

CONTINUAL FLAME

2nd level evocation

- ⚙ Casting Time: Action
- 🎯 Range: Touch
- ⌚ 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.

BARBARIAN
BARD
CLERIC
DRUID
ELDRITCH KNIGHT
MONK
PALADIN
RANGER
ARC. TRICKSTER
SORCERER
WARLOCK
WIZARD



VERBAL



SOMATIC



MATERIAL

Ruby dust worth 50GP
(consumed)

PLAYER'S
HANDBOOK

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