

# Allfield SERIES A: The Girl in the Jar Online Directions

ALLFIELD is a versatile collector card game where the deck is the world, and you decide what to do—alone or in teams, collaboratively or competitively.

- Connect with your team or turn against them
- You create, you choose—full freedom of direction
- Unpredictable adventure
- Clear and simple rules and roles
- Build worlds and characters that can persist from game to game
- Add your stories to fanfiction library
- The preview deck is 60 full color cards in a simple tuck box locally printed and assembled. Available on [www.benjerred.com](http://www.benjerred.com) for \$15! Full 300 card game, graphic novel, and musical soundtrack coming soon to Kickstarter. Please let me know if you have questions or feedback!

## Overview

Allfield is appropriate for people of all ages. It's got loads of cuteness and fun things to do, but it's also full of mysteries, weird monsters, and troublemakers. You and your team must rely on your quick thinking and imaginations.

## Why Allfield?

Most tabletop role playing games require extensive references and calculations, with only one person acting as a game manager who designs the overall experience. However, Allfield acts very similar to how children play pretend, with just enough structure to make it a storytelling game. This creates an exciting and unpredictable world while providing creative freedom and collaboration to balance story ownership between all players.

## Objective

Use cards and your imaginations to create an adventure story that everyone participates in. Players take turns in three different roles: The Storyteller, the Allfielder, and the Teammate. The game is over when the players feel like the chapter or story has ended! It can continue for as long and for as many sessions as you want.

**Ages 4 & Up - 300 Cards - 2+ Players - Time: about 30 minutes and up**

### 1. (Getting Started)

The Dealer shuffles cards and deals each player 5 cards.

2. **Character Cards:** If a player has a desired character card in their hand, they lay it on the table for everyone to see. This is their Character card. A player has one Character card at a time. A player can swap

it out at any time if dealt a character card that the player prefers. Players can make up their own back story and even change their name if they want. But this has to be explained to the other players. (Players can also choose to use an Animal card as their player, which is fine. A player's character card can be anything they choose, if they can make it work!) Players might not yet have a card they'd like to use for a character (**see Missing a Turn, step 9**).

3. **Mod Cards:** Players can upgrade their character with Mod cards. The player can lay down up to 2 additional cards from their hand at any time which increase the capabilities of their Character. These "Mod" cards can be any card in the deck (**Except Yaial cards, see Reviving Characters step 14**). You can swap these out throughout the game as desired. A player can have a maximum of 2 Mod cards for their Character at any time. If a player has a character card as a Mod card, they cannot control that character, but instead benefit from the details and resources of that character.
4. **Introductions:** As players lay down and introduce their Character and/or Mod cards, they need to be explained to the other players. Remaining cards are held in players hands for now (**see Surprise Cards, step 7**). If a player does not yet have a desired Character to lay down, the player holds on to their cards for now (**see Missing a Turn, step 9**). The first round is ready to begin. Play moves to the left of the dealer and counterclockwise through the players.
5. **(Gameplay Begins)**  
**Introducing a Story:** The first player is the Storyteller. The Storyteller uses their imagination and an optional card drawn from the top of the deck to describe an opening scene in which all players are together. The Storyteller cannot determine what the players do or think. The Storyteller can describe what players see, hear, smell, and feel. The Storyteller assumes control of any non-player characters introduced into the story. The Storyteller can describe where players are and what is going on-or at least as much as the Storyteller chooses to reveal. Are you introducing a mystery or conflict, or simply a place to explore? If other players ask questions, the Storyteller chooses to answer as much or as little as they see appropriate. The Storyteller does not use their Allfielder card during their turn as Storyteller. The Storyteller is the manager for the turn and directs the story.
6. **Dealer Check:** At the beginning of a turn an Allfielder needs 5 cards total (between what's laid down and in their hand), so the Storyteller needs to deal them the number of cards to make that happen. An Allfielder may exchange any number of cards as well, and must be done at this time. The Storyteller deals up to once per turn.
7. **Action Begins:** The Allfielder listens to the story. Two important things Allfielders can do during their turn is ask the Storyteller questions (exact answers are not guaranteed), and narrate what they want to say or do. This can include talking to or working with teammates. The Allfielder has whatever resources they discover in the story or in their Character and Mod cards (For example, a "Purdine" can light up a dark room, or "Quiet Command" lets you influence the behavior of animals). Allfielders may also draw upon help from their teammates. Teammates are the other players who are not currently a Storyteller or Allfielder during this turn. The Allfielder talks and asks questions and narrates actions they wish to

attempt. Allfielders cannot determine any external activity or player outcomes in the game-only attempt things. The Storyteller determines outcomes (**see Step 10**).

8. **Surprise Cards:** Teammates can throw 1 Surprise Card at any time into a round of play. Only 1 may be thrown per turn. Surprise Cards are not compared and decided on based on merit-whichever Teammate throws a Surprise Card first locks out the other Teammates for that round. Teammates may discuss among themselves but once a card is thrown it is final. The Surprise Card can be used to help or harm the active Allfielder, and must be incorporated into the story.
9. **Missing a Turn:** If it's an Allfielder's turn and they do not have a Character card to play with, and after re-dealing up to five new cards, still doesn't have an active Character card to play with, the Allfielder must forfeit their turn until the next time around and the play moves on. On their next turn they can attempt re-dealing again. However, it is legal for players to agree for a Teammate to swap a character card in from their hand so the Allfielder can play, even if the Allfielder has been re-dealt cards for that turn.
10. **Determining Outcomes-Simple actions:** Some actions an Allfielder wants to take may be simple, and the Storyteller must decide the success or failure of the attempted actions, and narrate the details of those results. In these cases of minor storytelling choices, the Allfielder's turn will continue. The Storyteller decides whether or not the attempt is a "Simple" one to judge.
11. **Determining Outcomes-Complex actions:** Some actions may be a little more serious or complicated, and the Storyteller might require the Allfielder to roll the dice for an outcome. When the Allfielder rolls dice, the Storyteller narrates the details of the outcome based on the number that is rolled. At this point the Storyteller will announce the turn is over, and the next turn is ready to begin. (If the Allfielder rolls a 3, they get another chance, see table below)
12. **Rotating to the next Allfielder:** When the turn is over, the Teammate to the left of the Allfielder becomes the the new active player Allfielder. The Allfielder whose turn just ended becomes the next Storyteller. The story continues, repeating steps 5 through 12 with players rotating through role of Storyteller, Allfielder, and Teammate. This continues from player to player for several rounds until the players agree to pause the story or the story reaches a conclusion and the game ends.
13. **Fair Play Considerations:** The Storyteller for each turn also serves as final word and ruling judge in two types of situations: 1. player disputes and 2. after fair discussion, if a player is trying actions that are far beyond their ability and risk ruining the game (exaggerated abilities with no basis in story or card-defined resources). Having said that, judges are different for each turn, and imaginative problem solving is the heart of the game, as is fun. Players are encouraged to re-interpret the possibilities of what resources their cards describe, and use them in unconventional ways. Storytellers should not stop this. Also characters can cooperate in the game or decide to turn on each other. The judge needs to rule in terms of character resource, not whether or not a player is doing exactly what everyone else wants.
14. **Reviving Characters:** If a player gets three strikes during a game they are out. Either the game is over for them and that character, or if an Allfielder or Teammate decides, there are currently two methods of reviving a character. 1 is an Allfielder using the Knowledge Card of Deadthought, which can revive the

character as a ghost. The revived ghost can play again, but cannot use Mod Cards. 2 is when an Allfielder uses the Yaial Card, in which case the revival takes up the Allfielder's entire turn, and the revived character comes back into the story with normal rules again. It is up to the members of each game and should be decided ahead of time whether or not revival is allowed as a matter of preference, but it is perfectly legal.

## Directions for Dice or Spinner Number Results

(dice or spinner not included)

<b>Roll a 1 – Strike:</b>	Your idea doesn't work and you get a strike. (End of turn. Receive 3 strikes during game and you are out-unless revived with a Yaial card!)
<b>Roll a 2 – Complication:</b>	You tried but somehow made it worse. (End of turn)
<b>Roll a 3 – Second Chance:</b>	Your idea doesn't work, but you get a second chance to try a completely different idea. (Player gets another chance)
<b>Roll a 4 – Changeup:</b>	The story takes a sudden and abrupt turn. (End of turn)
<b>Roll a 5 – Assist:</b>	Your idea will work if you can convince another teammate to help you by throwing a surprise card. If everyone refuses to help, player gets a strike. (End of turn)
<b>Roll a 6 – Success:</b>	Your idea is successful and you get to draw a card from the top of the deck as a reward. This card stays on the table as a "spendable" Mod card. If and when you use its resources-it is then discarded. (End of turn)

## Tips

- *Record your story as you play, then submit it to the Crideo Library at Allfield's Wikia*
- *Develop and experiment with new gameplay modes like Collector mode where players develop and master skills to build collections and knowledge of the world; Battle mode where players focus on combat and overcome obstacles, fight way through game and defeat opponent(s) or teams to win; Explore mode where players develop their characters to only to unlock and explore new places, charting a path through the world into new areas; Trade mode focusing on collecting and trading with one another; Hunter mode where players capture, defeat, tame, or catalog wildlife they encounter throughout the game. Come up with your own card game using Allfield Cards, then submit your rules and ideas for other players to try.*
- *"Place: Building" or "Place: Territory" cards can hold another card, boosting the amount of Mod cards to up to four.*
- *Storytellers can adapt rules how they see fit, and teammates can talk freely, although Allfielder has player action control during their turn.*

A064 ANIMAL  
**WELLIN**

THE DOK SERIES ALLFIELD M7

H. Sky L:12 4 ft 2 lbs

**COMMON WINGWALKING GUMA**  
These creatures migrate throughout the year, but return to their high nesting sites for generations.

A038 CHARACTER  
**NANNAB**

THE DOK SERIES ALLFIELD M2

R. Izandra Age:60 5 ft 100 lbs

**INTOLERANT BUTLER OF DWIN ALVERS**  
Unhappy servant who used to be a nomad. Dreams of living on a houseboat on Lake Gaden.

A040 CHARACTER  
**NAVY PAYARD**

THE DOK SERIES ALLFIELD M4

R. Suffol Age:49 4 ft 60 lbs

**SHOPKEEPER OF BAI SUPPLY**  
Friend of Adis and Falbrowers, raises Crin Duwara and retires from farm in Dorren to a shop in Bai Woods.

A044 CHARACTER  
**UNYIK FUNAT**

THE DOK SERIES ALLFIELD M5

R. Bai Woods Age:40 5 ft 90 lbs

**AUGATHER CARPENTER**  
Woods dweller from Carbanios and Bai, living on trapping, foraging, and small trade in Suffol. Expert builder.

A046 CHARACTER  
**BULF BIZAK**

THE DOK SERIES ALLFIELD M8

R. Praul Age: 206 3 ft 8 lbs

**KEHISS OF HETH-HEBBA**  
Old nomadic shepherd and spiritual guide, who wanders the grasslands of Praul.

A049 ANIMAL  
**PORFANE OR 'PORY**

THE DOK SERIES ALLFIELD M7

H. Hills Lives 15 4 ft 90 lbs

**PSYCHIC HILL-DWELLING HERD ANIMAL**  
Helpful weedeater, stays in groups and uses "Hillfire." Provides milk and fur that is spun into foose.

A053 ANIMAL  
**OLID**

THE DOK SERIES ALLFIELD M8

H. Forests L:10 6 ft 300 lbs

**GLOWING BIO-ELECTRIC PREDATORS**  
Ouids are rare, fast, and have a poison barb. Use excellent day vision, and foot strands to detect prey in dark.

A061 ANIMAL  
**OXI**

THE DOK SERIES ALLFIELD M3

H. Plains L:25 3 inches 1/8 lbs

**HAPPY LITTLE WANDERING BLOBS**  
Oxis eat pebbles, dirt, or any little thing on the ground. Usually white, but can be different colors.

A001 CHARACTER  
**LADA TARE**

**THE DOK SERIES**  
ALLFIELD M 4

B. Syet - Age: 1 1 ft 3 lbs

**MYSTERIOUS ORPHAN**  
After a vision, Lada can absorb abilities of those around her. She is rescued and raised by Loja Adi in Noro.

WVW • WVW

A007 CHARACTER  
**YAIAL**

**THE DOK SERIES**  
ALLFIELD M X10

The Everthought

**THE LIVING WORLD**  
Dream of Oa, the All-Mother. Crossed the Esadhus 200,000 years ago. Created the world and the Way.

A010 CHARACTER  
**TIKCHIK TIK**

**THE DOK SERIES**  
ALLFIELD M 7

B. Durid Age: 59 4 ft 100 lbs

**DOCTOR OF GAMICS**  
Highly intelligent doctor of Gamics in Suffol. She is first to introduce Lada to learning from history.

WVb • WVb • WVb

A012 CHARACTER  
**BUD FUSST**

**THE DOK SERIES**  
ALLFIELD M 10

B. Callock Age: 44 4 ft 130 lbs

**CALLOCK EXILE AND SYET PROTECTOR**  
Concerned deeply with justice. One of the founders of Cated. Establishes the Ballandane.

WVb • WVb • WVb

A021 CHARACTER  
**FAN DRIVER**

**THE DOK SERIES**  
ALLFIELD M 5

B. Westary Age: 13 6 ft 70 lbs

**GUARD OF NORO WAREHOUSE**  
Troubled and violent. Dreamt of working as guard in Viopant. He wandered to Noro from Westary in disgrace.

WVb • WVW

A024 CHARACTER  
**GANE ZA-KED**

**THE DOK SERIES**  
ALLFIELD M 6

B. Senbash Age: 3 3 ft 10 lbs

**GANG LEADER**  
Homeless orphan who takes care of other Noro orphans in a sewer hideout. Friends with Lada Tare.

WVb • WVb

A025 CHARACTER  
**WARREL BISH**

**THE DOK SERIES**  
ALLFIELD M 6

B. Grideo Age: 33 4 ft 100 lbs

**BRAVE AND STUBBORN BOOK TRADER**  
Left of Nedek (Grideo library trader). Explorer constantly injuring himself on dangerous expeditions.

WVb • WVb

A033 CHARACTER  
**VILLET ANOL**

**THE DOK SERIES**  
ALLFIELD M 3

B. Gadenfall Age: 20 2 ft 10 lbs

**FAMOUS ENTERTAINER**  
Works and lives in Dowluk, but is respected and admired throughout Allfield.

WVb

A065 ANIMAL  
**RUBY**



THE DOK SERIES ALLFIELD M 2

H. Freshwater L:4 1 ft 3 lbs

**COMMON SOFT FRESHWATER LEPH**  
Rubies have soft violet flecks on their red swirled flesh. Edible and delicious.

A066 ANIMAL  
**GREEN NASHA**



THE DOK SERIES ALLFIELD M 2

H. All L:20 1 ft 5 lbs

**LOVABLE FLOPPY AND LOYAL PET**  
Kind, loyal, and colorful herbivores. Most common pet. They say 'wow' when happy. Related to the Raculls.

A068 ANIMAL  
**FICK**



THE DOK SERIES ALLFIELD M 7

H. Forests L:30 5 ft 45 lbs

**GLOWING PACK OMNIVORE**  
Pack animal that can boost its senses by splitting its tail and using special organs in its glowing abdomen.

A070 ANIMAL  
**LIGHTSTEM WISH**



THE DOK SERIES ALLFIELD M 3

H. Plains L:1 6 inches 1/2 lbs

**COMMON FLOATING POLLINATOR**  
Migratory 'Lightstem' wish. Emits a pheromone that makes it seem invisible to anyone nearby.

A083 GEOLOGY  
**BOLDID**



THE DOK SERIES ALLFIELD M 8

H. Sound in Caves Value: High

**RARE CRYSTAL WITH LIFE GLOW**  
Valuable gem shines blue, powered by life force of whoever is holding it.

A088 GEOLOGY  
**PURDINE**



THE DOK SERIES ALLFIELD M 7

H. Sound in Caves Value: High

**GREEN GLOWING CRYSTAL**  
Emits steady green glow. Used in jewelry, lenses, rituals, and lamps.

A090 GEOLOGY  
**SAHLESS**



THE DOK SERIES ALLFIELD M 3

H. Found in Soil Value: Average

**ONE OF RAINA'S THREE STONES**  
Red granite-like stone of extreme hardness. Made by one of Raina's songs.

A098 PLACES/TERRITORY  
**GADENFALL**



THE DOK SERIES ALLFIELD M 5

H. Resources: Leph Population: Medium

**PEACEFUL BOATING COMMUNITY**  
Small fishing village at base of Shobel providing ferries across Lake Gaden to Dowlak.

A106 PLACE=STRUCTURE  
**TALLTREE**

THE DOK SERIES ALLFIELD

Location: Syet Size: Medium Type: Government  
**SYET'S MEETING HALL**  
Main temple and town hall for all Syet villages. Contains ancient artifacts and documents.

A111 PLACE= TERRITORY  
**FUSSIT HILL**

THE DOK SERIES ALLFIELD

Resources: Shelter Population: Small  
**HOME OF THE EXILED BROTHERS**  
Cave-riddled hill home of Fussit brothers. Filled with their treasures and experiments.



A123 PLACE= TERRITORY  
**SENBASH**

THE DOK SERIES ALLFIELD

Resources: Gems Population: Medium  
**HILLSIDE CITY OF VATAEI**  
Bash, renamed after the Drayspeld left. Trade center of precious gems. Gateway to Babason.

A124 PLACE= TERRITORY  
**SHOBEI STAIRS**

THE DOK SERIES ALLFIELD

Resources: Route Population: None  
**ANCIENT MASSIVE STAIRCASE**  
Built by Brongi in 2060 from stones it gathered from the fields of Abuchenoch.

A127 PLACE= BUILDING  
**SECRET STOREROOM**

THE DOK SERIES ALLFIELD

Location: Noro Warehouse Population: None  
**ALSO CALLED THE NORO PHUNDUM**  
Forgotten storeroom where Noro Jars were stored. Built by Emen in 2050 below the Noro Warehouse.

A128 PLACE= TERRITORY  
**BAI WOODS**

THE DOK SERIES ALLFIELD

Resources: Plants Population: Unknown  
**DENSE FOREST**  
Smallest of the Great Abuchenoch woodlands. Home of the retired Feywards. Also known as Benigan.

A138 PLACE= BUILDING  
**FAR CALLOCK OBSERVATORIES**

THE DOK SERIES ALLFIELD

Resources: Far Callock Size: Large Type: Look  
**ALSO CALLED THE BOVAT-ZEVES**  
Wood towers plastered and painted. Accessed by ladders. Callocks gather almanac data here.

1449 OBJECT

**THE FAR SEER**

THE DOK SERIES ALLFIELD

M X3

**ANCIENT TREASURE**  
This precious artifact from the past is one of the Tares Cairwhel. Later used by Callockers as telescopes.

150 OBJECT

**NORO JAR**

THE DOK SERIES ALLFIELD

M X3

**MAGIC JARS FROM LONG PAST**  
Made around 2000, these mystical jars are one of the Tares Cairwhel. They travel via water and transmit oral history.

158 OBJECT

**FIRESTARTER KIT**

THE DOK SERIES ALLFIELD

M 4

**METAL AND ROCK SPARKING KIT**  
Small ghal blade that sparks when struck against a chunk of pekkin. Even sparks when wet.

160 OBJECT

**LORKIES**

THE DOK SERIES ALLFIELD

M 4

**COLLECTIBLE CERAMIC TOYS**  
Popular toy figures of characters and creatures made of clay, campfire-hardened and stained.

163 OBJECT

**VATAEL FLAG**

THE DOK SERIES ALLFIELD

M 9

**SYMBOL OF VATAEL MIGRATION**  
Tattered relic in Talltree-rumored to be from original migration up the Shobel Staircase and into highlands.

172 OBJECT

**VELFAH**

THE DOK SERIES ALLFIELD

M 8

**INTRICATE TREASURE BOX**  
Expensive travel kit made in Hedraus. Expert inlaid woods form a box held together by complicated wooden gears.

177 OBJECT

**RITUAL COSTUME**

THE DOK SERIES ALLFIELD

M 10

**MASSIVE NOG-ALATEEN PUPPET**  
Sunfoot is an ancient bressette ritual costume made by original Augather Alorans for celebrations.

181 OBJECT

**MOONS AND STARS**

THE DOK SERIES ALLFIELD

M 2

**FUN GAME USING BALLITS**  
Popular but lengthy board game using ceramic ballits.

A190 OBJECT

### STORYTELLING OUTFIT

THE DOK SERIES ALLFIELD

ALSO CALLED "ASTENALBIS"  
Painstakingly difficult to make, an abstenalbis is a narrative outfit made from woven ceramic beads.

A195 KNOWLEDGE

### QUIET COMMAND

THE DOK SERIES ALLFIELD

Type: Power  
**GENTLE TELEPATHIC CONVERSATION**  
Dorem Hodusta is a Zelbranic power allowing telepathic understanding with others.

A196 KNOWLEDGE

### UNMINDING

THE DOK SERIES ALLFIELD

Type: Power  
**TELEPATHIC POSSESSION**  
Unminding is a Zelbranic power that allows one to take control of another's mind.

A200 KNOWLEDGE

### THE BINDID FOLK

THE DOK SERIES ALLFIELD

Type: Civilization  
**THE VANISHED FRIENDS**  
Hapa folk who built Za-Kadot, imprisoned Jukskik after Sessa's War, and then vanished shortly after.

A203 OBJECT

### RIVER SONGS

THE DOK SERIES ALLFIELD

**THE TRUTE DORA BY DAHT DWAR**  
Copies of this classic began to circulate shortly after paper was invented. Little is known about the author.

A208 ANIMAL

### RACULIS

THE DOK SERIES ALLFIELD

H: Underground Lives: 300 - 20 ft 15,000 lb  
**THE UNDER-BEASTS**  
Large, rare, sentient beasts who tunnel deep below the earth. Distantly related to Rana.

A217 KNOWLEDGE

### LONG THOUGHT

THE DOK SERIES ALLFIELD

Type: Power  
**POWER TO MIND-TRAVEL**  
Long Thought is a Zelbranic power of sensing faraway or future events.

A220 KNOWLEDGE

### THE MANY-FLOCKS

THE DOK SERIES ALLFIELD

Type: Civilization  
**ORGANIZED GROUP OF SHEPHERDS**  
The 'Heth-Hebba' began in Syet and then spread over Alffield. Led by folks called Palanems & Ke-Hiss.

A227 PLANT  
**BRUSHBERRY**



THE DOK SERIES ALLFIELD

Habitat: Worldwide  
**KIROGETTO – MOST COMMON BUSH**  
Animals and people love this plant and berry. Leaves are also used to make Kiyan drinks.

A234 PLANT  
**KLODIS**



THE DOK SERIES ALLFIELD

Habitat: Mountains, Cliffs  
**HARDY MOUNTAIN AND CLIFF BUSH**  
Hardy bush that prefers high, cold, windswept areas. One of the longest-living plants.

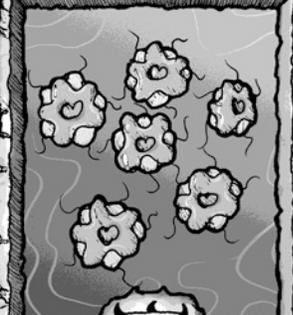
A235 PLANT  
**MOON GRASS**



THE DOK SERIES ALLFIELD

Habitat: ?  
**SOFTLY GLOWING NIGHT PLANT**  
Moongrass is a grain and drug that has a very waxy blade. Doctors use it to help sooth patients.

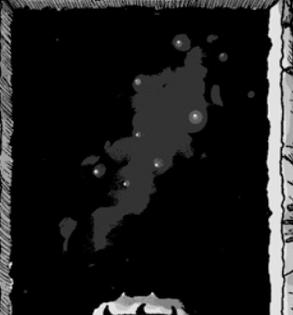
A237 PLANT  
**PONDWEED**



THE DOK SERIES ALLFIELD

Habitat: Freshwater  
**ALSO CALLED AZELAFASHED**  
Water plant and medicine that heals and purifies by absorbing bacteria and contaminants.

A243 ASTRONOMY  
**THE QUEENS GARDEN**



THE DOK SERIES ALLFIELD

**GREEN NEBULA**  
The Queens Garden is a nebula containing several bright stars and planets prominent in skies over Allfield.

A244 ASTRONOMY  
**THE GIGHT**



THE DOK SERIES ALLFIELD

**METEOR STORM**  
Cyclical meteor shower from Queen's Garden which greatly affects the people of Yaial every 16 years.

A260 ANIMAL  
**PICK**



THE DOK SERIES ALLFIELD

Habitat: Plains, Forests  
**MASSIVE PLANT EATERS**  
Giant horned herbivores sound like thunder when they call. Their horns attract lightning strikes.

A271 PLANT  
**LANGAD TREE**



THE DOK SERIES ALLFIELD

Habitat: Enigamuk  
**GLOWING FRUIT TREE**  
Sacred tree with purple fruit whose leaves glow different colors at night.

A274 ANIMAL  
**HEDDITE**

THE DOK SERIES ALLFIELD  
M 2

H. Plains. Towns. L: 10 2 ft. 1 lb  
**WANDERING STICKBEASTS**  
Peaceful scavengers who wander the countryside and clean up messes. They eat through their feet.

A276 KNOWLEDGE  
**HILLFIRE**

THE DOK SERIES ALLFIELD  
M 5

Type: Power  
**PORFANE'S GLOWING TELEPATHY**  
Porfanes can tap into a form of long thought. It spreads visibly from herd to herd in flashing arcs.

A294 PLACE-BUILDING  
**NENAOI TEMPLE**

THE DOK SERIES ALLFIELD  
M X3

Location: Enioguma Size: Medium Type: Temple  
**FIRST HOMES BUILT BY ORESSETIR**  
Built in 2500 by the Alora as gifts to their Nenaoi ancestors from thin plates of living Dian.

A300 CHARACTER  
**THOSS**

THE DOK SERIES ALLFIELD  
M XI

B. Abel Age: ? ? ft. ? lbs  
**PAWN OF KSMETH**  
Remotely inhabited corpses. undead soldiers of the Naraoi. Thoss are usually in the form of ancient Mayett.