

# Minaria's Masterpiece

Version 1.01 (November 2023)

<https://www.dndbeyond.com/magic-items/7445034-minarias-masterpiece>



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*Weapon (rapier), artifact (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. This weapon is at the peak of magical power having direct strength from Aboccoba herself.

You have a +3 bonus to attack and damage rolls made with this magic weapon. When attacking this weapon deals its normal 3d8 **Piercing Damage**, and also a musical strike of 3d8 **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*)

**Minarias Song.** This weapon now having the essence of Minaria can use one of these abilities once per long rest.

- **The Allies of Talos** Each of the True Elemental Guardians can be summoned, as long as they are alive. Each one is a true summon meaning that if they fall in battle (reach 0 hit points in a battle) they die and can not be summoned back. The attuned user can see the stat block of each of the living guardians.
- **Zehir's Infinite Magic.** The attuned user has 10 spell points and can restore spell slots equal to the number of spell points. For example, the user can recover 2 level 5 spell slots or another example of 5 level 1 spell slots, a level 2 spell slot, and a level 3 spell slot.
- **Aboccobas Pressense.** For the next minute, a 30ft radius of light appears around the attuned user, and each ally creature of the user's choosing gains the following effects. These effects end if the attuned user is **Incapacitated**.
  - **Harmonious Aura:** Each selected creature regains 1 hit point at the start of each round.
  - **Tuning Aura:** Each selected creature has advantage on saving throws against spells and magical effects.
  - **Crescendo Aura:** Each selected creature gains an additional 1d8 **Radiant Damage** for each melee weapon attack.

**Musical Evocation Choir.** Spells that are cast by the attuned user use music for its arcane strength.

The attuned user always has all Evocation spells that would damage her chosen allies and never deal damage towards them, although subsequent effects still affect them. For example, if a spell has an affected area leaving difficult terrain the allies are still affected.

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*