\frAraceli Background

Appearance

Araceli is a member of a sort of Wilden race. They are commonly confused with Wildens however they differ in several crucial ways. While Wildens are self-contained beings Araceli’s race are tied to a tree throughout their existence. The tree bares limited fruit and from eat fruit a singular being spawns, once that “child” of the tree completes their life, ie dies another awakens with the memories from the previous life. The child has, within it a seed known as the “nature’s heart” if in the correct location with the correct conditions another tree will grow, giving birth to another of her race. Araceli’s appearance is not unflattering, she has a female figure which is wrapped with large swathes of leaf and greenery. In spring and summer Araceli flowers and large pink and violet blossoms appear on her upper body. In autumn Araceli can wither slightly and the edges of her botanical being can crispen and in the early morning they can crunch like autumn leaves underfoot. Most people see her the same as Wildens however the differences stem from her isolation within the fey realm and longer evolution in the Fey Wilds, the subtle differences are mainly noticed by Wildens or others knowledgeable about the Fey Wilds.

Backstory

Born to an isolated group of Wildens in the Fey Wild Araceli was a favourite within her community for her inquisitive nature and a favour born out of sympathy. While most of her kind have many fruits on their mother tree (50-70) Araceli unfortunately had only 20. The others around her handled her with care and successfully allowed Araceli to live 18 long and prosperous lives. She was not however to train with the similarly skilled warriors within her community and so has not grasped the advanced methods of combat.

During her previous lives Araceli was a commander of a small squad. She had had friends in the island, namely Anatasia and Fretha. Fretha was lost in battle with her tree consumed by the blight, early in the confrontation. Fretha’s final body grew to be old but was finally lost in a costly battle for which Araceli was promoted to commander. In an altercation in one of the many orchards that

In her most recent life her community was expelled from the Fey Realm due to an impurity in the forest. Araceli begged adventurers to help her and their village to clear this impurity and allow the forest to return to the Fey Realm. In succeeding she decided to explore this world for the remainder of this life, resolving issues and contention wherever she finds it. Unfortunately, because the forest with her mother tree has returned to the Few Wilds without her the situation with her one remaining life is a mystery. Another Araceli could have spawned the instant she was disconnected in the mortal world or the tree could have withered. Or perhaps the system has not been affected and Araceli has another life to lead once her body has died once again.

Personality

Araceli is an inquisitive person, forever searching for the workings behind people and their actions. She is kind at heart and wants to bring resolution to problems. Though she is not opposed to violence Araceli has learned from several lives that violence is most helpful as a last resort or to come from nowhere. She frequently masks her emotions in confrontation and though trustworthy to friends, she is not above lying to an adversary to gain a combat advantage. With the confusion surrounding her final life Araceli is also cautious when her life is on the line and has grown a new appreciation for the fear of death.