Today's electives were canceled due to an author's visit, so i can only tell you what happened in club.

We started by trying to fend off/kill a size 10 giant sloth with a 30ft withering aura (I forgot the speed, but I remember it was quite fast; an incredibly short encounter aged us 7 years). We started off by getting all dropped. in the second try, we had our healer do a "i seize your life" sorcery on it, which worked.

Possible giant sloth stats
hp: ?, Size: 10, AV: 4, dragon scales, monstrous / giant strength?, 30ft withering aura, tusks played with katanas / ninjatus (not sure) with weapon mastery. Resistant/Immune/Hexproof to most spells, although our healer sorcery seemed to work.

Second mission: burn down the forest
Our goal was to stop the forest from reaching the rope line for 10 minutes. There were rainforest armored beasts, rainforest wolfwer, living vines, rainforest common beasts, and rainforest serpent beasts. I will show the stat modifications below

Rainforest armored beast:
Base armored beast + spellturning armor and impale, tusks used as hands played with ninjatus.
Rainforest Wolfwer
Base wolfwer + Berserk, imp. healing factor.
Living vines
1 HP, immune to unconsciousness, average intelligence, earthbind touch, passive magic terror. Sometimes they have earthbind aura, sometimes they have desecrate, and sometimes they have a weird soul binding thing; I don't understand it.
Rainforest common beast
Base common beast + Take all wild magic as healing, AV3, tusks played with wakizashis.
Rainforest serpent beast
Basea serpent beast + Imp. Devour. (these are new, probaly more stats)