



Destiny: Rise Of Iron

Light Level and You

Light level cap - 385

Siva Heroic Strike (350) Blue drops - 365

Siva Strike (320) Blue drops - 340

Blue engrams - cap at 340 with extremely rare 341/342

Legendary Engrams - decrypt at +1 to +3 lowest light level equipped item (New change was previously average light)

Biggest bottlenecks to raising light level -

Ghost

Artifact

Ghosts can be obtained via faction (rep) packages. While drop rates have been nerfed it is still possible to get ghosts from strikes/nightfalls (need confirmation if possible).

Artifacts can be obtained from Crota's Bane rep packages from Eris. Weekly 350 Iron Medallion from Tyra once quest is completed for that week. There is also a chance at an rare artifact up to 365 light from strikes when using a skeleton key to open the chest.

Following taken from /u/Cecils_Game_Channel on Reddit. [THREAD](#)

Below 350 light

First use a legendary engram and 5k glimmer for a class item from Variks or Shiro. If you don't have an engram, wait to get one to drop. Then use legendary marks on a ghost from the vanguard or crucible (ghosts are cheaper there than they are at the factions) and gauntlets or leg armor. You can get 15 legendary marks from the first public event you complete on each character, which means you can now get 75 marks a day, plus the weekly marks. If you have done your Kvostov and Gally quests then you have two 350 weapons as well.

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350-365 Light

Farm Omnigul, fastest way to get 365. You don't have to do the 350 weekly version, you can select the strike from the map and change difficulty to 320.

If you don't want to do that, farm 320 level strikes until you are comfortable enough to farm 350s. Even then, 350s will only give more rep and "maybe" higher skeleton key drop rates. Try to get 3 of everything at 365, so you can send the other 2 to your other characters.

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After getting 365

Strike rewards (skeleton key chests)

Packages from factions, vanguard, crucible, gunsmith, and the queen.

Exotic engrams

Nightfall rewards

Crucible rewards and weekly bounty reward

Archons Forge rewards

Raid drops

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When decoding engrams (even blues) make sure you are at your highest light in case one turns exotic. When this happens it would be high light just as if it was a normal exotic engram.

When decoding exotic engrams or deciding what kind of package to get, pick whichever item is your current lowest light (for packages, if you have one weapon low, but two or more armor at your current light or less, then get armor).

Don't decrypt an Exotic engram for an item unless it matches your overall light or is lower then your overall light. Example, if you are 365, and you have 366 primary, then save your primary exotic engram until you are 366-368 light level.

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Best way to get exotics? Follow this, https://www.youtube.com/watch?v=3_o8iuMAtP8 :

Load up on 3oCs, then go to the Iron Tomb mission. Get to the end and pop a coin. Grab the axe and kill the first boss to spawn two more of them. Pop another coin before killing each one. When the three are dead, run up the stairs and out of the door you came in, jump off to the right. You will get to kill all 3 again, and keep using your coins. Drop rates are the same as other farming methods as each one is a different ultra.

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Getting an Artifact

Most consistent way to get a high light artifact is by ranking up Eris Morn (have to be rank 5 or higher). Another way is run the summoning pits on 320 difficulty and use a skeleton key, hoping you get one. And doing the raid has a couple opportunities to drop artifacts.
