

BULLSEYE LANTERN

A bullseye lantern provides normal light in a 60-foot cone and increases the light level (see page 172) by one step in the area beyond that, out to a 120-foot cone (darkness becomes dim light and dim light becomes normal light).



30 min.	30 min.	30 min.
30 min.	30 min.	30 min.
30 min.	30 min.	30 min.
30 min.	30 min.	30 min.

Check off a box every 30 minutes the lantern is lit before it runs out of oil.

HOODED LANTERN

A hooded lantern sheds normal light in a 30-foot radius and increases the light level (see page 172) by one step for an additional 30 feet beyond that area (darkness becomes dim light and dim light becomes normal light).



30 min.	30 min.	30 min.
30 min.	30 min.	30 min.
30 min.	30 min.	30 min.
30 min.	30 min.	30 min.

Check off a box every 30 minutes the lantern is lit before it runs out of oil.

TORCH

A torch sheds normal light in a 20-foot radius and increasing the light level (see page 172) by one step for an additional 20 feet beyond that area (darkness becomes dim light and dim light becomes normal light).

If a torch is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a gauntlet of its size, plus 1 point of fire damage.



15 min.	15 min.	15 min.	15 min.
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Check off a box every 15 minutes the torch is lit before it is exhausted.

COMMON LANTERN

A lamp illuminates a small area, providing normal light in a 15-foot radius and increasing the light level (see page 172) by one step for an additional 15 feet beyond that area (darkness becomes dim light and dim light becomes normal light).



30 min.	30 min.	30 min.
30 min.	30 min.	30 min.
30 min.	30 min.	30 min.
30 min.	30 min.	30 min.

Check off a box every 30 minutes the lantern is lit before it runs out of oil.