

The Mana Wail

The Mana Wail is less of a destination and more of a blight upon the Astral Sea. It is a traveling storm cloud that roams the Astral Sea seemingly at random. Its unpredictable travel paths mean that encountering it is often a dire risk, even when one's route through the Astral Sea appears to be all clear. Spending any amount of time inside of it will reveal it to be filled with a never-ending onslaught of terrifying beasts, which form from the storm and cannot truly be killed, only dispersed temporarily until the storm reforms them.

It was noted by Bescal of the Frellian Seekers that the Mana Wail 'chased' their kind at several points in their long journey around the Astral Sea - whether this was purely evocative and figurative language, or very intentional word choice, remains to be seen.

The Troubadour Kjoll, and his band of Nabatan companions, were forced to survive several encounters with the Mana Wail before they were safely rescued by Helios's Stormchasers. On their last such battle, Andante observed a startling moment of clarity from one of the storm's beasts in its death throes, as a soul trapped within begged for freedom to no avail.