

Sunlight

↓ Attacker	Target →	Blinded	Normal	Darkvision	Drow	Blindsight, etc.
Blinded		Fails perception checks; must guess target's location	Disadvantage on attacks; fails perception checks; must guess target's location	Disadvantage on attacks; fails perception checks; must guess target's location	Disadvantage on attacks; fails perception checks; must guess target's location	Disadvantage on attacks; fails perception checks; must guess target's location
Normal		Advantage on attacks	No effect	No effect	No effect	No effect
Darkvision		Advantage on attacks	No effect	No effect	No effect	No effect
Superior Darkvision + Sunlight Sensitivity (Drow)		Disadvantage on perception checks	Disadvantage on perception checks & attacks	Disadvantage on perception checks & attacks	Disadvantage on perception checks & attacks	Disadvantage on perception checks & attacks
Blindsight, Truesight, and Devil's Sight		Advantage on attacks	No effect	No effect	No effect	No effect

Bright Light (not Sunlight)

↓ Attacker	Target →	Blinded	Normal	Darkvision	Blindsight, etc.
Blinded		Fails perception checks; must guess target's location	Disadvantage on attacks; fails perception checks; must guess target's location	Disadvantage on attacks; fails perception checks; must guess target's location	Disadvantage on attacks; fails perception checks; must guess target's location
Normal		Advantage on attacks	No effect	No effect	No effect
Darkvision		Advantage on attacks	No effect	No effect	No effect
Blindsight, Truesight, and Devil's Sight		Advantage on attacks	No effect	No effect	No effect

Dim Light (also called Shadows)

↓ Attacker	Target →	Blinded	Normal	Darkvision	Blindsight, etc.
Blinded		Fails perception checks; must guess target's location	Disadvantage on attacks; fails perception checks; must guess target's location	Disadvantage on attacks; fails perception checks; must guess target's location	Disadvantage on attacks; fails perception checks; must guess target's location
Normal		Disadvantage on perception checks; advantage on attacks	Disadvantage on perception checks	Disadvantage on perception checks	Disadvantage on perception checks
Darkvision		Advantage on attacks	No effect	No effect	No effect
Blindsight, Truesight, and Devil's Sight		Advantage on attacks	No effect	No effect	No effect

Darkness

↓ Attacker	Target →	Blinded	Normal	Darkvision	Blindsight, etc.
Blinded		Fails perception checks; must guess target's location	Fails perception checks; must guess target's location	Disadvantage on attacks; fails perception checks; must guess target's location	Disadvantage on attacks; fails perception checks; must guess target's location
Normal		Fails perception checks; must guess target's location	Fails perception checks; must guess target's location	Disadvantage on attacks; fails perception checks; must guess target's location	Disadvantage on attacks; fails perception checks; must guess target's location
Darkvision		Disadvantage on perception checks; advantage on attacks	Disadvantage on perception checks; advantage on attacks	Disadvantage on perception checks	Disadvantage on perception checks
Blindsight, Truesight, and Devil's Sight		Advantage on attacks	Advantage on attacks	No effect	No effect

Magical Darkness

↓ Attacker	Target →	Blinded	Normal	Darkvision	Blindsight, etc.
Blinded		Fails perception checks; must guess target's location	Fails perception checks; must guess target's location	Fails perception checks; must guess target's location	Disadvantage on attacks; fails perception checks; must guess target's location
Normal		Fails perception checks; must guess target's location	Fails perception checks; must guess target's location	Fails perception checks; must guess target's location	Disadvantage on attacks; fails perception checks; must guess target's location
Darkvision		Fails perception checks; must guess target's location	Fails perception checks; must guess target's location	Fails perception checks; must guess target's location	Disadvantage on attacks; fails perception checks; must guess target's location
Blindsight, Truesight, and Devil's Sight		Advantage on attacks	Advantage on attacks	Advantage on attacks	No effect