To those who come after me, or those of my party who seek a refresher: I'm not entirely up to date on what has been happening around here or why we are in this situation as I have been gone for some time. However this is what I do know: There was an attempt to tap into the ley line that runs near here and it exploded. In addition to the expected amount of magic in the air, mana seems to have taken root in biomes it should not.

Below I will provide a brief outline of the missions I assisted with, and after that a more detailed description of things worth noting.

Establish a perimeter around Teakin Lay Tap
The purpose of this mission was to secure an area for those who can fix the magical damages done to this area to work. First we encountered crabs about the size of a dwarf with purple crystalline plating on their claws. None of us know magic yet, but I expect they will react to spellcasting. They also have the capability to break limbs, which I unfortunately found out first hand. After that, we encountered some sort of serpent beast (I believe), with spells and a bite that left me feeling ill even after assistance on the field. The last set of creatures we cleared out were dessert gremlins. We had been warned that using magic against them would heal them, so I can only assume the magic in the air was the reason they kept getting back up.
At the cost of a few deaths in the party, this mission was fully a success. I expect we will get an update on it's status when we next go out.

Escort Taekiri folk for elemental-rash treatment
The purpose of this mission was to bring people from Taekiri to our healers because they did not have the capability to treat elemental-rash on their own. First we encountered more dessert gremlins. These too were dragging themselves off the ground and attacking again with no assistance. Next we found a large number of slimes, at least one with sorcery. A large number of our party died to them or was devoured before they could be rescued, but fortunately we found the healers we were to deliver our patients to soon after. They were able to resurrect those of us whos bodies had been saved from the slimes, and let others know to expect our less fortunate party members.
Again, at the cost of several deaths this mission was a success. Our patients have been delivered to the healers and hopefully will be able to make a full recovery.

Additional explanations
Shards: Shards are biomes that have an overabundance of the wrong type of mana, for example too much red mana in a swamp or too much blue mana in a rainforest. We were also told how to fix these problems: we have to meditate and tune into the mana color that does not belong, touching as many nodes of it as

possible. Then we have to send that mana on its way back to the leyline. Once that's done, we have to take care of any physical problems such as plants, animals, or geological features. As a bonus, we can take the pieces of land that don't belong and plant them back in the correct biome as an anchor for mana of the correct type for that biome.

Both times we encountered dessert gremlins while I was on missions today they got up, all at once, before they should have. I expect this is due to surges in magical energy, as we were warned that dessert gremlins heal when magic is cast on them. This seems like something we'll need to be aware of going forward in this season. I expect other things that are activated or healed by magic will experience similar effects. We ought to be careful around gollums and anything similar.

The elemental rash the people from Taekiri were suffering from is caused by an overexposure to a particular type of mana. Being around that type of mana seems to irritate the rash. We were warned that spending too long in the shards will give us elemental-rash. I'd be curious to know if some of our Ku Elves, including myself, are less susceptible to this.

- Calix