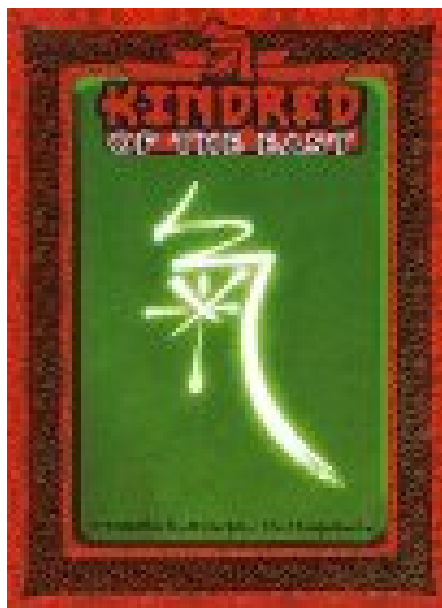




## Kindred of the East

*Robert Hatch , Phil Brucato , Jackie Cassada*

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**Kindred of the East** Robert Hatch , Phil Brucato , Jackie Cassada  
May You Gain the Notice of Those in High Places

For centuries the exotic realm of Asia has defied the Kindred's incursions. Those few Children of Caine dwelling in Asia whisper of the monstrous Cathayans--the shadowy vampires native to the East. For too long the Cathayans have lain like sleeping dragons, allowing the Kindred a facade of omnipotence. Now, the new Age is at hand; Yin-daggers tremble in the talons of the Resplendent Cranes, and the Devil-Tigers howl for souls in the dark.

May You Live in Interesting Times

Kindred of the East is a giant hardcover sourcebook describing the unique and deadly vampires of the East. This mammoth volume includes new character creation rules, new powers, descriptions of the Eastern spirit worlds (plus rules for traveling there), and two chapters full of setting and cultural information.

## Kindred of the East Details

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Fantasy, Urban Fantasy

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## From Reader Review Kindred of the East for online ebook

### Jan-Erik says

KotE is not the most inspired chapter of the classic World of Darkness, and its portrayal of Asian culture smacks of orientalism. Still, many aspects are creative and exciting, and it most certainly qualifies as a deviation from well-trodden paths.

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### Andre says

Screw you Vampires, you are pussies!!!

Did I like this book? Definitely!

Is it without flaws? Absolutely not!

Do I think it's well done and recommendable? You can bet on that!

Of course this book is basically meant to be used for a roleplaying game but I think it can also be read for pure enjoyment of fiction. It is one of the later books in White Wolf's vampire series and while it does have its many flaws (sadly those typical for the series), it is easy to read and has the outlook of a book that actually incorporates the other Supernaturals of this world and so feels more integrated in the in-game universe. Actually it gives the Supernaturals of "The Middle Kingdom" a sort of society structure, unlike in the books dealing with Western beings the Supernaturals here consider themselves to belong to the same group. Of course that doesn't mean that they are friendly with each other, it simply means that they mostly acknowledge each other's existence as to have a place in the Grand scheme of things.

The Kuei-Jin, the beings at the center of this book, sound like a very interesting concept and while there is nothing in Chinese, or any East/Southeast Asian, mythology that comes even close to what they are, I think the way these beings are designed would allow them to be easily integrated into a world based on our own, although the World of Darkness (where this plays) is a more extreme and darker version of what we know reality to be. Now, how close this book was to our own (places, concepts etc.) at the time it was written I cannot tell, I don't know enough to make any judgment in that regard only that what they created here seems consistent within itself regarding all the countries of the area. And mostly in such cases the makers of these books use rather common ideas and stereotypes about countries that fit their horror world. And sometimes it works and other times it doesn't.

Now that doesn't mean that this book depicts Chinese people (since this is what the book focuses on) as constant noodle-eaters or something but it does deal with high crime rates and overpopulation in the big cities as well as massive poverty and urban decay. It deals heavily with the belief in the Supernatural and "Asia" as a place full of mysticism and strange knowledge, albeit this is mostly restrained here to the Kuei-Jin and not humans in general.

While this book really has a lot of flaws, e.g. the game system could be quite difficult and when starting to play such a character you must keep in mind that the character has been a Kuei-Jin for some time already (so simply being fresh from the grave like with Vampires doesn't work here), I think it's positive elements (powers, society, rules or morality etc.) balance that out at the very least and make for quite an interesting horror world, since basically what these Kuei-Jin strive to become are enlightened monsters.

I will get deeper into it in the spoilers section:  
(view spoiler)

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### **Akira Watts says**

This one hadn't exactly aged well. It was a fun idea at the time but, 15 years later, the constant talk of playing up the "exoticism of the East" is painfully dated and more than a little problematic. Still a fascinating concept though, and I wouldn't mind seeing White Wolf attempting an update.

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### **Langsguyar Arteaga says**

Loved it

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