

SANGUINOMICON: THE VAMPYRE LEXICON - SIMPLIFIED

SANGUINOMICON

Father Sebastiaan



the vampyre lexicon

Version 3.0 – January 2009

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INTRODUCTION

Ave,

Welcome to the simplified edition of Sanguinomicon: The Vampyre Lexicon. This is the open source version and companion text for the 3rd edition of the Sanguinomicon. This document will be able to be downloaded as a PDF from the Rakasha Books website.

Feel free to update your lexicons and personal dictionaries. There will be a more detailed edition with the Strigoi Vii glyphs, expanded definitions and the Elorathian alphabet available in early 2009.

Please make sure you know the notes next to each of the terms; ¹ are specifically within the Strigoi Vii “Elorathian” language. Ex. Abbon, Ramkht, Khaskt, Kitra, Mradu, Jahira, etc. ² come from other historical or esoteric sources but have been modified for SV use. Ex.; Magister, Strigoi Vii, Synod, Ipsissimus, etc. ³ are terms which do not hold their dictionary or original meaning such as black swan, Black Veil, Legacy, etc.

The terms here are specifically relate to the Zadyrere (outer mysteries) and are taken from the Sanguinomicon books *The Vampyre Prospectus, Coming forth by Day* (Liber Jahira), *Coming forth by Night* (Liber Calmae) and *Coming forth by Twilight* (Liber MoRoii).

Please note that all words in SV the "Elorathian language" are gender neutral, their English equivalents are sometimes defaulted to male or female at random. For example Kharrus-Templi is a priest/ess of SV, however sometimes they will be referred to as priest and others priestess, depending on the user and at random.

There many be similarities with other traditions (Legacies) of Vampyre / vampire as many of these terms have been used by or originated commonly in the greater vamp subculture. Special thanks goes out to Lord A.: & Madleh as well as Magisters Lucius, Irhandi and Mael for their assistance with this Lexicon.

Please note in conclusion that this Lexicon is a living document and is the most recent version, the 3rd edition, released in January 2009.

Eternally,
Sebastiaan van Houten
Founding Father of the Sanguinarium
Keeper of Elorath

Abani¹ /**aban'nie**/ – of a certain halo or legacy. Ex., Gryphyn abani Gotham Halo.

Abbon¹ /**ab'bon**/ – an ally and friend of the Strigoi Vii Family from another Legacy.

Adra¹ /**od'dra**/ – a mentor or teacher of the Strigoi Vii Mysteries, must be at least an Azraelle or Magister.

Acolyte² – see Azraelle.

Adept² – see MoRoi.

Aeons – spiritual ages of approximately 2300 years.

Albion Halo³ – the halo of the United Kingdom, centered in London.

Aleister Crowley – “the Great Beast”, occult writer and magus. Inspired much of the occult literature of the 20th and 21st centuries.

Altar – a physical place in a sanctum, used as the center point in ritual.

Ambient – excess energy and vapor “evaporated” from the subtle body which “radiates” into the surrounding area. This can be tapped as a basic form of Vampirism.

Antares Hallo¹ – the halo of São Paolo Brazil. Term coined by Lord A:.

Art of Vampirism³ – the process of tapping prana (life-force) radiated by the human subtle body.

Ar'thana¹ /**ar'tana**/ – a double bladed ritual knife.

Astral Plane – deepest of the outer layers of the subtle planes, where dreams, emotions and spirits lie.

Astral Projection – pushing the consciousness into the astral

plane, out of and away from the corporeal body.

Astral Body – the aspect of the Self which lies on the astral plane.

Asarai¹ /**ass'r'aye**/ – traditional psychic vampires, parasitic mortal minded or mundane who have an energy deficiency and must feed from pranic energy. This can also include mundane who fake an energy deficiency and think they must feed from pranic energy.

Azurin¹ /**az'ur'inn**/ – see Keeper of Elorath. The highest office of the Synod. Responsible for the overall Current of Elorath.

Azra¹ /**azz'rah**/ – a Strigoi Vii high priest. Must be an ordained grande magister / Iminus (6.0°).

Azralim¹ /**azz'rael'im**/ – the SV term for the ‘old school vamps’ of Gotham Halo before 1996.

Azraelle¹ /**azz'rae'elle**/ – a deacon or acolyte of the Outer Mysteries. Must be at least MoRoi (3.0°).

Ancestors² – see Strigoi Morte.

Ancients² – the elder gods, Anunnaki, Ascended Masters, etc.

Angael Halo³ – Los Angeles metro area halo. Includes most of Southern California.

Ascension³ – an initiation and recognition of completing one ordeal and moving to the next.

Ascension Festival³ – the “Vampire birthday” of a Strigoi Vii initiate, when they took their first steps of Zhep'r It is of the individual initiates choosing.

Awakening – to come into awareness of one's Vampire nature and abilities. This is the beginning of a process SV call Zhep'r.

Bast Festival³ – Lammas, in August, celebrates the primal nature

of Our Selves. The Hunt of Bast is reenacted during this festival.

Black Flame² – the potential within an individual to achieve Zhep’r.

Black Swan³ – a lover, friend, ally or donor of a SV who is mortal-minded but supportive and accepting of SV. This term was originally coined by Father Sebastiaan at Long Black Veil in spring of 1997.

Black Veil³ – the five core principles of the Strigoi Vii and the Sanguinarium. Taken from the original code of conduct from the Vampyre gathering Long Black Veil in NYC.

Blood, The² – (capital B) metaphorical term for prana and the Current of Elorath. See Sanguine.

Blood & Roses³ – a Strigoi Vii term for a hand-fasting or wedding ceremony.

Beacon – see Radiance.

Becoming – to experience Zhep’r, to achieve your potential as a Strigoi Vii.

Bellah¹ /bell’laah/ – a Strigoi Vii dayside initiate, also known as Jahira.

Calling, The² – an uninitiated potential’s drive to explore the Mysteries.

Calmae¹ /kal’may/ - a SV initiate who has come forth by Night, a Strigoi Vii “witch” or “knight.”

Caste – the Kheprian equivalent of SV currents, priest (ramkht), councilor (kitra), warrior (mradu). This term was once used amongst the Strigoi Vii, however is now simply called Currents within the SV paradigm.

Chaos – change, breaking of old ways and energies and rebirth to

new. The SV embraces chaos and is constantly evolving, an essential aspect of Zhep'r.

Chaos Magick – originated in the 1970s by Peter Carol, mixing Discordianism, Thelema, tantra, Taoism and sex magick. The chaos magician is without paradigm, as they can shift from spiritual / religious traditions and systems of magick as one would change clothes.

Chakras – seven recognized energy centers within the subtle body, each has a different function.

Crimson Festival³ – Feb. 14th, over Valentines Day, celebrates love past, present and future.

Claude / Claudia³ – an individual who is under the age of majority (18) or very immature initiates.

Coming forth by Day² – the Jahira ordeal and an understanding of the corporeal worlds philosophies.

Coming forth by Night³ – the Calmae ordeal, an elementary understanding and gnosis of the night sphere of Strigoi Vii theology and the ethereal plane of existence.

Coming forth by Twilight³ – the MoRoi ordeal, an elementary understanding and gnosis of the twilight sphere of Strigoi Vii theology and the astral plane of existence.

Coming out of the Coffin – is a term which means to openly admit to friends, family and publically you are a “vampyre.” This humorous term founded at Long Black Veil in fall 1997, because MOTHER, the club hosting the event was a gay club.

Communion² – the circuit and exchange of energies in ritual between a SV and the Strigoi Morte. This term is inspired by the Tiamantis V concept of Communion.

Corporeal plane – the physical / tangible world experienced through the five senses.

Conclave – a continental meeting of Strigoi Vii.

Courtly Garb – clothing with imbedded SV symbolism for use in formal gatherings, masque balls and special occasions. Often historical or theatrical in nature.

Cult of One² – referring to the individual being their own leader and adhering to their own validated perceptions through experience.

Current, The³ – the spiritual ‘Blood’ of the Family.

Currents³ – various aspects of the Blood. See Elorath, Kalistree, Mithu, Kitra, Mradu and Ramkht.

Current of Elorath¹ – see The Current.

Dark Moon – the time of the month when there the moon is in the sky but casts no light. A very holy day for the SV.

Dayside² – the physical world of the five senses, the physical corporeal reality of how the SV interacts within the mundane world.

Deep Tapping – is a form of the Art of Vampirism in which the Vampyre penetrates deeply into the subtle body of their donor. If done forcefully or too much it can cause wounds or permanent damage to the donor’s subtle body.

Dragon² – the SV term for the higher Self- a symbol of power, fire, mystery and magick.

Dragon Festival³ – May Eve / the pagan Beltane, celebrates the higher Self, the Dragon.

Dominus – the older reference to a grande magister or Iminus.

Edorsia¹ /ed’or’ssee’yah/ – Regression in Zhep’r caused by ego inflation.

Eggregore – a self-aware spiritual elemental made up of common will, karma, dreams and agreement.

Elder – an individual who has been active in the Sanguinarium for 5 or more years.

Elorath¹ /elle'or'ath/ – the soul of the Family, the collective will, spirit and consciousness of the SV and the Sanguinarium. See egregore.

Endless Night Festival³ – Halloween Eve, Samhain, Day of the Dead, celebrates the Twilight time of the year and the Strigoi Vii New Year. Also known as the Twilight Festival.

Ethereal Plane – the substructure of reality and life-force (prana, chi, ki, etc.). Above the corporeal and below the astral. This can be considered like liquid water, whilst the corporeal is akin to ice and the astral vapor.

Ethereal Body - the most solid part of the subtle body, where prana, auras and chakras reside.

Ethical psychic vampire - individuals with an energy deficiency (such as a damaged subtle body) who try to maintain it ethically though consuming human prana. They are aware of and seek to manage their condition.

Evokation – refers to invitations to spirits and entities which are external to the summoner.

Excommunicated - See Sin Nomine.

Ezerix¹ /ezz'are'ix/ - a tattoo which not only is on the corporeal body but is also imprinted on the subtle body.

Family Dentist – see Fangsmith. This name for a fangsmith was coined by Lady Vi Johnston of the House of Lilith.

Familiars – are animals which carry the Current of Elorath within their pranic bodies. They are excellent companions for the SV and

can be beneficial in magickal workings.

Fangsmith³ – a specialist craftsman of custom made theatrical fangs. This term was coined by Mavenlore.

Flight – astral projection.

Fifth Principle of the Black Veil is **Secrets**. “What happens within the Sanguinarium, stays within the Sanguinarium.”

Filtering – the ability to filter out negative or harmful subtle energies when feeding or doing energy work.

First Death – the death of the physical / corporeal body.

First Principle – of the Black Veil is, **Respect** mundane law.

Fourth Principle – of the Black Veil is never **Betray** the Current & Quest.

Friedrich Nietzsche – a German philosopher and social Darwinist, wrote books such as *Thus Spake Zarathustra*, *Beyond Good and Evil* and *The Birth of Tragedy*.

Gaja¹ /**ga’jah**/ – really annoying fashion or ‘wannabe’ vamps.

Garb² – attire worn by a SV to enhance the glamour or for symbolic reasons. This can include Courtly Garb for formal gatherings, Temple Garb for quorums and ritual and Mundane Garb for normal life.

Glamour³ – the use of NLP, body language, aesthetics, scent, etc. to maneuver through the mundane. A Lesser Glamour is the use of the vampire archetype and used by newer SV initiates and ronin.

Glueve /gloove/ – a large ritual blade (ar’thana) specifically used by Mradu.

Gnosis – to accept and validate spiritual knowledge for oneself.

Gotham Halo³ – the Strigoi Vii term for the halo of the New York City metropolitan area.

Grande Conclave³ – held every two years by the Synod, this is the international gathering and quorum of The Family and Sanguinarium.

Grimoire² – a personal magickal and spiritual journal used by a SV.

Halo² – a designation for geographic area such as a large city. Referring to the large amounts of ambient pranic energy, due to the large numbers of humans.

Heart Chakra (Sa)¹ – emotions, balance of ego, self-love and self-acceptance.

Hermetic Magick – the most influential form of Western magick which influenced by the meeting of Greek and Egyptian systems.

Hyle /high'el/ – the Gnostic term for mortal minded humans, used by the Strigoi Vii to refer to mundanes.

Hurin /hur-inn/ - are fundamentalist “vampires” who can be either sanguinarian or either type of psychic vampire. Hurin consider all other types of Vampyres / vampires to not be legitimate because they do not have an energy deficiency or need to consume physical human blood.

Iminus¹ – a (6.0°) Strigoi Vii Grande Magister. They have mastered the 9 Pointed Sphere, fully awakened their Dragon and achieved a full Twilight.

Ingluum /ing'lum/ – a wand or rod related to those of the Ramkht Current for ritual and magickal workings.

Inner Mysteries – the secrets of the Magisters, forbidden for mortals or outer initiates to know.

Inner Circle – those initiated to the Inner Mysteries, Magisters

and practitioners of Nomaj sorcery.

Ipsissimus (7.0°) – the highest level of magister initiation, the Ipsissimus cannot be measured in ordeals or initiations. The true journey begins at this level of ascension.

Initiate – an individual who formally initiates into the SV system of ordeals and achieves a degree

Inkorporation - is to summon a entity (spirit, ancients, ancestor) to possess the subtle body of the summoner.

Invokation – to summon a spirit or entity to possess the subtle body of the summoner.

Jahira¹ /jah'here'ah/ – a Strigoi Vii initiate who has come forth by day, 1.0 degree. Also known as Bellah.

Kalistree¹ /kal'ist'er'ree/ – the feminine aspect of Elorath, the Duality to Mithu.

Khem – “The Black Land”, a name for ancient Egypt due to the soil deposited around the Nile River.

Kemetic – a system of ancient Egyptian magick and religion.

Keepers³ – members of the Synod charged with protecting sanctums and guiding the current.

Kheprian – another Legacy, a tradition of vampirism from Ohio.

Kitra¹ /Keet'trah/ – weavers and councilors, of the Triumvirate Current of Elorath. In Hebrew this means “the tie that bonds.”

Kharrus¹ /car'rus/ – known as the “Chorus of Elorath”, these are individuals who exhibit the traits of one of the three triumvirate Currents of Kitra, Mradu or Ramkht.

Kharrus-Templi - or “magister templi” is a Strigoi Vii priest/ess, the first ordination of magister and can opt to master one of the

three Currents of the Triumvirate.

Khaskt¹ /kask/ – the SV equivalent of negative karma for opposing the Black Veil or the Current.

Knight – a male SV who has at Come forth by Day, a male (Mithu) Calmae.

Krere¹ – those who actively oppose the Strigoi Vii Family and the Sanguinarium, be they mundane or from another legacy or awakened tribe.

Kull¹ – a discussion circle on the SV mysteries or esoteric subjects.

Legacy³ – a tradition of vampirism / Vampirism.

Legacy Ankh³ – the sigilium of the Strigoi Vii & the Sanguinarium, a bladed ankh created by Master Metal Manipulator D'Drennan in 1996.

Links – are connections between the etheric and subtle bodies, often reinforced over intimate or prolonged contact between two individuals or objects.

Long Day Festival³ – summer solstice, celebrates the Dayside. June 20/21 in Northern Hemisphere, Dec. 20/21 in the Southern.

Long Night Festival³ – winter solstice, celebrates the Nightside. Dec. 20/21 in Northern Hemisphere, June. 20/21 in the Southern.

Lutetia Halo¹ – the SV halo of Paris, France. Comes from the most ancient name of the first settlement where Paris currently stands.

Lycanthropy – the ability and or skill to shape-shift the subtle body.

Mael³ or Mael'elle /may'elle/ - the name for the “Voice of the Synod.” A spokes person for community and non-community affairs. This term means king or prince in Gaelic.

Magick – the application of the Will over the layers of reality. This spelling coined by Aleister Crowley.

Magister² – an initiate of the SV Inner Mysteries and made an eternal commitment to the Mysteries by personal validation.

Magister Templi² – a SV magister who is formally initiated into a Current of the Triumvirate. Kharrus-Templi (4.0°)

Magus – a Magister (5.0°) who has mastered the Pillars of Nomaj, SV sorcery and vibration magick.

Mentor – to teach another, not a title but an action. See adra.

Meridians – energy lines in the etheric body, the equivalent of subtle veins and arteries.

Mithu¹ /**myth'oo**/ – the masculine aspect of the Current of Elorath, the Duality to Kalistree.

Mradu¹ /**mrad'oo**/ – the guardian or warrior aspect of the Current of Elorath.

Morta – the New Orleans halo.

Mortal – a mundane, the mundane realm. See hyle and mortal minded.

Mortal Minded³ – individuals who have not awakened to the potential of eternity. Referred to as 'mortals'.

Moot² – an informal gathering of SV for dinner, cocktails, pub night, celebration or socialization.

MoRoi² /**moor'roy**/ – an adept (3.0°) of Strigoi Vii, one who has completed the Outer Mysteries. Comes from the Romanian to mean living vampire.

Mundane² or **“Danes”** – the normal world, generally unawakened

to the world beyond the five senses and the subtle reality. Used in the early days of the Sanguinarium and was used by the Renaissance faire “Rennies” to refer to the normal people.

Mundane Garb – clothing for use within the mundane world. Aesthetically chosen by the situation to enhance the glamour subtly.

Nasarim¹ / naz-ar-im / – a human with potential for Zhep’r, yet who is unaware of their nature.

Noviomagus Halo¹ - the halo which comprises the Netherlands and Flanders. Originates from the Roman name for one of the first settlements in this area. Coined by Morikell.

Nightside – focusing on the ethereal plane, this is the subtle, magickal and spiritual world beyond the corporeal plane.

Noir haven³ – a Strigoi Vii run event, usually gothic, fetish or steampunk with a dress code and back room for members of the Family.

Nomaj¹ /no’moge/ – nine dimensional vibration sorcery of the Inner Mysteries as well as the term for a Magus.

Oath of Fealty – an oath made during the Rite of Transformation to become a magister and to uphold the Quest and Black Veil for Magisters.

Offering – the offering and sacrifice of prana to the Strigoi Morte in communion, a most sacred SV act.

Ordeals² – rites of passage within the SV mysteries. Ex. Jahira, Calmae, MoRoi, etc.

Ordo Strigoi Vii (OSV) – the outer court of the Synod, an invite-only initiatory order of SV who set forth a prime example of the Family through action and deed.

Outer Mysteries – the open secrets published in the Sanguinomi-

con, which can be viewed by, but not experienced by the mundane. Also known as *Zadryere*...

Outer Circles – those initiated to the levels of Prospectii, Jahira, Calmae, MoRoi, Azraelle and includes ronin and Black Swans.

Paradigm – a school of mortal thought, most often a spiritual or religion of preference to the individual SV. Examples include Dark Pagan, Chaos, Lilith, Discordian, etc.

Paradigm Shift – the ability for an individual to shift perceptions from one set of beliefs to another.

Peter J. Carroll – the founder of Chaos Magick and co-founder of the IOT (Illuminates of Thanateros).

Phallus (Ae¹) – the Elorathian aspect of Kitra, the weaver through life, self-gratification, sexuality and instincts.

Principles – the 5 core ethics of the Black Veil detailed in the Prospectus.

Prospectus – the prelude book of the Sanguinomicon, containing the elementary mysteries of SV.

Prospectii³ – AKA a prospective. A seeker who has formally displayed a serious personal interest in Strigoi Vii.

Psychic vampire – for traditional see asarai and see ethical psychic vampire.

Prana – the subtle energies, which are vital life-force (chi, ki, etc.), on the ethereal plane.

Primus³ – the official title of the founder of the Sanguinarium, who is also the first Keeper of Elorath.

Poser – see gaja.

Posthuman – see transhumanism.

Quorum³ – a private face to face gathering of SV initiates for ritual, usually held in conjunction with a moot. This term means select group in specific esoteric circles.

Quest of Family³ – the search for others of Our kind and to let them know We exist and provide subtle invitations without force and respecting free will.

Radiance³ – the signature of those who are of the Current, a beacon of sorts.

Ramkht¹ /rohmket/ – a visionary or vizier of the Triumvirate aspect of the Current of Elorath.

Regalia – tools used within a ritual such as ar’thana, masks, rods, etc.

Re-Coiling² – the receiving of Sorrra in communion from the Strigoi Morte.

Rite of Transformation² – the ritual and ordeal one must go through to formally be initiated as a Magister and enter the Inner Mysteries.

Road³ – an outdated term for following one of the Triumvirate Currents of Kitra, Mradu or Ramkht.

Ronin² – an individual who is of the Current yet does not use formal initiations or ordeals.

Root (Ne¹) – the chakra focusing on grounding of the Self, the Elorathian aspect of Mradu.

Sanctum² – a sacred space for the Strigoi Vii for escaping the “noise” of the mundane world.

Sanguinarian – a vampire who claims they must drink blood to survive.

Sanguine (1³) refers to being of the Family, the Current of Elorath, (2) short for a blood-dinking vamp in the online vampire community.

Sanguine Mass – a formalized and ceremonial communion ritual.

Sanguinomicon¹ – the core texts of the SV.

Sanguinarium² – the international movement of the SV.

Second Death – the death of the subtle body, the ethereal and astral elements of the Self.

Second Principle – of the Black Veil is, **Responsibility**, SV is for adults only, no minors under the age of majority (eighteen).

Shielding - the ability to block energy or subtle attacks.

Sin Nomine – to be excommunicated, stripped of name and ascensions amongst the Strigoi Vii and within the Sanguinarium. Only able to be officiated by the Synod and almost rarely used.

Signature – the subtle fingerprint or sent of an individual. Similar to the Radiance.

Somnium - taking a break from the Sanguinarium and or vamp community, a sabbatical. This term was coined by Daemonox...

Solar Plexus (Ta¹) – the center of the Self, the core, the seat of the Dark Flame and Self-empowerment.

Sobriquet² /sob'ree'qwet/ – a specific chosen name to be used within the Sanguinarium, separate from a mundane name and the equivalent of a “magickal motto” in the Hermetic Order of the Golden Dawn.

Sorra¹ /sore'rah/ - the divine and “immortal” subtle blood of the Strigoi Morte, which is exchanged in communion for prana. Other similar words in history include ambrosia, numina and somna, it is also referred to as the Philosopher's Stone.

Strigoi Vii² /strig'oy'vee"/ – the plural translation of “living vampire which” in Romanian, the namesake of the SV mysteries, teachings and tradition.

Strigoi Viu – the singular of Strigoi Vii.

Strigoi Morte² /strig'oy'mort'a/ – the undead, those who have defeated the second death and achieved immortality.

Strix – an undead vampiric shrieking bird in Romanian mythology.

Subtle Body – the ethereal and astral aspects of the physical body beyond the physical.

Swan³ – short term for a Black Swan. This term originated within the Sanguinarium.

Sympathetic vampire – a temporary condition of traditional psychic vampirism where a mundane has been fed upon so deeply that their subtle body instinctively engages in an act of vampirism to replenish its depleted prana.

Synod² /sin'odd/ – the spiritual and administrative body of the Ordo Strigoi Vii and the architects of the Sanguinarium and Current of Elorath.

Tactile – the art of Vampirism performed through touch.

Third Principle – of the Black Veil is the *Metaphor of Blood*. SV do not consume physical blood for the purposes of the Art of Vampirism.

Tiamantis¹ /tee'a'mont'iss/ – the SV term for the TOV, their philosophies and traditions.

Tendrils – cords of subtle energy which extend from the etheric body. These can be used to tap and absorb energy.

Temple Garb – is clothing such as robes, masks and paraphernalia

used in ritual, sanctums and quorums.

Third Eye (Ah¹) – the seat of the sixth sense which sees into the subtle reality. The main chakra of the Ramkht.

Throat Chakra (Ay¹) – power, voice of telepathy, Self-expression, voice and creativity.

Throne (Ak¹) – the divine chakra, residence of the Dragon, the seat of the immortal Self, wisdom, will and balance.

Throning³ – a Calmae exercise of ‘nothingness’, experiencing the Dragon & eternity. This is a SV term.

Thrumanti Halo²/through’mant’ee/- the halo comprising the area of Germany around Essen, Cologne and Dortmund. Term coined by Ventear.

Traditionalist Strigoi Vii³ – an initiate or ronin who has validated the SV mysteries almost identically to the ones described in Sanguinomicon.

Traditional psychic vampire³ – see asari. Specifically used within the SV.

Transhumanism – or post-human, to seek conscious personal evolution through science, technology, philosophy and medicine.

Triumvirate, the³ – the term for the three Currents of Mradu, Kitra and Ramkht.

True Vampyre³ / True Vampire – a Strigoi Vii specific term for a SV initiate or ronin who is true to their nature.

Twilight³ – a balance and equilibrium of the night side and day side which SV strive to achieve.

Witch² – a female Strigoi Vii who has coming forth by night. A female (Kalistree) Calmae and above.

Vampyre – the older 18th and 19th century spelling of vampire, used primarily by the SV.

Vampire – the newer spelling of vamp, used majorly in the online vampire community. Traditionally within SV this usually refers to mythological and Hollywood vamps like Dracula and Lestat.

Visual – the art of Vampirism via sight or eye contact.

Xeper – in the terminology of the Temple of Set, this means to “come into being” and is their equivalent of the SV term Zhep’r.

Xion² – the old name of Halo Novoimagus.

Zadyrere¹ – the outer mysteries.

Zhep’r¹ /zep’fher/ – the SV spelling of Kheper, which means to evolve, transform and to become.

FINIS