

FLEURTIDE

Fleurtide is a natural Adventurer. A quintessential type-a personality, they are action-first Adventurers with endless reserves of energy and can always be found at the head of a pack. They have the natural grit, competitive desire, and burning passion to be first in all things. Socially, the Fleurtide's personality is contagious and they strive to make quick friends with other Adventurers, often successfully. They can be aggressive when more rational party members mistake their desire for speed as impatience. The Fleurtide is inexorable, and will sometimes put their desires and goals above that of the party. To the Fleurtide, there is only one way forward—their way, right now, with everything they have. Destiny pulls Fleurtide in a singular direction their whole life, and that is the only justification a Fleurtide needs to uproot everything they are and run.

As the youngest element of Vibe, Fleurtide shines the brightest. They are the wide open flame of a bonfire as it soars after being doused with oil or gas. Fleurtide is a high-tempo song in a rowdy tavern with drinks flowing and infectious dancing. It is easy to get caught up in their passionate disposition. Their aura reaches the furthest into their social circle and can easily engulf those who dare venture too close. Party members may find themselves dedicated to a Fleurtide cause without motivation or explanation—It's just the right thing to do. Regardless of a party member's motivations, the Fleurtide can see their own desires reflected in them, as if they are looking in a magic mirror. As a result, party members around the Fleurtide feel as though they have "found" themselves when around the Fleurtide, and the Fleurtide can cultivate this realization toward its own goals.

MANIFESTATION

Fleurtide manifests in Aroria as the Flaming Ram. It's coat is typically snow white, representing the purity of simple truths, and the horns are flaming, showcasing the leading passion Fleurtide follows throughout their life. The Flaming Ram can appear to Fleurtide adventures at a life changing moment or decision. It is a call to action, a symbol that destiny is inviting the Fleurtide to pursue their passion regardless of consequences. It does not appear randomly or out of place. It would not appear on the open sea or on an airship. The Flaming Ram prefers to manifest among a herd of sheep, a sign to stand out in the crowd or go against the grain, or alone on a mountainside, a call of determination for a road less traveled.

For players, seeing the Flaming Ram is the reason many Fleurtide choose to become Adventurers, using it as an excuse to set out on the open road. Sheltered Fleurtide may be seeking the Ram while searching and looking for destiny and purpose. Finally, it can be a reason for characters to stop Adventuring, recognizing a new pursuit is more important than their vagabond lifestyle.

For gamemasters, the Flaming Ram can demand a change out of indecisive players, allowing them to take the stage and create character defining moments. Fleurtide NPCs may easily justify their actions because of an encounter with the Flaming Ram. Alternatively, all Adventurers in Aroria should have heard of the Flaming Ram and parties who lack a Fleurtide among them may witness the Flaming Ram at pivotal moments in your campaign.



BONDS AND FLAWS

Regardless of their Ruler, all Fleurtide Signs share similar ideals and flaws. Determining your Bond and Flaw can be achieved one of two ways—randomly or by design. Only you can choose what is right for your player character. To randomly select your Bond, roll 1d4 and consult the Fleurtide Bond Table below. To randomly select your Flaw, roll 1d4 and consult the Fleurtide Flaw Table below. Otherwise, you may choose the Bond and Flaw that best fits your desired character concept.

Fleurtide Bond	
1	Something calls to me. I will seek it in this life and the next.
2	The two most valuable things in the world are the admiration of a crowd, and the gratitude of a friend.
3	I love a good race, or any competition for that matter. I believe you don't truly know someone until you have competed against them.
4	I have a patron that supports my adventuring lifestyle. We don't always agree, but their gold keeps me on my path.

Fleurtide Flaw	
1	I am the greatest Adventurer to ever live, and I will prove it— one way, or another.
2	The third option in negotiations is to fight. Right after doing it my way, and them getting out of the way.
3	You are either with me, or against me— there is no inbetween.
4	I am easily frustrated when asked to wait and will do everything in my power to avoid it.

SPECIAL | VERNAL EQUINOX

The Vernal Equinox falls on the new moon of Fleurtide. It marks the first day of spring, the start of a new year, and is one of two days during the year when day and night are the same length— Autumnal Equinox. Fleurtide Signs always have the chance to be born on the Winter Solstice.

To determine if your Fleurtide Adventurer was born on the Vernal Equinox, roll 1d20. On the result of a 20 on the die, your date of birth becomes the 1st of Fleurtide, you are Cusping on Frostwane, and when you start your turn with more than 0 hit points, you gain 1d4+1 hit points.



ZODIAC ASSOCIATION | ARIES

WEAVE | VIBE

COMPATIBILITY | PYRIUM, RUSTIUM

SYMBOLGY | FLAMING RAM

FLEURIDE MANIFESTATION BY  STEPHEN NICKEL

FLEURTIDE

Gargantuan Celestial (Titan), Lawful Neutral

Armor Class 23 Natural
Hit Points 533 (26d20 + 260)
Speed 30 ft., 60ft. Fly

STR	DEX	CON	INT	WIS	CHA
30 (+10)	22 (+6)	30 (+10)	18 (+5)	25 (+7)	22 (+6)

Saving Throws STR +18, CON +18, INT +13, WIS +15
Damage Resistances Poison, Psychic
Damage Immunities Radiant, Fire, Bludgeoning, Piercing, Slashing from Non-Magical Weapons
Damage Vulnerabilities Cold
Skills Athletics +18, Arcana +13, History +15, Nature +13
Passive Perception 17
Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Poisoned, Stunned, Exhausted
Senses Truesight 300ft
Languages All
Proficiency Bonus +8
Challenge 26 (90,000 XP)

ACTIONS

Multiattack. Fleurtide makes three attacks, one with its Hooves, one with its Horns, and one Flaming Vibe

Hooves. Fleurtide crushes a creature within range. +18 to hit, range 20ft, 26 (3d8 +10) Bludgeoning damage. If the creature is Large or smaller, the creature makes a Strength Saving Throw. On failure, the creature is pushed into the ground, knocked Prone, and Restrained. On a successful save, the creature is pushed back 10 feet.

Horns. Fleurtide gorges a creature within range. +18 to hit, range 10ft, 30 (5d8 +10) Bludgeoning damage. If Fleurtide moves its full movement in a straight line before making this attack, the creature takes an additional 22 (5d8) Bludgeoning damage.

Horns. Fleurtide crushes a creature within range. +18 to hit, range 20ft, 26 (3d8 +10) Bludgeoning damage. If the creature is Large or smaller, the creature makes a Strength Saving Throw. On failure, the creature is pushed into the ground, knocked Prone, and Restrained. On a successful save, the creature is pushed back 10 feet.

Flaming Vibe. Fleurtide hurls a fireball at a point it can see within 120ft. All creatures within 20ft of the point make a Charisma Saving Throw (DC 23). On failure, the creature catches fire and takes 14 (3d8) Fire damage at the start of their turn. Creatures who are on fire in this way have disadvantage on Attack Rolls and Ability Checks and may repeat the Saving Throw at the end of each of its turns, ending the effect on a success.

SPECIAL ABILITIES

Divine Form. Fleurtide's Avatar form cannot be altered by magical means unless it chooses to allow it. Once summoned, Fleurtide cannot be forced from its current plane of existence unless it chooses to allow it. Fleurtide can choose to be any size, from Tiny to Gargantuan, but is always treated as if it were Gargantuan.

Element: Vibes. Fleurtide automatically succeeds on any magical or non-magical effect that forces a Charisma or Constitution Saving Throw. Spells of 5th level and lower have no effect on Fleurtide, even if cast using a spell slot of a higher level. Fleurtide's attacks are magical.

Scorching Earth. When Fleurtide drops to zero hit points, or its purpose is complete, the Avatar explodes and each creature within 60ft must make a Charisma Saving Throw (DC 23). On failure, creatures take 70 (20d6) Fire damage and 70 (20d6) Psychic Damage or half as much on a successful save. Creatures and objects that drop to zero hit points in this way are turned to dust.

Siege Monster. Fleurtide does double damage to structures and objects

Hot-Headed. Creatures who strike Fleurtide with a melee attack take 1d8 Fire damage. Fleurtide is vulnerable to Cold damage.

Psychic Breath (Recharge 5-6). Fleurtide breathes Vibes in a 90-foot cone. Each creature in that area must make a Charisma Saving Throw (DC 23). On failure, creatures take 40 (10d8) Psychic damage and 40 (10d8) Fire damage or half as much damage on a successful one.

Legendary Resistance (4/Day). When Fleurtide fails a Saving Throw, it can choose to succeed instead.

LEGENDARY ACTIONS

Fleurtide has 4 legendary actions per round of combat, it can use any of its attacks or choose from the following:

Flare. (2 Actions) Fleurtide releases a flaming cloud of smoke in all directions. Creatures with 30 ft of Fleurtide take 14 (3d8) Fire Damage and make a Constitution Saving Throw (DC 23). On failure, the creature is Blinded until the start of its next turn.

Cauterize. (2 Actions). Fleurtide ends all conditions on itself and gains 20 (2d20)+10 Hit Points.

Charge. (1 Action) Fleurtide takes the Dash action.

SUMMONING RITUAL

Those who summon Fleurtide are seeking strength, power, and the sheer force of will to achieve their goals. The raw power of the Flaming Ram can be summoned from anywhere in Aroria, but simply calling to and wanting something is not sufficient to bring Fleurtide to your side, one must convince Fleurtide that your cause is worthy. To summon Fleurtide, complete the following steps.

STEP ONE

Begin at dawn. Travel a stretch of road that is at least 10 miles long that leads to a fork in the road. Where the road meets the fork, construct an altar using only ram horns.

STEP TWO

Over the altar, lay an article of clothing or piece of equipment you were wearing when you died for this cause, a reminder of why you began this journey, and all things that hold you back.

STEP THREE

On the back of an Ancient Red Dragon's Scale, use adamantine to carve a command to Fleurtide that will resolve your cause. This command must be fewer than 25 words and accomplished in your lifetime. Place the dragon's scale and adamantine on the altar and douse the entire altar with water from a non-magical source.

STEP FOUR

Light a single candle and place it at the base of the altar, do not add oil, do not use magic, do not coax the fire in any way.

STEP FIVE

Speak out loud and state your case to Fleurtide. Convince a ruling power of the universe to come to your side, do your bidding, and fight for your cause. Speak with passion and conviction and demand the stars burn for you.

This works best if you are a Fleurtide and speak Celestial. As you speak, the altar will begin to burn, if it is consumed in full, Fleurtide will appear to you. Fleurtide will remain until the task written on the dragon's scale is complete or it has been reduced to zero hit points. If the candle has been lit, but the altar has not been consumed by sundown, the altar bursts into flames as per Fleurtide's Scorching Earth feature and you may never attempt the summoning of Fleurtide again.