GARDEN OF SIN

INTERMEDIATE

GARDEN OF SIN is a catastrophe of pure logic. Every single good character gains some information, even the Outsiders. The Demons do not attack during the night, but win automatically after a set number of days. The leisurely pace gives plenty of time to put all the pieces of the puzzle together, but strange logical conditions and counterintuitive information reversals mean that the good team will have to use their combined brain power—or perish.

Recommended for cool heads, puzzle solvers, and Storytellers that like to get creative.

MIDNIGHT IN THE HOUSE OF THE DAMNED

EXPERT

MIDNIGHT IN THE HOUSE OF THE DAMNED is not for the faint of heart. Many characters flat-out break major rules or even make their own. Many booby traps await the careless Townsfolk or the ambitious Minion. Many characters can win or lose the game single-handedly, so crafty and adventurous bluffs can yield massive rewards. However, just figuring out who exactly is on your team can be a challenge in itself. All hope abandon, ye who enter here.

Recommended for those comfortable with risk, challenge, and extremely ambitious bluffing.

THE TOMB

INTERMEDIATE

THE TOMB is raw power. The Townsfolk here are some of the most powerful in existence... but they must use their abilities wisely, as information is sparse. Sacrifices of the good are necessary to determine who is who.

Recommended for loudmouths, rapscallions, ne'er-do-wells, and anyone who lusts for all the power and none of the responsibility.

THE GREATEST SHOW ON EARTH

BEGINNER THROUGH EXPERT

THE GREATEST SHOW ON EARTH is a collection of fifty-ish extra characters for you to add to any BLOOD ON THE CLOCKTOWER games that you design yourself using the Script Tool. Unlike the other editions, this one doesn't include a suggested character list. Many characters too wild and unusual to be included in the other editions have found their way into this collection.

Recommended for players who want some extra spice, or Storytellers who want to create some extremely bizarre and uniquely challenging situations for their players.