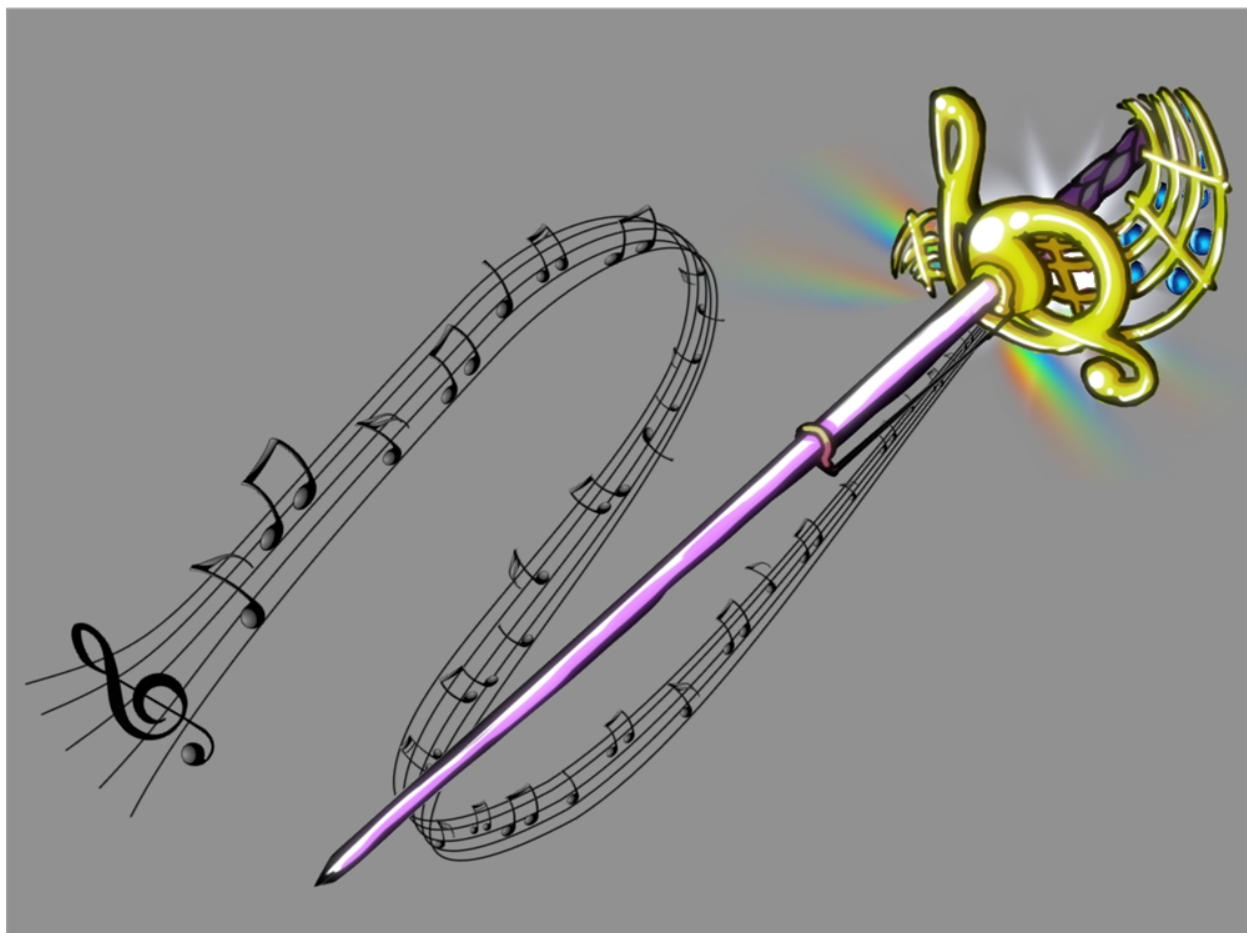


# The Awakened Requiem

Version 1.00 (October 2023)

<https://www.dndbeyond.com/magic-items/7442647-the-awakened-requiem>



*Weapon (rapier), very rare (requires attunement by a Wyrin, the Herald of Aboccoba)*

The Awakened Requiem is a magical rapier of unparalleled elegance and power, an exquisite masterpiece that seamlessly marries the art of music with the deadly grace of a blade. An item created to harness the power of music and its wild nature. With the beautiful care and finesse of the weapon, it can be used as a bow for an instrument or as a deadly weapon. With the wild magic from Aboccoba and harnessing the strength of the realm, this weapon is the key to accessing Verrona and Exynn through the Gates of Pejalan deep within Vacill. Although there may be a way to strengthen it further.

You have a +2 bonus to attack and damage rolls made with this magic weapon. When attacking this weapon deals its normal 2d8 **Piercing Damage**, and also a musical strike of 2d8 **Thunder Damage**.

The weapon's hilt is that of a treble clef and the music staff wrapping around the handle is now filled with the Wild Magic of Minaria granting this weapon full magical abilities. Below are the new abilities that the strength of Aboccoba and Minaria itself grants the attuned user.

**Melodic Arcana.** This weapon now allows the user to cast these spells, each once per day (using the charges), and can be cast again using spell slots.

- **The Strength of Talos** (*Elemental Weapon* - can only choose Elements of Minaria: **Fire Damage**, Water/**Cold Damage**, Wind/**Lightning Damage**, or Earth/**Bludgeoning Damage**)
- **The Arcane Power of Zehir** (Zehir's Vitriolic Sphere)
- **The Light of Aboccoba** (*Beacon of Hope*)

**Musical Evocation Chord.** Spells that are cast by the attuned user use music for its arcane strength. The attuned user can use a bonus action to prepare the next spell to help protect chosen creatures. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Proficiency with a rapier allows you to add your proficiency bonus to the attack roll for any attack you make with it.

*Notes: Bonus: Magic, Damage: Piercing, Damage: Thunder, Each Spell given can be used once for free per long rest but can be cast afterward using spell slots., Wyrin, the Herald of Aboccoba, Damage, Combat, Finesse*