

# Magic Weapon



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.

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## Magic Weapon



**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S

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

*Transmutation*