

## Light Sources (Shadowdark RPG)

*Light is time. Time is danger.* Use this table for quick reference during play.

<u>Light Source</u>	<u>Cost</u>	<u>Duration</u>	<u>Light Radius</u>	<u>Gear Slots</u>	<u>Hazard Tags</u>	<u>Notes</u>
<b>Torch</b>	5 SP	1 hour	Near	1	Smoke, Smell	Pitch/resin, rags, rope. Easily extinguished.
<b>Cresset</b>	1 GP	1 hour / oil flask	Near	1	Smoke, Smell	Oil-fed torch with protective cup. Reusable. DC 10 DEX in rough wind.
<b>Lantern</b>	5 GP	1 hour / oil flask	2× Near	1	Smell	Enclosed, wind-resistant. Metal shutter conceals light.
<b>Rushlight</b>	1 SP	30 minutes	2× Close	0	Smoke, Smell, Attraction	Animal-fat soaked rushes. Common among the poor.
<b>Candle (Tallow/Beeswax)</b>	8 SP (10)	1 hour	2× Close	0	Smell	Beeswax burns cleaner; tallow is smoky. Easily snuffed.
<b>Small Oil Lamp</b>	10 SP	2 hours	2× Close	1	Smell	Stable indoor light. Requires oil.
<b>Fir Candle</b>	— (gathered)	10 minutes	Close	0	Heavy Smoke, Smell	Resin-rich conifer wood. Thick black smoke.
<b>Oil Flask</b>	5 SP	—	—	1	Smell	Fuels lanterns, lamps, and cressets.

### Combat

When using a **2× Close or less** light source, the players' roll initiative at DIS. Also, their **first melee attack roll is made at DIS** against monsters attacking out of the darkness, due to their sudden proximity. If silent, monsters may get a surprise attack before initiative and melee ensue.

### Hazard Tags (GM Guidance)

- **Smoke:** Visibility reduced in confined spaces; lingering smoke may give away position.
- **Heavy Smoke:** Choking, eye irritation, rapid detection.
- **Smell:** Creatures with keen senses may notice from afar.
- **Attraction:** Burning animal fat odors may draw scavengers, beasts, or monsters.