

MAGIC WEAPON

2nd level transmutation

⚙ Casting Time: Bonus action

🎯 Range: Touch

⌚ Duration: ☉ 1 hour

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

You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.



VERBAL



SOMATIC

MATERIAL

PLAYER'S
HANDBOOK

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