

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] 404P4Z 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 reformed 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

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