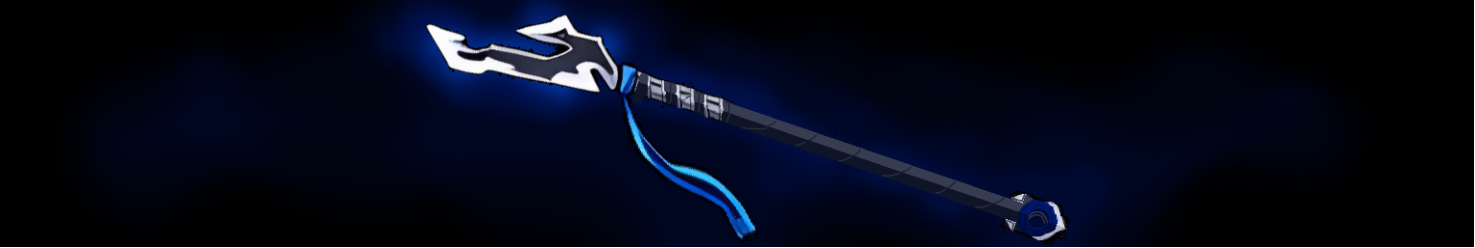


Asirai

A lonely spear, that waits quietly for a call of a silly little star...

In reality, **Asirai** is an **energy tool**, that resonates with all the surrounding **stardust**.

...If you hold it in your hands long enough, you might faintly feel, just for a second...
Its emotions.



- Description
 - Past
 - Philosophy
- Characteristics
 - Battle
 - Starbound
 - Warcraft III
 - King's Bounty
 - Skills
 - Encharge
 - Dash
 - Abilities
 - Unbridled Energy
 - Unbridled Energy in Genshin Impact
 - Starsoul
 - Mental Bond
 - Sleeping Artifact
- Checks
 - Intellect
 - Analysis
 - History
 - Magic
 - Nature
 - Religion
 - Wisdom
 - Perception
 - Survival
 - Medicine
 - Insight
 - Animal Care
- Set
 - Call of Enternia
 - Waking Dream

- [Call of Enternia in Warcraft III](#)
 - [Alternia Aspect](#)
 - [Enternia Aspect](#)
 - [Intension](#)
- [Call of Enternia in King's Bounty](#)
- [Call of Enternia in Genshin Impact](#)

Description



A long hollow metallic spear, woven from stardust. The blade is split in two and acts as a kind of energy resonator, allowing the spear to both convert accumulated energy into electricity and be attracted to it.

A ring at the end and a gap at the beginning make it easy to attach the spear pretty much anywhere.











Past

A scarf of star matter was tied to it by one of its former owners, known as Stardust Orchid, or simply a little star. She became Asirai's very first companion - she showed him the world, played with him, went on various adventures, until one fateful moment they parted, and the spear began to wander in search of a new owner.

Philosophy

-  **Memories:** This sharp double-ended spear fills its targets with electric tension.
-  **Dreams:** It feels like its missing something. Stardust, perhaps?..

Characteristics

- Author:  **Ceterai**
- Version: **1.0**
- Item type: **Weapon**
- Weapon type: **Polearm, Spear**
- Level: **5** (*My Enternia, Warcraft III, King's Bounty*) (*Starbound*: **7**)
- Class: ★★★★★ (*My Enternia, Genshin Impact*)
- Rarity:  **Legendary** (*Starbound*)
- Advantage:  **Element mastery** (*Genshin Impact*)
- Energy:  **Alternia** (*My Enternia*)
- Element:  **Electricity**
- Materials:
 - Soul:  **Starfire**
 - Spear:  **Starsteel**
 - Shawl:  **Starmatter**
 - Resonator:  **Crystal** (any crystal will fit)
- Length: **3.2** m (~**10.5** ft)
- Weight: **2.8** kg (~**6** lbs)
- Properties:
 - **Reach**
 - **Long** (for short creatures)
- Cost:
 - **52800**  **Gold Coins** (*King's Bounty, D&D*)
 - **16000**  **Credits** (*My Enternia*)

- 10000 ✨ **Stardust** (*My Enternia*)
- 26400 🖼️ **Pixels** (*Starbound*)
- Power sources:
 - ✨ **Stardust**
 - 💎 **Crystals** (any kind)
- Growth:
 - Starting growth level: **0**
 - Max growth level: **4**
 - Starting **energy**: **0%**
 - Charge the spear and let it have a **long rest** to **upgrade** it to level **1**.
 - Tie up a **shawl** or a **handkerchief** of yours to it, and the spear will **remember** you.

Battle

- Damage Type: **Physical**
- **Hits**:
 - piercing: **1d8**
 - slashing: **1d6**
 - crushing: -
 - chopping: **1d8**
 - bludgeoning: **1d2**
- Set: **Call of Enternia**

Starbound

- Attack: **8**
- Attack 🌀: **4**
- Attack Speed: **125%**
- Ability: **Unbridled Energy**, **Encharge**
- Special: last attack in a combo of **4** attacks launches forward clouds of 🌀, dealing **4** damage to the enemies.

Warcraft III

- Attack: **+4**
- Attack : **+12%**
- Attack Speed: **+25%**
- Ability: **Unbridled Energy**
- Energy: **+4** 💎
- Set: **Call of Enternia**

King's Bounty


- Attack: **+4**
- Attack of Lightning Spells: **+12%**
- Initiative: **+1**
- Special: **Encharge**, **Moral**, **Sleeping Artifact**
- Set: **Call of Enternia**

Skills

Active artefact abilities that can be affected by your magic potential, and that can be strengthened with [magic](#).

Encharge

1st artefact growth level

Hold the spear tightly in both of your hands, and it will start to charge with [energy](#), taking away the static from the environment. Every action, the spear recharges by **25%**, every bonus action - by **10%**, every minute - by **50%**. While charging, any enemies in a **5** feet radius will receive **1d4**  [electric](#) damage.

Dash

2nd artefact growth level

The spear makes an [energy](#) discharge, launching it forward $\sim 4 \times \text{growth level}$ meters max (and you together with it).

Spends **50%** [energy](#) for every **4** meters, your spell slot.

Minimal slot level is equal to $\text{distance} / 4$, so for a 12 meter dash you'll have to spend a level 3 slot minimum.

Activation time: [bonus action](#)

3rd artefact growth level

You can divide the dash cost between multiple spell slots, and also between slots and [energy](#).

Abilities

Passive artefact abilities.

Unbridled Energy

0th artefact growth level


Asirai can collect energy from all electricity, lightnings and stardust.

If collected energy **exceeds 100%**, it will start decreasing at a rate of **1%/minute**.

Collected energy cannot exceed $100\% + 25 \times \text{growth level}\%$.

Long rest replenishes the energy up to **100%**.

2nd artefact growth level



Every landed hit on the enemy with energy exceeding **100%**, Asirai additionally deals **1d4**  [electric](#) damage and spends **15%** of its charge.

4th artefact growth level



Increases damage dealt to enemies with  [electro](#) /  [pyro](#) effects by $5\% + 1 \times \text{growth level}\%$.

Unbridled Energy in Genshin Impact

Increases damage dealt to enemies with  [electro](#) /  [pyro](#) effects by $5 - > 10\%$.

Causing an [Overload](#) or applying  [electro](#) /  [pyro](#) effects on enemies without these effects will create an [elemental particle](#) and apply the **Overtension** status:

Can sum up to **5** times, every charge lives for **5** seconds. For every charge:

- Increases received damage from [elemental reactions Overloaded](#) and [Electro-Charged](#) by $100 - > 200\%$ of your elemental mastery.
- [Overloaded](#) deals all enemies in a small radius  [Electro](#) damage equal to $25 - > 50\%$ of base attack and sets them on fire (applying strong  [Pyro](#)). Reaction cooldown is **1s** min.

Character presence is not required for the ability to work.

0th artefact growth level

Asirai lost a lot of energy and is currently fainted. Recover all of its **energy** and let it have a **long rest** to increase its **growth level** to **1**.

1st artefact growth level

Asirai is powerful enough to gain **partial sentence** again.

Mental Bond

Asirai can't talk, but you can feel its emotions, and it can understand you.

Sleeping Artifact

In the **King's Bounty** version of this spear, **Starsoul** and the artefact growth are both part of the **Sleeping Artifact** trait:

- **Asirai** - corresponds to Asirai of **0th** growth level
- **Asirai (+1)** - corresponds to Asirai of **1st** growth level
- **Asirai (+2)** - corresponds to Asirai of **2nd** growth level
- **Asirai (+3)** - corresponds to Asirai of **3rd** growth level
- **Asirai (+4)** - corresponds to Asirai of **4th** growth level

Checks

Information below can be revealed to the player after a **critical success** or a result ≥ 20 .

If the player rolls a smaller number, a smaller amount of information is revealed, a part of it, or the information in an encrypted or distorted way.

A **critical success** with a high bonus (result ≥ 30), or any **additional powerup**, additional information can be revealed, for example **future abilities** or **thoughts of the spear**.

Intellect

You're trying to figure something out, while focusing on the spear. It feels as if it's trying to help you with that.

You realize that this spear can be evolved using any  **crystals** or  **stardust**.

Analysis

You study the spear by gathering and analyzing all information available to you.

Reveals the **description**, all **characteristics**, current **state** and current **skills** of the item.

History

*Reveals the **past** of the item.*

You realize that the spear has already gone through many owners. But it seems like this isn't a coincidence.

Magic

Use magic when casting abilities to try to **strengthen** it! Or make it **less powerful** instead.

If thrown to **heal the spear**:

Nature

You realize that this spear is indeed not a natural object - it was **smithed**.

Religion

You realize that this spear **is not part** of any religion or faction known to you.

Wisdom

Reveals the [philosophy](#) of the item.

You realize that the spear reacts differently to your **thoughts, memories** and **dreams**.

Perception

You carefully examine the spear, feel it out and experiment with it a little.

Reveals current [abilities](#).

You realize that some ✨ [stardust](#) got stuck to the scarf. (one-time use)

Survival

You try to fix the spear in any way available to you

Reveals what care the spear needs - is it scratched, charged, sharp?

Medicine

You're trying to remember everything you know about weapon fixing and artifact cleansing.

If the spear is physically damaged, roll [survival](#) to understand what to do.

If it struggles from **magic** or **energy** damages, roll [magic](#).

Insight

You're trying to understand the spear's real intentions through its movements and emotions...

You realize that the spear is **truthful** to you and isn't trying to deceive you. (needs **1**-st growth level)

Animal Care

You carefully look after the spear, like after your... pet? The spear feels that, and accepts you.


You can feel small vibrations coming from the spear. Is it... **purring**?.. (needs **1**-st growth level)

Set

Asirai is part of a set of artefacts, most likely unreachable ones.

Call of Enternia

After putting on Stardust Orchid's artefacts, you feel as if you're partially descending into a dream... And with it, you feel a surge of power.

- Attack : +1
- Sorcery Points: +1
- Proficiency Bonus: +1
- Maddness: Waking Dream

Waking Dream

The majority of time in stressful situations you spend, partially descended into a dream.

As a consequence, you don't always remember what you've done, and **50%** of the time you don't remember **your last battle**.


Call of Enternia in Warcraft III

Set effect depends on acquired memory and dream points.


Memory points increase the  **alternia** aspect, dream points - the  **enternia** aspect.

Alternia Aspect

2 (memories):

- Attack : +8%
- Passive: when a target is hit with an electric attack, applies **Intension** status to the target.


4 (memories):

- Attack : +16%
- Passive: when a target is hit with an electric attack, applies **Intension** status to the target.


6 (memories):

- Attack : +20%
- Passive: when a target is hit with a spell/electric attack, applies **Intension** status to the target.

8 (memories):


- Attack : +28%
- Passive: when a target is hit with a spell/electric attack, applies **Intension** status to the target.

10 (memories):

- Attack : +32%
- Attack: +1 for every excessive energy point
- Passive: when a target is hit with any spell or attack, applies **Intension** status to the target.

Enternia Aspect


3 (dreams):

- Attack : +8%
- Mana: +8%


6 (dreams):

- Attack : +**16%**
- Mana: +**16%**

9 (dreams):

- Attack : +**24%**
- Mana: +**24%**

12 (dreams):



- Attack : +**32%**
- Mana: +**32%**
- Attack: +**1** for every excessive dream point
- Passive: using any spells damages you by **10x** the amount of excessive dream points.

Intension

Electric status, increases any electric damage received by target by **10%**, decreases defence by **1**. Life time is **4s**.

Call of Enternia in King's Bounty

Once the artefacts have been brought together, you start to hear your dreams calling out to you. They want to fuel your powers through a... fusion.


- Attack : +**32%**
- Attack : +**32%**
- Mana: +**12**
- Minimal mana: +**8**

Call of Enternia in Genshin Impact

2 artefacts:

-  Elemental mastery: +80

4 artefacts:

-  Elemental mastery: +80
- Adds **1%** damage of any type for each **1%** of according resistance.
- Reduces the amount of artefacts, needed to activate bonuses of other sets, by **1** (minimum **1**).