

Mana Sickness

A dangerous affliction originating in the innate magic within living beings, most commonly contracted by those who have tampered with or been tampered with in their magical reserves ; overloading their bodies with Magic and rapidly deteriorating in time.

If remedies or methods for staving it off once contracted exist, they are scarcely known or obscured from common knowledge.

- [Avenue self-reviewing ramblings as he works through notes](#)
- [Excerpt from Xena's journal](#)

Avenue self-reviewing ramblings as he works through notes

Mana sickness was rife within Arathar, the pull for power in that place lead to all sorts of desperate and despicable experiments and gambit by all sorts. Those afflicted would never live long and would usually be abandoned to die in the streets.

I do not know how to fix this, I am no miracle worker. But I *can* try make this world be a place where people need not give themselves to such desperation.

Excerpt from Xena's journal

"it feels like i have a rash on the inside of my skin it won't go away. i'm scared. i don't want to die."