Club
In club we started by investigating the black fairies (they have been helping us so far) outside of the camp that looked urgent. They led us through a few encounters, until we reached the there encounter. There was one figure in a black cloak, who was a witch. There was multiple green and red fairies, along with the black fairies. The green & red fairies seemed to only attack the black fairies, along with the elementals. The witch spirit was quite powerful, it had a sorcery that seemed to let it not take things (sorcery words "i defy force"), a sorcery which was just "you die", and a sorcery that let it destroy the bodies ("i destroy you"). We eventually won the encounter. The witch spirit also was *very* defensive of its fairies. The witch spirit also had visions of green and red monsters destroying the swamp. (I forgot the details, I can probably ask someone after spring break). The witch spirit was also size 1 or 2, vaguely humanoid.

The second mission was to imbue the stonework on the wall. The baddies each had 2 reinforces, and after those, they would switch to their second monster. They started as volcano monsters, then forest. There was also monsters like the common beasts except instead of forest they would be volcano, along with the other rainforest variants. I do not know much of the stats, but it seemed to be more focused on the *spells* of pyromancer, while the forest ones were more just buffed.

Electives
In electives we did a mission to transport the crystalline across the greenwall for enchanting. By my recollection, there were no encounters on the way. There was one R2 diviner goodiebaddie —a baddie in orange— who, of course, had Dispel Magic. It was mostly just generic forest monsters. There was 2 caravans in each wave. On the first wave, we lost one caravan to a medicine ball. The rest of the waves were complete successes.