



Torch

Adventuring Gear

A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 ft. If you make a melee attack with a burning torch and hit, it deals 1 fire damage.



Oil Flask

Adventuring Gear

The flask contains 1 pint of oil to fuel lanterns. As an action, you can splash the oil onto a creature within 5 ft. or throw it 20 ft., making a ranged attack. On a hit, if the target takes any fire damage within 1 min., it takes an additional 5 fire damage. You can also pour the oil on the ground to cover a 5 ft. area provided the surface is level. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature that enters or ends its turn in the area.



Lamp

Adventuring Gear

Once lit with a flask of oil, the lamp burns for 6 hours and casts bright light in a 15-foot radius and dim light for an additional 30 ft.



Hooded Lantern

Adventuring Gear

Once lit with a flask of oil, the hooded lantern burns for 6 hours and casts bright light in a 30-foot radius and dim light for an additional 30 ft. As an action, you can lower the hood, reducing the light to dim light in a 5-foot radius.



Bullseye Lantern

Adventuring Gear

Once lit with a flask of oil, the lamp burns for 6 hours and casts bright light in a 60-foot cone and dim light for an additional 60 ft.



Lantern of Revealing

Uncommon Wondrous Item

Once lit with a flask of oil, the lamp burns for 6 hours and casts bright light in a 30-foot radius and dim light for an additional 30 ft. Invisible creatures and objects are visible as long as they are in the lantern's bright light. You can use an action to lower the hood, reducing the light to dim light in a 5-foot radius.