The wood elves

A while ago, most of the party was captured by the forest. When they got captured, they turned into wood elves from before the fall. When they got there, they were part of an adventuring party with more wood elves trained in the following classes, which may not be fully accurate because of my memory:

Explorer

Rank 1
Reflexes: resist skill tags on your limbs

Swimming

Wildstep

Rank 2
Evasion

Choose 1

Vigilance

Dungeoneering

survey

Archer

Rank 1
Archery training: you can block strikes with a bow without it being unstrung, and you can shatter your bow to block breath weapons

Wildwend: While in wilderness, you may tune to the mana type of the biome you are in; while tuned you have Healing Factor; Lmtd. Wildstep out of combat and for that biome only; and, if you have Arcane Archery, gains you the slot for that spell at no mana cost

Banding

Rank 2
Arcane archery: 1 Mana (Enc, Per Spell). Invoke, call “Arcane Archery: [spell name]” and throw an arrow to cast a spell in place of that arrow. You may choose from any basic ray spell in the standard classes; each ray type used costs one mana for the encounter, with additional mana for each additional ray spell

Choose 1
Warding: 1 enc mana, passive warded arrows

Weaving: 1 enc mana, passive magic arrows

Multishot: You may throw up to three arrows or ranged weapons at a time by calling “multishot” followed by the same calls you would normally use for damage and delivery

Mediator

Rank 1
Vitals pacify

Vitals disable

Check alignment

Rank 2
Bardic lore

Choose 1

Vitals protection: resist vitals skills/spells

Lie

Bardic speech and storytelling

Scout

Rank 1
Martial arts

Disarm

Scouting

Rank 2
Avoid

Choose 1

Trace

Scout ahead

???: ???

Leader

Rank 1
Skill share

Rebuke

Check status

Rank 2

Rallying cry

Choose 1

Drillsargent

Fellowship

???

Hunter

Snare

Hide

Advanced senses

Rank 2
Favored enemy

Choose 1

Shadow step

Slay vitals

Beast lore

Shield

Rank 1

Hack

Improved strength

Unfazed

Rank 2
Triumph boost

Choose 1

Spelturning shield

Vitals protection

Weapon maintenance: 10 min ritual, repair shattered weapons

Rage

Rank 1
Endure

Threat vitals

Weathered

Rank 2
???

Choose 1

Missile weapon resistance

Vigilance

Flow state

Balancer (life/death)

Rank 1
Medicine ball

Stitch ray

Summon the dead or resurrect

Rank 2
Crown of cleanse

Choose 1

Summons

Rebirth

Cure illness: 10 min ritual, remove all negative effects

Spiritualist

Rank 1
Spirit bury

Spirit guide

Spirit shield

Rank 2
Crown of fear

Choose 1

Haunt lore

Shiver

???

Nagual

Rank 1

Wild shift

Animal shape

Wilderness healing

Rank 2
Wild shape

Choose 1

Regeneration touch

Metamorph

Wild energy

Divine speaker

Rank 1
Might strike

Jumpstart heal

Oracle

Rank 2
Ward

Choose 1

Dispel magic

Exorcism ritual

Bardic sense

elementalist

Rank 1
Either fireball, thunder ball (knockout), or treeform ball

Either flame ray, lightning ray, or empathic ray

???

Rank 2
Either crown of vines, flames, or blizzard (iceball)

Choose 1

Deal lightning magic, fire magic or magic

Resist lightning magic, fire magic or wild magic

???

They first went on a mission to deal with guards from falnorian that were attacking and burning the forest, and disrupting the balance. Now is a good time to tell you that balance is a very important part of wood elf society. For example, if someone is to commit genocide then they are to heal as much people of a certain goverment or relegon as possible. So, they went to the guards, who did not speak wood elven, and had illion elves among them. There was a time in history where the illion elves committed mass murder on the wood elves from what I heard that the wood elves said. Because of the balance, wood elves kill illion elves on sight. Anyway, the party told me that they killed the illion elves, but the rest of the falnorian patrol knocked the party out. The next mission we did was to defend the house of ground and starlight, which was apparently a faction in the wood elf city. The characters told me they defended them, but failed, then they got healed and defended them again. They told me this time they succeeded. The house of ground and starlight made a ritual to get the characters back to modern times once they told its members about what had happened. Then they decided to run away because the fall was going to happen soon. They told me about a few things that were in their way. First, there were some traders that asked why they were leaving, but they just ran past. Then this hydra with wyvern breaths and poison cooked them (literally!). They healed, though, and next encountered some priests that they just ran past. I also forget: in the encounter with the traders, they told me, one of the party members actually went back to the city. Finally, they found a lot of vines, wolfwers, fairies, soldiers from gildmar (one of which was doing some weird ritual), the forest spirit and a C.O.D. (court of darkness) member telling the forest spirit to kill us. The party told me that the forest spirit’s vines were binding people and they were losing, but then they house of ground and starlight ritual went off, and everything went back to normal. I hope that this chronicle is some help to the rest of camp, and farewell.