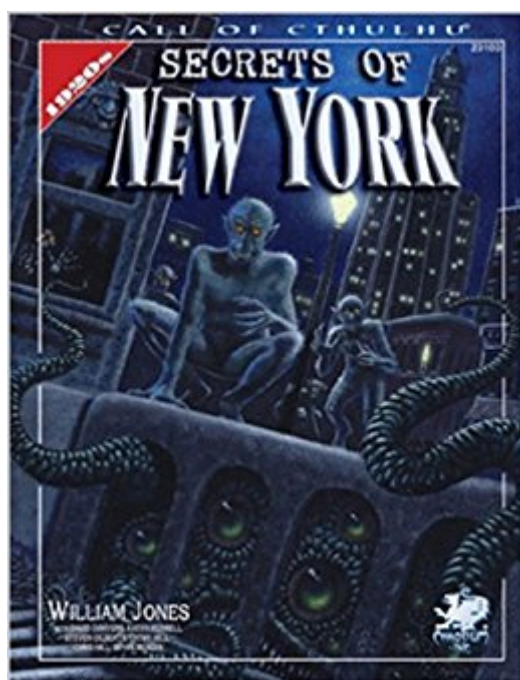


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Secrets Of New York: A Mythos Guide To The City That Never Sleeps (Call Of Cthulhu Horror Roleplaying)



Synopsis

Welcome to the city that never sleeps. By day, New York City is the financial capitol of the world. At night, the city is alive with myriad lights, diamonds dazzling in the buildings that scrape the sky. Music, food, dance and dark rituals all can be found beneath the mantle of darkness in New York City. Here within Gotham there have always been secrets, countless, sinister and horrifying. From the savage massacre at Throg's Neck to the things beneath the earth on Barren Island, New York City has always been protective of its mysteries. Now many of them are revealed. Secrets of New York is a compendium of one of the oldest and most renowned cities in the United States. This volume explores the strange events above and below the gridiron streets and avenues of the world's financial capital during the 1920s. With a plethora of characters to bring the city to life, and a detailed history to build scenarios upon, Secrets of New York is an indispensable tool for keepers and players playing adventures in Gotham. Included are maps and historical documents and photographs to bring 1920s New York City to life, as well as three scenarios that explore the most popular and less savory locales of this grand metropolis.

Book Information

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Average Customer Review: 4.4 out of 5 stars 4 customer reviews

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Customer Reviews

William Jones is a writer and editor who has worked across genres, including mystery, horror, science fiction, dark fiction, historical and young adult, and non-fiction. He has edited several fiction anthologies. His writing also reaches into the role-playing industry, where he has published articles and gaming supplements for a variety of publishers. When not writing fiction, he teaches English at a university in Michigan.

This is a good solid sourcebook for the 1920s Call of Cthulhu game- or any game set in New York City around that time. It has a number of maps and guides to boroughs and neighborhoods, political and historical data, and a large number of non-player characters, shops, museums, and other fun stuff to visit. Secrets of New York also includes two mini-scenarios, historical documents and photographs. I do wish they had included a page reference to some of the characters & places used in the scenarios.

If you need a setting in NY for ANY game system this is the book for you. CofC is the best for local "flavor" and locations.

Cooooool

First off, I enjoyed reading this book. The history of the city tinged with Mythos lore made for a fun evening diversion. My practical use for the book in the game was more indirect, however. I was running the players through "Look to the Future" in Shadows of Yog-Sothoth (which takes place in New York). I found this book to be extremely helpful in setting the mood for that chapter of the campaign. The characters wanted to know where hotels, restaurants, etc. were, and Secrets of New York delivered. I haven't had the chance to run either scenario, but they both look promising. I would certainly recommend this book to any Keeper.

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