Tab / Profile

- Equipped tab center panel reworked
- Added 4 circular progress trackers for Legendary collection, Mythic collection, Prismatic unlocks, and total medals
- Added build name, power, and max depth to the middle panel
- Added the loadout switcher to the top of the Equipped tab

Build Colors

- Spec names now use combat-style colors across the UI
- White fallback is used when no build theme matches
- This now shows on profile, Equipped tab, and loadout cards

HOTFIX 10

HOTFIXES LIVE (reload the app once to install)

This patch fixes top-ladder LP feeling broken, a stuck auto-run loot screen, and a rare blank player HP bar during combat.

Ranked Arena — LP vs #1

- Hidden MMR synced for elite players — if someone sits at #1 on LP but their MMR drifted low from passive defense / stomp wins, the server now floors their effective MMR from ladder rank so match rewards make sense
- Soundmind-style edge case fixed — high LP + low MMR divergence shouldn't happen going forward; existing season gets a one-time backfill on deploy

Auto-Run

- Equip & Salvage fixed — during auto-run loot reveals, Equip & Salvage current item now correctly continues to the next drop (was getting stuck after that action)

Combat UI

- Player HP bar flash fix — fixed a rare glitch where YOUR health bar could appear blank for a moment mid-fight

BALANCE PATCH 2

BALANCE PATCH (reload the app once to install)

Hey everyone! After monitoring the meta for a few days, it's time to give some love to a few underperforming specs.

Lightning — new gear & stronger shock

- Stormbreaker Blade — Attacks apply Shock and hit harder the more Shock is stacked.
- Conductor's Plate — Lightning damage vs Shocked enemies scales with Shock stacks.
- Voltaic Gauntlets — Critical hits apply Shock and deal bonus Lightning damage.
- Shock scaling — Shock procs and end-of-turn ticks now scale properly with Spell Power and Lightning Mastery (same philosophy as Burn/Frost DoTs).

Poison — new gear & stronger venom

- Miasma Crown — Attacks apply Poison and deal bonus Poison damage per stack.
- Plagueheart Carapace — Poison damage vs poisoned enemies scales with Poison stacks.
- Bile-Tipped Gauntlets — Critical hits apply Poison and deal bonus Poison damage.
- Poison ramp — Poison ramp has been smoothed out so stacking feels much stronger throughout longer fights.

More specs are getting love soon. Keep the feedback coming!

HOTFIX 9

HOTFIX (reload the app once to install)

Gear & Equip

- Equip & Salvage — Hold to replace gear and salvage the old item for dust (with confirmation).
- Legendary upgrades — Same-effect legendaries now replace the correct slot.

Combat & Arena

- Fight log — Auto-scrolls to the latest entry again.
- Arena errors — Clearer messages when the network fails.

HOTFIX 8

HOTFIX (reload the app once to install)

Gear & Equip

- Duplicate rules — You can't longer equip the same item in both slots.
- Equip & Salvage — One tap to replace gear and salvage the old item for dust (with confirmation).
- Empty slots — Tap empty gear slots on Profile and Gear to pick from inventory.

Performance tweaks

- Compact numbers — Large values show as 1.2k, 847k, 1.4M in power, dust, compare deltas, combat HP, floating damage, and combat log.
- Depth picker — Above depth 80, uses a compact stepper (−25 / depth / +25) instead of thousands of depth chips (better performance on high depth).

HOTFIX 7

HOTFIX (reload the app once to install)

Combat Log Speed (High Depth)

- Proceed shows right after the kill — once the enemy (or you) hits 0 HP, the rest of the log is skipped and the Proceed button appears almost instantly. No more waiting through the outcome line.
- Faster combat log at deep depths — fights at D500+ play back quicker (more lines per tick, shorter delays). At D7000+, long fights should feel much snappier before the killing blow.

Fixes / QoL

- Arena wins now grant always +5 dust
- New Inventory sorts: Oldest + lowest power

HOTFIX + BALANCE PATCH

HOTFIX + BALANCE PATCH LIVE (reload the app once to install)

This one fixes the echo/burn blowouts, tightens arena matchmaking, cleans up mythic gear UX, and adds Swap on your profile.

Combat balance

- Echo / burn damage capped — Inferno burn ramp capped at 80%; Mirror of Worlds (Reflection) no longer stacks Overload / Arcane Echo / Shadow Echo multipliers on the re-fire
- Combat log cleanup — repeated proc lines collapse into one (e.g. INFERNO intensifies Burn (×3).) — same fight, easier to read
- Fake mythics removed — you won't roll procedural names like "Silent Girdle" as mythic anymore; chase loot always resolves to a real catalog mythic (or downgrades if none exists for that roll)

Arena

- Rank-based matchmaking — Master+ only matches Master / Grandmaster / Challenger; Bronze through Diamond stay within ± 2 tiers (no more Grandmaster vs Bronze)
- Arena info modal text updated to match

Inventory & profile

- Swap from profile — tap an equipped item → detail → Swap → scrollable list for that slot → tap to equip (comparison if replacing)
- Mythic filter fixed — mythics only show under Mythic or All, not under Shoulders / Trinket / etc.

BIG PATCH

BIG PATCH LIVE — LOADOUTS, INVENTORY & ARENA (reload the app once to install)

This is the largest QoL update yet. You can finally run multiple builds, share gear across them, pick a dedicated arena loadout, and clean up your stash without accidentally nuking what you're wearing.

Loadouts & Builds

- Everyone gets 2 loadouts — Main and #2 (old Farmer/Pusher names auto-migrate)
- PLUS gets 5 loadouts — Main through #5
- Profile header upgraded for all players — name left, loadout switcher right (swipe or tap dots)
- Dungeon runs still use the top-right loadout switcher on your profile
- Same item can equip on multiple loadouts — one copy in inventory, referenced everywhere
- Salvaging removes an item from every loadout and from your stash

Arena

- Separate arena loadout — pick which build fights ranked on the Arena screen
- Arena unlock uses highest power across all loadouts
- Server matches use your selected arena loadout
- Match history — tap an enemy row to inspect their build
- 15s queue cooldown after a match starts (anti re-queue spam)

Power & Leaderboard

- Leaderboard, inspect & profiles show highest power across all loadouts
- Your profile still shows power for the loadout you're editing

Inventory

- Stash lists all owned items — including equipped gear (slot on other builds)
- Power delta on each row — +X PWR vs your active loadout
- Equipped items cannot be salvaged or multiselected — unequip first
- Favorites protected from bulk delete and multiselect
- Free: Salvage Commons + Salvage Rares
- PLUS: Select Items (multiselect), Salvage Epics, affix filters
- In select mode: equipped badges hidden; equipped / favorited / mythic skipped

ARENA LP UPDATE

ARENA LP UPDATE (reload the app once to install)

Arena LP now scales with who you fight — your hidden MMR still drives matchmaking; only the LP you gain or lose changed.

What changed

- Beat someone around your rating → normal LP (~20 on an even match)
- Beat someone rated higher → bigger gains (up to +30)
- Beat someone much weaker → small gains (down to +5)
- Lose to someone much weaker → bigger LP loss (up to -30)
- Lose to someone much stronger → smaller loss
- Master, Grandmaster & Challenger now show LP on the leaderboard (e.g. 2,212 LP)

DEPTH BALANCE HOTFIX

DEPTH BALANCE HOTFIX (reload the app once to install)

The last scaling pass fixed the “free climb to D4500” problem, but it overshot — D4000+ players were getting one-shot on normal runs at their own depth, even with full endgame gear. That’s not the goal. Pushing past your gear should hurt. Farming at your depth should feel fair. This hotfix splits how enemy damage scales vs enemy HP:

- Enemies still get tanky deep (HP/DEF curve unchanged — pushing ahead of your gear is still a wall)
- Enemy attack now scales more gently so farm-depth gear can actually tank hits again

Balance

- Enemy attack uses a softer loot-budget curve — damage exponent 1.05 instead of matching the steep HP curve (up to 1.36)
- Attack multiplier frozen at 3× after D500 — removed the extra ramp toward 3.5×/6× that was causing one-shots
- D1-500 unchanged — early game still plays the same

What you should feel:

- D4000+ normal runs — ~3 clean hits to die instead of instant one-shots (proc/leech builds have room to play)
- Pushing +500 depth on stale gear — still rough; enemy HP scaling didn’t get touched

ARENA PATCH

ARENA PATCH LIVE (reload the app once to install)

Matchmaking

- Fixed a bug where you could get stuck with no opponents after fighting everyone in a small pool
- Matchmaking is now MMR-first — you fight players near your skill level
- Variety — avoids back-to-back rematches and spreads opponents over time
- No online/offline preference in the queue — everyone is treated the same

LP rules (unified)

- You always gain or lose LP when you queue a fight
- Opponents only lose LP if you beat them — max 5 LP losses per day (for everyone, always)
- Removed the old rule where both players lost LP when both were online — top players can't endlessly downrank the same people
- After someone hits their 5-loss cap, your wins still count for you but cost them no more LP that day

BALANCE PATCH

BALANCE PATCH LIVE (just reload the app once to install)

I pulled win/loss data across the ladder and the curve was broken: players lose about 30% of runs through D500, then win rate shoots to nearly 100% all the way to D4500+ on current gear — depth stopped being a gear check and became a formality once you had a solid mid-game build. Even top accounts (e.g. 357k HP at D4345) were barely threatened by raw enemy hits under the old scaling. This patch keeps D1–500 feeling the same and adds real walls after that so pushing depth means farming upgrades, not just outrunning the numbers. ⚖️Balance

- Depth scaling retuned — enemy HP exponent now ramps after D500 (1.15 → 1.38 by D2500 → 1.48 at D4000+) so mid/endgame stops being a free climb
- Enemy damage ramped — attack stays at 3× through D500, then climbs to 6× by D3000 so deep runs actually hurt if you're under-gear
- Enemy speed increased — deep enemies act faster after D500 so dodge/block/crit builds can't stall forever
- Early game protected — nothing changes for depths 1–500; if you're learning or pushing early ladder, this shouldn't feel different

It will take a while till i see changes in the stats - Please report me if the higher depths are now too tough!

HOTFIX 6

HOTFIX LIVE (just reload the app once to install)

Fixes

- Legendary armor HP fix — helmet, shoulders, chest, and legs now correctly respect the armor HP rule. They keep their full built-in affixes and also get +Health on top.
- Old legendary armor corrected — existing chase armor on those slots that was missing +Health is now fixed on load after reload.
- Drop depth shown again — item cards now display the depth an item dropped at in loot reveal, compare, and item detail screens.

Balance

- Enemy damage retuned — after the armor HP fix, enemies now ramp their damage back up smoothly from early game to depth 50 instead of using the old flat tuning - The enemies hit now after depth 50 with +300%
- Early game protected — the enemy damage increase now scales gradually from depth 1 to 50, so beginners don't get hit by the full late-game multiplier immediately.

HOTFIX 5

HOTFIX LIVE (just reload the app once to install)

Fixes

- Mythic equip routing — fixed an issue where mythic items could still try to replace trinkets or other gear slots; they now always equip and compare only in the dedicated Mythic slot.

HOTFIX 4

HOTFIX LIVE (just reload the app once to install)

New

- Epic+ loot reveal setting — added a setting to disable the multi-tap stat reveal on Epic, Legendary, and Mythic cards.
- Ring/Trinket compare — equipping from inventory now goes straight into compare instead of forcing the slot picker first.
- Dual-slot compare — compare flow for rings and trinkets is cleaner and more consistent when switching between both slots.

Balance

- Poison retune — poison damage scaling has been lowered so stacks do not ramp out of control as hard.
- Venom Surge — the second hit is now weaker and deals 50% damage.

HOTFIX 3

HOTFIX LIVE (just reload the app once to install)

New

- Dedicated Mythic slot — one mythic only, new slot above Helm. Existing mythics auto-move there on reload.
- Collection layout — legendaries grouped by slot, all mythics in one MYTHIC section at the bottom.
- 3 Waist legendaries — Girdle of the Bulwark (Ironbound), Phantom Cord (Evasive Flow), Warlord's Belt (Retribution).
- Collection is now 59 total (45 legendary / 14 mythic).
- Mythic slot label — mythic items always show as MYTHIC in inventory, tooltips, and loot reveal.

Fixes

- Power compare — loot reveal power is recalculated live so Power, delta, and UPGRADE/DOWNGRADE stay in sync.
- Dual-slot compare — ring/trinket footer Power Delta hidden (use per-slot compare instead); live power used when picking best equipped item.
- Execute — Execute Mastery now converts into actual execute procs in combat.
- Thorns — Thorns legendary + Thorns Mastery now deal reflected damage on hit.
- Mythic equip — mythics always equip to the dedicated mythic slot instead of competing with normal gear slots.

HOTFIX 2

HOTFIX LIVE (JUST RELOAD THE APP ONCE TO INSTALL)

New

- Endgame scaling — D2500+ ramps enemy stats harder so late-game gear still matters.
- Weapon hits — Your strikes use softer enemy armor math now (~5% of Attack per hit at mid-depth instead of ~1%). DoTs and procs unchanged.
- Armor HP — Helm, shoulders, chest, and legs always roll +Health so armor isn't dead weight. (And a heads up for you all who have little health right now: If you struggle after the patch try to farm lower depths till you have items with + health. The scaling is calculated with HP loot in mind.)
- Max dodge 35% → 15%
- Much steeper rating curve — big numbers on gear don't auto-max dodge anymore
- Frost Mastery freeze proc 40% → 15% cap per strike
- Same steep curve as dodge — mastery stacks harder to convert into freeze chance (Deep Freeze legendary still has its own separate proc roll)

Fixes

- Barrier — Capped at 100% max HP. Divine Light only converts actual HP healed (no overheal barrier loops).
- Ice Armor — Barrier now correctly applies to you on freeze, with a combat log line (Ice Armor grants X Barrier).
- Freeze cap — Enemies break free after 4 frozen turns, then get 2 turns of immunity. Deep depths also shorten freeze duration (Absolute Zero still strong, just not infinite lock).
- Defense soft cap — Very high DEF still mitigates, but with diminishing returns above ~10k.
- Off Hand filter — Missing from inventory slot filters; it's there now.

HOTFIX 1

HOTFIX LIVE (JUST RELOAD THE APP ONCE TO INSTALL)

Fixes

- Compare screen — Lost affixes now show stat names (e.g. ▼ -27 Health (was 27) instead of bare numbers).
- Medals — Fire, frost, lightning, poison, and bleed damage now count correctly from combat procs (Burn, Shatter, Bleed, etc.). Progress only applies to new fights after update.

V1.0.4

NEW APPSTORE VERSION v1.0.4

New

- UI polish — Craft, Leaderboard, Arena, Medals, Inventory, and Settings got a full visual update!
- Pack shop — Swipeable booster packs (Pokémon/Hearthstone style), tap dust to buy, Pack Info for odds/details.

Fixes

- Salvage confirm — Salvaging a fresh drop on the compare screen now asks “are you sure?” (same as inventory), so legendaries are harder to trash by accident.
- Combustion — Burn ramp no longer resets when burn is refreshed; damage stacks correctly over time.
- Hellfire — Burn now scales with every attack as intended.
- Hot Pursuit — Consecutive-attack burn bonuses apply to burn ticks correctly.
- Profile gear slots scale on smaller screens — Offhand and bottom slots stay tappable.

Keep the feedback coming — you're helping shape Just Loot.