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Shadows In The Dark: Mekhet (Vampire: The Requiem)



Synopsis

The Mekhet Clan Book for Vampire: The Requiem
Unnoticed and silent, they watch. Their eyes have seen a thousand secrets, and yours are no exception. They are the Shadows that dwell among the Kindred, and everyone knows that the darkness has eyes in the Danse Macabre. Seek their wisdom under cover of night, and discover what awaits the wise and the patient. A Clan book for Vampire: The Requiem
Discover the origins of the Mekhet, in the deep nights of ancient Egypt, where they fled the sun into the necropolis and learned the secrets of the dead.
Explore the Shadow Cults of the Mekhet, secret societies and mystery traditions where the Mekhet are masters over mortals and other vampires alike.
Read the tales of the Shadows, as written by those within the clan and by those outside it. The shadows of the World of Darkness have never run this deep.
New Merits, bloodlines, Discipline powers and clan secrets that every Vampire: the Requiem player will want to have.

Book Information

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Customer Reviews

Clan Mekhet can be described as mysterious. Their history spanning from the times of ancient Egypt and beyond. This book details different aspects of the Mekhet, from significant figures within the clan to bloodlines, new powers and rules for the game and factions members of the clan gravitate to. This book is a good buy for those who want to know more about the different clans in Vampire: The Requiem.

My husband reads these books and loves them. He rarely reads books due to his dyslexia. These

are great for him because they keep him interested without frustrating him.

This is supposed to add new rules and variants to the Mekhet, regrettably the majority of the book concerns itself with short stories. Unless you're into vampire fiction, I do not recommend this.

The Mekhet clan book seems particularly well-suited to the new full-color, notebook style format. Interspersed amongst the interesting stories of individual Mekhet and their encounters are occult "clippings" that may prove helpful to players with only a cursory understanding of practical magic and occult correspondences. If that's already part of the attraction of this clan for you, you'll surely find much to like in this book. The appendix is pretty chunky as well. It offers two bloodlines, a ghoul family, and systems/mechanics for creating a Shadow Cult that I'm very excited to use in-game as a long-term story arc. Three new Disciplines are offered, in addition to unique Cruac rituals and a cluster of Devotions. There are also systems and considerations for The Hollow, Mekhet who don't cast reflections because part of their soul is out there in the world messing with them through Numina. There are also two cool new Derangements tied to the clan's magical bent, and a handful of neat Merits (including Dream Visions and Hypnosis) that are common among Mekhet but available to other clans.

Very fast delivery by Twice Told Tales. The book itself gave me some cool ideas for storylines.

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