



Are You a Death Eater?

RULES REPOSITORY

Are You a Death Eater? is a Harry Potter version of the party game Mafia (also known as Werewolf).

At the beginning of the game, you'll be secretly assigned a role affiliated with either the Death Eaters or the Hogwarts students. The game is played in alternating phases: Night, in which Death Eaters attempt to covertly 'murder' the students, and Day, during which the students attempt to figure out which players are secretly Death Eaters. The game ends when the students have eliminated all the Death Eaters or the Death Eaters have picked off all the students.

Game Play

The game begins with a Night phase, where a moderator will ask all players to shut their eyes and 'sleep'. The moderator will then ask all Death Eaters to awaken. They will silently learn which other players are Death Eaters and then choose one student to 'kill'.

After the Death Eaters have made their choice, the moderator will ask all of Hogwarts to awaken for the Day round and announce who has been murdered. The students (and Death Eaters masquerading as students) will then debate and try to figure out who is secretly a Death Eater. At the end of the round, the moderator will call for a vote, and one player will be 'sent to Azkaban' (a fate equivalent to death in the context of the game). The players will then learn the identity of the player they selected, with students hoping to have chosen a Death Eater and Death Eaters hoping to avoid being caught.

Night and Day phases then alternate until one side has eliminated the other.

Cardinal Rules

The game is most interesting when all possibilities are left open and nothing is known for sure. Players can then infer, theorize, lie, and persuade. The only hard evidence should come when players are killed and flip over their cards.

Cardinal rule: You may say *anything* you want, but you may not show your card for any reason until you are killed and eliminated from the game.

Additionally: Dead can NOT talk. Dead may watch the rest of the game with eyes open, but dead may not speak to living players.

Roles

Though all players are aligned with either the Death Eaters or the students, some players may be given special roles with unique powers.

Aligned with the Death Eaters

Death Eater

The Death Eaters have the power to kill one person each Night, determined by majority vote. During the Day, players will attempt to identify the Death Eaters and send them to Azkaban.

Dark Lord

Disguised as a Death Eater, you awaken for the Death Eater meetings and vote on whom to kill. Then, if you wish, you may awaken once more to choose another victim (anyone, even Death Eaters). You only win if you are the last person left alive.

Aligned with Hogwarts

Students

Each Day round you attempt to figure out the identity of the Death Eaters in your midst. By majority vote, you choose one person each Day to be sent to Azkaban in hopes of catching a Death Eater.

Marked by the Dark Lord

Death Eaters and the Dark Lord cannot kill you during the Night (much like Voldemort is unable to kill Harry many times.) You can, however, be killed or sent to Azkaban at any other time.

Auror

When you die, you accidentally set off your wand and bring another player with you into death.

Master of Death

You are given your own turn during the Night round. You have two powers. Each may be used once. Resurrection Stone: You may save one player from the Death Eaters or Dark Lord. Hold up one finger for the moderator to see. Elder Wand: You may kill one player. Hold up two fingers for the moderator and indicate who you would like to kill.

Invisibility Cloak

The invisibility cloak allows you to spy on the Death Eaters during their meeting. You may peek and open your eyes while they are meeting, but be careful! If you are caught, they will probably decide to kill you! (You may not spy on the Dark Lord.)

Potions Master

At the beginning of the game, you brew a love potion and give it to two players. These lovers are connected for the rest of the game. The lovers may not accuse one another at any point, and when one lover is killed, the other dies as well. (You may choose yourself if you so wish.)

Legilimens

You have the power to see one player's true identity per Night.

Additional cards

The Thief

At the very beginning of the game, the moderator will allow you to choose between two different roles. This will then be your role for the rest of the game.