

Continual Flame

2nd-Level Evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M ruby dust worth 50 gp, which the spell consumes

Duration: Until dispelled

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A continual flame can be covered or hidden but not smothered or quenched.

Spell Lists: Artificer, Cleric, Druid, Wizard

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