Another update on our attempts to return the land to a stable state:

First, to clear up questions and uncertainties from my last writing:
I am still unsure precisely what the purpose of tapping the ley line was, however when it exploded, an event called the arc, it caused massive damage to the ecosystem. I'm not sure if the magical damage or physical damage came first or if they happened simultaneously. We were told that environmental features of the wrong mana type would draw that mana back into the biome. For example, lava pools in the swamp would have drawn red mana back into it if we had only unwoven the mana and not put out the lava.

Disenchant items enchanted by the arc
The purpose of this mission is to ensure that the items will not explode or cause any other problems. We were told that we would need to undo both the enchantment and the physical item itself.
The process of disenchanting items took place in two ways. One of which is very similar to how we undo shards, the other of which was much more experimental. The first method involved attuning to the type of magic in the item and then keying to the item itself. From there the mana was sent out of the item in the same way as with shards, only on a smaller scale. The second method involved qualitative assessment of the properties of the item. Since each item is different, below is a description of each item I remember:
Fatigue cloak:
This cloak felt like it was too tired from doing things. Touching it felt like I had just come home from a long and exhausting day in the woods. After Aeliana undid the stitching of the cloak, I sat down and meditate with it in an attempt to understand more about the item. This did give me some insight into how the cloak was tired, however it also allowed me to pull the cloak into meditation with me and calm it down. This was, with some time, enough to disenchant the cloak.
Touch:
This torch wouldn't go out. I believe we did something to lessen its energy, but once it was dampened we buried it which caused it to slowly dim in power. I believe this solved the problem.
Sticky cloak/blanket:
This item glued itself to whoever touched it. Using a solvent on it was helping, but in the end we undid the magic using the technique we used with the shards.
There was also a dagger that teleported around the tent and a shirt that applied terror when touched.

Fire swamp
Like all shards, the purpose of this mission was to fix and begin rehabilitation of the physical and metaphysical environment, or, if that proved impossible, stabilize it. On the way to the swamp we attuned to black and red mana (half of

us atuning to black mana, half of us atuning to red mana). On the way we encountered someone collapsed from green mana rash and I believe we got her back to town safely. There were some slimes and the last thing we encountered escapes me.
The swamp itself:
The swamp had pools of lava as well as burning underbrush. The process of unweaving the mana was no different. We put out the fires and did our best to douse the pools of lava.

Fix Tae'kiri Laytap
The purpose of this mission was to fix the laytap at Tae'kiri. Fixing the laytap stabalized Tae'kiri and allowed us to move on to a new area. The ritual was done by everyone capable of helping; our party was one small part of it. There was something invisible and intangible creating the effect of an iceball as we were unweaving the mana. I do not know what it was or what caused it, however I suspect it was an effect of the excess mana. Mana was being pushed into us rather than being slowly absorbed, as is normal. Spending mana on disbelieving various things and people has proven a useful way to get rid of the excess. If we held too much mana at one time, we exploded. As it was, everyone who walked away from the ritual had severe manarash of all five colors. We spent the next five weeks in the medic tent.

A note on shards: Shards have high concentrations of mana colors that don't belong there. As a result elementals and slimes are drawn to them. They also mutate flora and fauna to have traits related to the mana color.
Ending note: Due to a combination of work and some personal issues, I finished this account several months after the events that take place in it.

Calix