

# Continual Flame



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.

2



Continual Flame



**Casting Time:** 1 action

**Range:** Touch

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

**Duration:** Until dispelled

*Evocation*