

Light Levels:

- Supernaturally Dark - Just like dark but darkvision does not work.
- Dark - Effectively blind w/o darkvision. 50% miss chance (total concealment), lose Dex bonus to AC, -2 penalty to AC, and -4 penalty on Perception checks that rely on sight and most Str and Dex skill checks.
- Dim Light - 20% miss chance Concealment w/o darkvision or the ability to see in darkness. Can make a Stealth checks to conceal self.
- Normal Light - Just like bright light but no penalties.
- Bright Light - All characters can see clearly. Can't use Stealth unless invisible or has cover. Penalties for light sensitivity and light blindness apply.

Sight:

- Low-light vision: Double the effective radius of bright light, normal light, and dim light.
- Darkvision: See normally plus dark areas within 60 feet. A creature can't hide within 60 feet of a character with darkvision unless it is invisible or has cover.

Regular light sources: these change the ambient (non-magical) lighting of the area.

- Candle -- -- creates dim light to 5'.
- Lamp -- -- creates normal light to 15' and increases the ambient light by one step (dark to dim or dim to light) out another 15'.
- Torch -- creates normal light to 20' and increases the ambient light by one step (dark to dim or dim to light) out another 20'.
- Hooded Lantern -- creates normal light to 30' and increases the ambient light by one step (dark to dim or dim to light) out another 30'.
- Bullseye Lantern -- creates a cone of normal light to 60' and increases the ambient light by one step (dark to dim or dim to light) out another 60'.
- Sunrod -- creates normal light to 30' and increases the ambient light by one step (dark to dim or dim to light) out another 30'.

Spells:

- Darkness -- Drops the lighting one step in a 20' radius (no lower than dark). It also prevents lower-level magical and non-magical light sources from raising the ambient light. It also can be used to counter any light spell of equal or lower level.
- Deeper Darkness -- This drops the lighting two steps in a 60' radius (all the way down to supernaturally dark). It prevents lower-level magical and non-magical light sources from raising the ambient light. It also can be used to counter any light spell of equal or lower level.
- Dust of Twilight -- Extinguishes non-magical lights and dispels all light spells of 2nd level or lower in a 10' spread.
- Light -- creates light to 20' and increases the ambient light by one step (dark to dim or dim to light) out another 20'.
- Dancing Lights -- creates 4 light sources that give light to 20' and increases the ambient light by one step (dark to dim or dim to light) out another 20'.
- Continual Flame -- creates light to 20' and increases the ambient light by one step (dark to dim or dim to light) out another 20'.
- Daylight -- creates bright light to 60' and increases the ambient light by one step (dark to dim, dim to light, or light to bright light) out another 60'. When brought within a magical darkness, both daylight and the darkness effects are countered where they overlap. Daylight can also be used to counter any darkness spell of equal or lower level.

Two solutions for magical darkness:

1. A heightened Continual Flame spell. At 4th level it functions fine in Darkness spells of 3rd level or lower.
2. Daylight **AND** a non-magical light source. The magical light sources all counter each other and the torch or sunrod function normally.