

## Arcane Weapon



You channel arcane energy into one simple or martial weapon you're holding, and choose one damage type: acid, cold, fire, lightning, poison, or thunder. Until the spell ends, you deal an extra 1d6 damage of the chosen type to any target you hit with the weapon. If the weapon isn't magical, it becomes a magic weapon for the spell's duration.

As a bonus action, you can change the damage type, choosing from the options above.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you can maintain your concentration on the spell for up to 8 hours.

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**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 hour

*Transmutation*