

Arbitrum returns a [hardcoded](#) value for block.difficulty

why not bridge the L1 [randao](#) opcode which replaces the block.difficulty?

Many projects are using randao as a 'free' source of randomness. Exposing this op-code, would give a 'free' source of randomness for dapps on arbitrum. Even if the op-code is outdated a few blocks, dapps could use a block-lookahead value to ensure the randao opcode is not known at the time randomness is requested.