

QF50: Return to Tar Valon

Factions:

Rebel Aes Sedai: You are the majority village faction possibly bonded to one other player not necessarily of your alignment. Your win condition is to eliminate the **Black Ajah** within your company.

Black Ajah: You are the minority eliminator team possibly bonded to one other player not necessarily from your alignment. Your win condition is to outnumber the **Rebel Aes Sedai**. You have a doc to conspire in with your fellow servants of the Dark One.

Bond Mechanics:

An Aes Sedai and her Warder share a PM at all times.

If either the Aes Sedai, or the Warder dies, the other loses their power. This includes the passive immunity of the Warder.

It is possible for an Aes Sedai to have multiple Warders or no Warders.

If one of the pair is killed off due to inactivity filter, the remaining of the pair retain their powers.

Roles:

Red Ajah: You loathe men with the ability to channel and dedicate your existence to finding out and dealing with such men. As such, you've become so adept in your trade that you can even root out men bonded to channelers. You can use *saidar* and find if your target is a Warder or not.

Green Ajah: Also known as the Battle Ajah, you're always ready to face your enemies. You are extremely proficient in battle strategies and exceptionally brave at all times. You can use *saidar* and kill one player per turn.

Grey Ajah: You are a brilliant negotiator, and dedicated to politics and diplomacy. You thrive in conflict resolution, and your diplomatic skills are second to none. You can use your skills and cancel one vote (or change one null vote) per turn.

Brown Ajah: Why do you care for the mundane world? The only thing important in your life is the preservation of knowledge and collection of ancient texts. You can use this knowledge to find the role of one player per turn.

Yellow Ajah: You are the Healing Ajah. You're passionate about finding broken things and fixing them. Once per turn, you can use your weaves to heal a player of your choice. You cannot protect a player from elimination. You cannot target the same player in consecutive cycles.

Blue Ajah: You are extremely selfless and devote your life to noble causes. You highly value justice and righteousness. You can follow someone you suspect to be unjust and possibly catch them in the act. Once per turn, you can target a player and watch to find out who targets them. If your target is targeted by more than one player, you learn the identity of the players at random.

White Ajah: You possess astute logical and reasoning ability. With this ability, it's only obvious that you can figure out the player bonded to your target. This action fails if your target's partner is dead or if your target is not bonded.

Warder: You are loyal to a fault and extremely protective of your Aes Sedai. You can block attacks on your Aes Sedai once every two turns. You also possess a passive immunity against the first attack on you. After the first successful block, you're unable to protect your Aes Sedai without taking a hit. You lose a life (or die, if you've already lost one) if you protect your Aes Sedai successfully for more than once. Your passive immunity protects you from eliminations as well.

Basics:

Cycles are 24 hours long.

PMs are only present between an Aes Sedai and her Warder.

Tied vote results in the elimination of all players involved in the tie.

Inactivity filter exists. If a player does not post in-thread (PMs and actions do not count) for two cycles, they are replaced or eliminated if no replacement can be found.

A minimum of 2 votes is required for successful elimination in the first cycle.

Order of Actions:

Grey Ajah

Warder Protection, Yellow Ajah

Black Ajah Kill, Green Ajah

Elimination (bypasses protects)

Red Ajah, Brown Ajah, White Ajah, Blue Ajah

Clarifications:

- Yes, Black Ajah do have one kill per cycle.
- Aes Sedai with two Warders are kill immune if Warders co-ordinate protects, except if they are double tapped and until the Warders' lose their protection. However, they are not immune to elimination by vote.
- Warders bonded to the same Aes Sedai know each others' identities. They'll be in a Group PM with their Aes Sedai.
- Aes Sedai with more than one Warder do not lose their power if one of their Warders die, but all the Warders bonded to an Aes Sedai lose their double life if their Aes Sedai dies.
- Warders know the roles of their Aes Sedai. They know this information by default, it is not up to the discretion of the Aes Sedai to reveal or hide their role. Their alignment, however, is not revealed.

- "Change a null vote" means you can add a vote as long as there is a player who hasn't voted in the same turn.
- Yellow Ajah Aes Sedai cannot protect themselves.
- Inverse target scan of Blue Ajah registers Warder protect as an action as well.
- Warders cannot protect their Aes Sedai from eliminations.
- Blue Ajah cannot target themselves.
- Brown Ajah scan whatever their target is.
- White Ajah learn the identity of one random Warder if their target is bonded to more than one Warder. If they scan the same player again, they are guaranteed to learn the identity of the other Warder.
- Write-ups indicate just the role and the alignment of the dead player. It will not provide any bond information. In case of Warders, the role that will be mentioned is just "Warder".
- Black Ajah can use both the faction kill and their Ajah action in the same cycle.