

## Vampire Terminology

*Most of these terms were taken from Sanguinarius.com.*

**Advisor:** Court Amen-Khepera has coined the term Advisor to replace the term of Black Swan. We feel that the term Black Swan has some negative connotations to it as it is a term that is used in Vtm and because it could be misconstrued as Otherkin meaning that it is a Swan that is black.

### **What does an Advisor Do?**

The jobs of an advisor are as many or as few as the Vampire deems is necessary. Here are some examples of duties that an Advisor would do for the House or his or her Vampire.

◇ **Counseling;** what we mean by this is when a member of the House has an issue dealing with another member of the House or of the Community at large that they can't seem to resolve, the Advisor would act as a mediator between the parties. The counseling does normally include personal issues in the vampire's life outside of the Community unless the issue is the vampire coming out of the preverbal coffin with their family, friends or co-workers.

◇ **Promoting;** an Advisor should help to promote the House he or she belongs to within the local Vampire Community. Some ways to do this are: talking to people online who are in the local area, going into the local community and meeting with other members of the community who may be interested in joining with the House.

◇ **Research;** Researching or gathering information that would expand and benefit all the members of the House that they can use to educate and enlighten other members of the Vampire Community or just the local Community at large.

◇ **Judge;** An Advisor may act as a judge when there is a "trial" for a member of the House, which would even include the Elder of the House. Advisors must always be neutral, what ever they are attached to the Vampire who is being brought up on charges or just a member of the House who is being brought up on charges. In this case of being a Judge, the Advisor should take the time to look at ALL of the information from both parties (the accused and the accuser). The Advisor should also take the time to talk to any and ALL witnesses to the incident at hand and be willing to put aside any loyalties that they may have towards either party.

◇ **Guardian;** it is the job at times for the Advisor to work in the position of Guardian to both their own personal vampire they work for and for any and all members of the House. Primarily, this duty is only done during meetings of the House at a public

**place where non-vampires within the community may attempt to cause problems both with the Vampires and other members of the Community. Being a Guardian does not mean always having to do something physical, this position could just mean working as a negotiator between the two parties as well as to other local Houses within the local Vampire Community.**

**Auto vampirism:** The drinking of one's own blood.

**Awakening:** The physical and mental changes that occur when someone awakens to their latent vampire nature. The awakening typically occurs during or shortly after the onset of puberty, but in some individuals may take years to manifest. Those undergoing the awakening, undergo various mental and physical changes. These changes often include an increased sensitivity to light and particularly to sunlight, a growing affinity for night and darkness, switching from a diurnal to a nocturnal to a diurnal sleeping schedule, and experiencing the first symptoms of the thirst. Many experience acute feelings of isolation and alienation during this process, as their changing nature distances them increasingly from their "normal" family and friends. Many seek out organizations or groups to help understand their desires and newfound feelings. (See also "turning")

**Beacon:** A particular feeling or energy signature generated by vampires in general, but latent or potential vampires in particular. The beacon seems to exist to attract other vampires to the potential vampire so that they may instigate the awakening process.

**the Beast:** The primal, instinctive, animalistic, bestial nature of a frustrated or desperate vampire, where he or she gets really evil-minded and aggressive and wants to just go berserk, rip people and things apart for the pure "fun" of it, and feed violently. It's destructive and cold, and if you don't control it, then you will be under its control. This is different from just "vamping out" but that is when it's most likely to manifest.

**The Black Veil:** Also known as the "Thirteen Rules of Community". Composed by Michelle Belanger, Father Todd Sebastian and COVICA, this is a set of 13 common-sense guidelines for the Sanguinarium as well as the vampire community. It deals with such things as responsibility, etiquette, feeding practices, the lifestyle, discretion, etc. The Black Veil has undergone several major revisions since its first incarnation in 1997 in attempts to be made more applicable and palatable to the real vampire community and not just the Sanguinarium; in 2003, it was revised once again and cut down to just seven tenets.

**Blood-Bars:** Rumored underground vampire havens, which have a members-only and very secretive policy. They are only open to properly initiated (usually through a coven) members of the community, if then. It is said they serve stored blood and/or have willing donors who provide blood over a bar. Certainly if they exist they are only a part of a local population's Cabal.

**Blood Bond:** 1.) A strong, sometimes undesired, bond or attraction which can develop in

a donor towards the vampire he or she is feeding; this bond can be a mutual thing between both the vampire and his or her donor, but often is felt only by the donor.  
2.) A rite, ritual or ceremony marking a commitment to a coven or an individual. It is also a term to reflect a vampiric marriage.

**Blood Doll:** Someone who gives blood in hopes of looking cool and/or who may have erotic desires fulfilled by being fed on.

**Blood-Drinker:** Anyone who drinks blood, regardless of motivation.

**Blood-Fetishist:** Someone who is erotically attracted to the sight, taste or smell of blood; he or she generally has no physical need to consume it, and will usually be happy with small amounts. Blood-fetishism is often accompanied by other sexual fetishes, including but not limited to sadism and masochism, and the blood is usually taken during sexual or fetish play, as in a bondage or domination situation.

**Blood Junkie:** A derogatory term for someone who experiences the physical need to consume blood, a sanguinarian (see also "the Thirst", "sanguinarian"). Particularly refers to one who has no control over his/her thirst and goes around feeding indiscriminately.

**Bloodletting:** The physical act of cutting or piercing the flesh in order to extract blood. This is commonly used for feeding as well as in blood play and fetishism. (See also "blood play".)

**Blood play:** Similar to bloodletting, blood play is the act of using blood in sexual or fetish situations. Blood play can also refer to the integration of blood and bloodletting in ritual. (See also "bloodletting".)

**Blood giving partner:** A more appealing term for a donor. Some donors dislike being called "donors", as they feel it somehow belittles them or their role in their vampires' lives.

**Cabal:** The far-underground "shadow" community of sanguinarians in a particular geographic location. Few even believe they exist and Cabals include the Blood bars and other unknown things. Cabals are very selective as to who even knows who is a member.

**Chi:** The Chinese term for life-energy. It is also often referred to as pranic energy or life force. Chi is the bio-electrical energy which runs our bodies on a subtle level. Energy vampires and many psi-vamps believe that they can manipulate chi and feed upon it to sate their hungers. It is believed by some that, to a certain extent, blood vampires also feed upon chi, for a great deal of this subtle energy is believed to be concentrated into the blood. See "psychic energy".

**Clinical vampirism:** A psychological condition, such as Renfield's Syndrome, in which the afflicted person experiences a psychological urge to drink blood. This urge is often satisfied with their own blood, and sufferers of clinical vampirism typically bear slashes

from razors and knives up and down their arms from where they have drawn blood from themselves. Particularly sociopath forms of clinical vampirism drive sufferers to attack and sometimes (although rarely) even kill other people in order to drink their blood. A related condition is known as SMS, or Self-Mutilation Syndrome. This newly named pathology is becoming alarmingly common in American youths. Sufferers of SMS, often known as "cutters", feel the need to cut into their flesh and watch themselves bleed. Some sufferers of SMS also drink the blood drawn out this way, although this is not standard for the disease. Most sufferers of SMS are redirecting feelings of anger, frustration, inadequacy, or emotional pain onto their bodies. (See "Self-Mutilation Syndrome", and "Renfield's Syndrome".)

**Court:** A monthly social event which is much like a "town meeting" for members of the vampiric community in a specific geographic area. Court is usually held once a month at a local tea or coffee house, lounge or haven, and only vampires and those within the community are welcome. This is an opportunity to socialize with others in the community. News and announcements are made, poetry is read, new members, elders, etc., are introduced. Here vampires are generally free to escape mundane society. The host of the court is usually a locally respected Elder who secures a date, time, venue, and promotes the event.

**Coming Out of the Coffin:** Involves being open or frank with people about being a vampire, drinking blood, feeding upon energy, etc. Those who have come out in this way do not hide their lifestyle at all, not even in their daily lives. Many people in the vampiric community choose to be "in the coffin" and are not public about their lifestyle outside of the community or scene.

**Coven:** Groups of individual vampires or vampyre lifestylers, usually but not always located within a certain geographic area, who have banded together under a specific theme, set of ideals, traditions, common Sigil, havens, membership requirements, hierarchy and/or rites. Covens range in size from as few as three members to as many as hundreds. The organization and purpose of each Coven varies from fraternal (House Sahjaza); religious (Church of the Vampire - not to be confused with the Vampire Church); or familial (Clan of Lilith). Some titles given to leaders of Covens include Elder, High Priest, Patriarch, Matriarch or Coven Master. There are no requirements for forming a Coven other than a group of people getting together, choosing a sigil and name.

**COVICA:** The now apparently defunct Council of Elders drawn from many different traditions whose purpose is to help network the community, standardize language and terminology, and encourage cooperation, if not outright unification between the diverse aspects of the Sanguinarium and vampire communities. COVICA stands for Council Of Vampyrical International Community Affairs.

**Donor:** Someone who gives or shares their blood or life-energy, without obligation. Many donors prefer to offer themselves to just one vampire, but some donors will offer of

themselves to entire covens, provided their offerings are appreciated and not abused.

**Elder:** A prominent member of the vampiric community who is honored and respected for his or her experience, knowledge, willingness to help others, accomplishments and devotion. Elders are often those individuals who have helped establish a community, organize groups, or help network the community.

**Energy signature:** The pattern of energy, vibes, or the feeling that is unique to each individual; a person's psi 'fingerprint' identifiable in real life or astrally and oftentimes left behind long after a person has gone. Vampires supposedly have a particular kind of energy signature, and those who can pick up on this can identify them as vampires. An energy signature is different from a presence, though you can feel the presence of someone's energy, too. (See also "beacon")

**Energy vampire:** An individual who has a need to feed upon the life-force of others. Most energy vampires feed upon chi or pranic energy and avoid drinking blood. Some intermingle energy vampirism with blood-drinking. Also referred to as psi-vampires, most energy vampires exhibit the same characteristics that distinguish other real vampires, including light sensitivity, a nocturnal lifestyle, and periods of the Hunger or Thirst. (See also "chi", "hunger", "psychic vampire", "real vampire", "thirst")

**Excommunicated:** Cast out of a coven or the vampiric community as a whole. (See also "Black List", "Invisibles", "Sin nomine")

**Family:** A term used by many people to describe their coven or their close circle of vampires and friends. Also, a general term for all members of the vampiric community.

**Father/Mother:** A term some leaders of groups, covens, or houses use to describe themselves.

**Fashion vampyre:** This is not a type of actual vampire. Someone who does not have the vampiric condition, and who just dresses the part. The fashion vamps are only into the aesthetics (fangs, contacts, fashion) and not the philosophy or spirituality of the lifestyle - think "fashion victim". (See also "wannabe" and "poser")

**Feeding:** The act of consuming blood (or, in the case of psi or energy vampires, pranic energy) from someone (or an animal). (See also the "Hunger", the "Thirst", and the "Need".)

**Goth(ic):** A human being who dresses mostly in black, follows a gothic lifestyle and whose interests lay in many things relating to the occult, whether it be witchcraft, vampirism, Satanism, fetishism, etc.

**Grazing:** This is a type of lifestyle which is looked down upon by the rest of the vampiric community in which a vampire randomly and without discretion feeds upon unscreened donors or sources typically picked up in nightclubs and Goth bars.

**Haematodipsia:** A strong form of haematophilia.

**Haematomania:** A strong psychological craving for blood.

**Haematophilia:** An erotic attraction to the taste, sight (or smell) of blood.

**Haemosexuality:** See "blood fetishist".

**Haven:** A Vampyre nightclub or other gathering place. Considered hallowed ground, the haven serves as the social hub of a given community, providing a place where all the community can gather and socialize. Often, special functions arranged by the vampiric community in an area are held at the local haven.

**the Hunger:** The desire to feed, also identified as the Thirst or the Need. The Hunger is both a psychological and physical sensation. Physically, it manifests as an intense hunger or thirst -- but is not satisfied by food or drink. Psychologically, a vampire in the throes of the Hunger feels agitated and empowered at the same time. Pulse, heart rate, blood pressure, and sometimes even body temperature, increase in anticipation of the act of feeding. (See also "feeding", the "Thirst", the "Need")

**Hunter:** Someone that hunts, stalks, threatens, or does harm (whether it be physical, psychic, psychological, or emotional) to someone because he or she is a vampire, or because the hunter believes them to be so; or which gathers information to report those who are vampires. Buffy the Vampire Slayer and Blade fans are not included in this category; it applies to seriously unbalanced individuals who really are on some sort of holy hate crusade and intend to follow through with violence or action. (See also "slayer")

**Hunting:** Actively going out and seeking donors or sources in havens or in public. (Some even go to the mall!) This means bringing them home to feed or to eventually screen them. At one point, this was considered safe, but with the advent of HIV/AIDS and other STD's, hunting indiscriminately is considered irresponsible and extremely dangerous; there still must be a period of screening time. Vampires who feed irresponsibly are looked down upon; and are sometimes "excommunicated" by their elders for this offense.

**Incubus:** The plural is incubi. A male sexual vampire. See "sexual vampirism". Historically, the term was used to describe a reason for the sexual dreams a person sometimes experiences, and were thought to be caused by a demonic spirit which took the form of a female in order to drain a person of his or her energy and lead the defenseless person into sexual sin while they slept.

**Invisibles:** Those members of the community who, having been ostracized and stripped of their name, are treated as if they no longer existed. Invisibles have committed some great crime in the eyes of the community, and for this they are no longer allowed to associate themselves with the rest of vampire culture. See also "excommunicated", and

"sin nomine".

**Latent vampire:** Someone who is already naturally a vampire, but whose vampiric tendencies have not yet manifested. Apparently, some latent vampires may need to be "turned" or "awakened", while others may have their tendencies "activated" by indeterminate causes. Latent vampires sometimes seem to stand out to other, already established vampires through a phenomenon known as the "Beacon". See also "awakening", "beacon", "turned".

**the Long Night:** The name for the festival celebrated on the Winter Solstice. Occurring in mid-December, this night is the longest night of the year, and many households and covens gather together to celebrate this. It is a festival of community where everyone relaxes and socializes. It is also the traditional night to recognize new members of the community or a coven or to perform rites of passage.

**Mentor:** A guide and teacher to a new or inexperienced vampire; the one who helped him or her through the awakening. (See also "sire")

**Mundane:** A term used to distinguish those who are not vampires from those who are. This is, I feel, more accurate than "mortal" or "human", and serves to distinguish those who are merely living normal, mundane lives and unencumbered with the life of a vampire.

**the Need:** The need to feed. When experiencing the Hunger, one is said "to be in Need." Very strong feelings of the Hunger are referred to as "deep Need". (See also "feeding", the "hunger", the "thirst")

**"of the Blood":** A term sometimes used to refer to someone as being a vampire.

**Otherkin:** Someone who identifies with something other than their human side, such as a particular animal, mythological or fantastical being. He or she takes on the astral form of the animal or being when they are in the astral plane. Often, otherkin have physical attributes, mannerisms or thought-patterns identified with their particular being, such as fae having an elfin appearance, or wolfkin having a pack mentality. Types of otherkin include therians (were-beings), fae or faeries, dragons, elves, angelics, and so forth. Some consider vampires to be otherkin, while others do not.

**Parasite:** A completely insulting and derogatory term to refer to or call a psi-vamp or emotional vampire, implying that they are thieves and have no honor.

**Porphyria:** An acute medical condition which has been postulated by some scholars to have inspired the vampire myths of the past. Sufferers of Porphyria have pale, flaky skin and are very sensitive to sunlight. Their gums often recede excessively, giving their teeth an elongated and possibly fang-like appearance. Porphyria is caused by a deficiency in the enzyme which helps produce heme, a constituent of the blood which helps carry

oxygen through the body. Dr. David Dolphin was the first to suggest that Porphyria was the inspiration for at least some of the Mediaeval vampire myths, contending that some of the sufferers may have been driven to drinking blood in order to relieve their symptoms. As a result, the condition has come to be known in modern times as "the Vampire Disease". This appellation is very misleading, however, as Porphyria only superficially resembles the vampirism of folklore and there is no supporting evidence to Dr. Dolphin's assertion that Porphyria sufferers have been driven to drinking blood by their disease.

**Poser:** Someone pretending or claiming to be a vampire who is not, with the intent of deceiving others, by making false claims as to their powers, abilities, lifespan, etc.

**Pranic energy / Prana:** See "chi", "psychic energy". Also referred to as sexual energy.

**Primus:** A vampire, almost always an elder, who founded or is the leader of a large family or coven of vampires.

**Psi:** A general term for the life-energy which is found within and throughout all living things. Also called prana, chi, pranic energy, psychic energy, etc. The life-force that surrounds and is contained in living things. This is the life-force that energy and psychic vampires feed upon. This energy is also contained in the blood and is believed by some to be an integral part of the transfer which occurs between a donor and a sanguinarian. See also "chi" and "pranic energy".

**Psychic vampire, Psi vampire:** 1.) Someone who "drains" life-energy (prana, chi, life-force, whatever) rather than blood from others. Psi-vampires may or may not consume blood as a means of extracting pranic energy.

Though the two terms refer to the same being, they do so with different meanings in mind. Some insist on calling psychic vampires "psi-vampires", and insist that "psychic vampire" is incorrect, and then proceed to "prove it" by splitting etymological hairs. There is a distinction which needs to be made between the two terms. "Psychic vampires" are called such because they feed psychically, as opposed to physically. However, it could be argued that psi is the auric or life-energy where as "psychic" is actually now thought to be shared thought waves from a collective consciousness. So "psi-vampire" refers to what they feed upon, whereas "psychic vampire" refers to how they feed. Not infrequently, psi-vamps may also experience the Thirst in varying degrees of intensity, and in fact, there are many similarities in condition between the psi-vamps and the sanguinarians, with the main difference being, the psi-vamps' need to drain pranic energy, and ability to do so.

2.) A psychic vampire, in psychiatric terms, is someone who drains emotional energy without giving anything back, and can make the other person very tired, depressed,

emotionally unbalanced, or worse, if too much is drained; an emotional vampire. Katharine Ramsland discusses this in depth in her book, *Piercing the Darkness*, (Harper Prism, 1998), pp. 190-196, referred to as "covert vampire". See also "psychological vampirism".

**Psychological vampirism:** These individuals often have a histrionic or narcissistic personality disorder and they are constantly drawing attention to themselves. They usually create dramatic situations and then demand emotional support from those around them. These individuals are emotional vampires. It does leave the victims emotionally and mentally drained.

**Puppy:** A somewhat derogatory term for one who has developed an undue fascination, obsession or bond with a vampire and follows him or her around, trying to gain the vampire's attention or approval, and fawning over him or her, in a manner not unlike a puppy dog follows his or her master around. (See also "blood bond".)

**Real vampire / Real vamp:** Someone who has a condition which includes but is not limited to a physical thirst or driving need for blood which is non-erotic in nature; and in a more significant quantity than is generally required or desired by other blood-drinkers, such as blood fetishists or psi energy; increased physical and/or psychic sensitivities; sensitivity to light or sunlight or migraines when being out or exposed to sunlight and a nocturnal circadian rhythm; amplification and/or alteration of emotional states and feelings.

**Rogue:** 1.) A vampire or blood-drinker's former donor or source who parts company on hostile terms and causes trouble; 2.) A vampire who can't handle things and becomes violent and/or irresponsible, posing a danger and threat to both him or herself and others.

**Renfield's Syndrome:** Some attention has been given to a condition named 'Renfield's Syndrome' in psychological literature, based on the fly-eating character Renfield in Bram Stoker's *Dracula*. Renfield's Syndrome is described as having four stages: a trauma or 'critical incident' in childhood in which the patient discovers that the taste and sight of blood is 'exciting' or attractive; 'auto vampirism', the drinking of one's own blood (auto hemophagia); 'zoophagia', or the consumption of blood from animals; and finally 'true vampirism', in which the patient must have human blood, and may resort to stealing blood from medical facilities, or serial murder.

**Role-player:** 1.) Someone who engages in role playing games (RPGs). 2.) This is often used as a derogatory term for those who play *Vampire: The Masquerade* or similar vampire RPGs and/or who pretend to be a vampire in their free time when they are not. RPGers are also associated with posers and other fakes who dress the part and pretend to be something they are not. See also "poser" and "wannabe".

**Sangomancy:** A form of vampyre craft, or vampiric magic, which specifically involves the use of blood in the rituals. (See "vampyre craft".)

**Sanguinarian:** Someone who has a physical thirst, need, craving for blood (which is non-erotic in nature) in more significant quantity than is generally required or desired by other blood-drinkers. Sanguinarians (a word from the Latin root "sanguinarius", meaning "bloodthirsty") apparently do not get the benefits from pranic energy, or else they are unable to feed psychically like psi and energy vampires, for whom blood and pranic energy are apparently interchangeable.

**the Sanguinarium:** The network of like-minded organizations, events, businesses, websites, individuals, havens (nightclubs) and resources for the greater vampire and vampyre lifestylers communities. Inspired by the "vampire connection" of vampire bars, nightclubs and safe houses founded in Anne Rice's Vampire Chronicles, the Sanguinarium serves to bring this vision to life as a real "Vampyre Connection". Many real vampires frown upon the Sanguinarium because of the non-vampiric lifestylers it attracts and the artificial pomp and aristocratic hierarchy it endorses.

**Sanguine / sanguin / sang vampire:** These are shortened forms of the term "sanguinarian". See "sanguinarian".

**Sanguivore:** A term that I am seeing more frequently, used to define sanguinarians, but which I feel is inaccurate, as sanguinarians do consume more than just blood. I would strongly recommend using the term to refer to those who consume only blood, and nothing else, as their main source of sustenance.

**the Scene, or Vampyre Scene:** The "scene" is a general term for the social aspects of the vampire subculture including nightclubs, havens, events, businesses, societies, and even the online part of the subculture. Many vampires and vampyre lifestylers are a part of the vampiric community, but do not go out and socialize. Most of the current scene revolves around the Sanguinarium.

**Seeker:** Someone who is seeking after vampires, or knowledge of vampires, usually desiring to become one him/herself. Unlike a wannabe, the seeker has a more thoughtful approach to vampirism and is willing to learn all he or she can about the condition before jumping head-first into it.

**Self-Mutilation Syndrome (SMS):** A psychological condition which has apparently begun to grow among American youth. Sufferers of SMS, also known as cutters, feel the need to cut into their flesh and watch themselves bleed. Some sufferers of SMS also drink the blood drawn out this way, although this is not standard for the disorder. Most sufferers of SMS are redirecting feelings of anger, frustration, inadequacy, or emotional pain onto their bodies. Some eventually get involved in body art and blood fetishism. See also "clinical vampirism", "Renfield's Syndrome".

**Sexual vampirism:** A form of psi-vampirism where feeding is done primarily from sexual energy, or energy generated during sexual activity, with or without the exchange of blood. The feeding can be done intentionally or unconsciously / unintentionally. A

common term for female vampires who feed exclusively through sex is "Succubus", a word which originally denoted a Mediaeval demon which was believed to visit the dreams of men and tempt them into sexual misconduct; the male version of the word, although not as widespread, is "Incubus". See also "incubus", "succubus", "Prana/pranic".

**Sigil:** The identifying symbol of a house, haven, coven, or individual. The sigil often has ritual or symbolic significance for the individual or members of the household. For example, the Sanguine Ankh represents members of the Sanguinarium.

**Sin nomine:** Latin for "without name". A vampire who has been stripped of his or her name and recognition within the community for having committed some great crime in the eyes of the community. See also "excommunicated", "Invisibles" and "Black List".

**Sire:** 1) A term from *Vampire: The Masquerade* role-playing system that has crept into general usage meaning the one who turned (or awakened) someone who is a vampire.  
2) A term used by some covens or houses to identify the founder or leader of the coven or house. Although this is not a widely used term within the Vampire Community, it is still, nonetheless, used because coven and houses make up their own hierarchical chain. (See "mentor")

**Slayer:** (This term came from Sanguinarius.com)

A loud-mouthed dumbass that makes public and obnoxious claims of killing people who are (or who the slayer thinks are) vampires. Just like hit-men for the mafia, those who may be real vampire hunters or slayers are NOT going to publically announce what they do, as that's a surefire way to the Big House, or the Happy Hotel. At any rate, they'll get investigated. If they are posers, then they will continue to remain free and flap their lips a lot; if they are real, then the Law will deal with them accordingly.

Whatever the case may be, Sanguinarius urges you to report these individuals to the proper authorities. Maybe being investigated will put a reality check in their miserable lives and cause them to tone down their racist shitspeak. (See also, "hunter")

Whether they are harming or killing people, or desecrating graves and corpses, or conducting illegal interstate commerce (ex., a site on the net, offering vampire hunting or slaying services in exchange for money or goods) -- even if they have had no takers!, -- they are doing or offering to do illegal things, and should be reported. I believe conducting illegal interstate commerce is a felony--?

It's one thing to be a fan of Buffy, or Blade, or Jack Crow, or whoever, and it's one thing to have a ROLEPLAYING persona of a vampire hunter, but if that's the case, then those who do need to put some sort of indication that this is the case!

**Source:** Someone from whom a vampire will get blood.

**Strigoi Vii:** A term meaning "living vampires" in Romanian folklore, it is used by some to refer to the condition and philosophy of being a vampire. Sanguinarium have appropriated the term for their use in describing their more spiritually oriented path, the Order Strigoi Vii.

**Succubus:** The plural is succubi. A female sexual vampire. See "sexual vampirism". Historically, the term was used to describe a reason for the sexual dreams a person sometimes experiences, and were thought to be caused by a demonic spirit which took the form of a female in order to drain a person of his or her energy and lead the defenseless person into sexual sin while they slept.

**Supplier:** Someone from whom a vampire will get blood, such as a market or butcher.

**Sympathetic vampirism:** A condition which sometimes occurs in individuals who have been fed from too frequently. This most often occurs in the donors or sources of energy vampires but can manifest itself among the sources used by sanguinarians as well. In general, the victim's resources become so depleted that they have to resort to vampirism themselves in order to replenish them. In addition to a need to feed, the sufferer of sympathetic vampirism may manifest symptoms commonly associated with real vampirism, such as heightened sensitivities and sensitivity to sunlight. Often, this condition causes some real vampires to mistakenly assume that their donors, or the donors thinking that they, themselves, have somehow been turned or awakened. But the condition is not permanent. This condition may last for a few weeks, although sometimes it can be drawn out for months or years. The best course of action is for the vampire or vampires who feed from the person to stop completely. Without the constant depletion of resources, the person's system should gradually correct itself over time.

**Tease-the-Vamp:** A cruel "game" that non-vampires, or even other vampires, sometimes play where they tease or taunt a blood vamp with either thoughts of blood, or actual blood, which they have no intentions of giving to the vampire being teased. While it might be amusing to watch the vamp's reactions, this "game" causes misery for the poor vampire, and can result in his or her vamping out or worse, if it's not stopped.

**the Thirst:** The craving, need, desire, urge to drink blood, experienced as an intense thirst-sensation and withdrawal-like symptoms. To say the least. This manifests not unlike an addiction, and is very difficult and annoying to have to deal with. (See also "the Hunger", "the Need", "Feeding")

**Turned:** Another term for becoming a vampire. Some groups believe that ordinary people can be turned into vampires, but this is most likely a misinterpretation of the awakening process. The method for this turning varies from group to group, but generally involves a rite of blood or energy exchange between the vampire and the person to be turned. If someone appears to have been turned, he or she was most likely a latent vampire to begin with. See also "awakening", "latent vampire".

**Twoofing:** An alternate, less blatant, and less cheesy-sounding, term created as an alternative for the phrase "vamping out". See "vamping out".

**Vampire:** A much-disputed term with many meanings, depending upon whom you're talking to. See also the definitions of "sanguinarian", "blood-drinker", "blood fetishist",

"psychic vampire", "Vampyre Lifestyler", and "Vampiric Community". Here, it is used to encompass all of the above-listed groups into a general category. Also, here, it is not used to define any of those as some sort of supernatural or superhuman beings or someone who has returned from the dead (excluding being revived by medical procedures), and so forth. Anyone who makes those sorts of claims, is lying.

**Vampire aesthetic:** The art and style associated with the vampire. This includes figures with long, slender limbs and pale or bone-white skin, androgynous beauty, Victorian or Mediaeval styles and themes, trappings of lace and velvet, funerary décor, and overall dark and melancholy themes. Scenes of crypts, abandoned castles, and shadowy landscapes abound in artwork that appeals to the vampire aesthetic.

**Vampire bait:** A poser or wannabe who is just screaming for a vampire to come after them.

**Vamping out:** Experiencing an acute flare-up of the thirst. This also involves a change in the person's manner, breathing, pulse rate, thought patterns, etc., as their body gears up to go out and attempt to satisfy the thirst.

**Vampiric community:** The community of people who identify with or have been identified with the label "vampire". This includes blood-drinkers, psi and energy vampires, and Vampyre lifestylers. The community also includes donors and sometimes the friends of vampires. (See "vampire")

**Vampire lifestyler:** Someone who incorporates fictional vampire imagery and trappings into his or her personal life, often cultivating a "Vampyric" physical appearance, including but not limited to a very pale complexion, a wardrobe made up predominantly of dark clothing, a style of dress which is modeled on Victorian or Renaissance fashions, black or blood-red lipstick, sunglasses, fangs, FX contacts, and a generally melancholy or lugubrious air. Lifestylers often form alternative extended families and social structures modeled on the "covens" or "clans" of vampire fiction and role-playing games. Many also utilize lingo and terminology taken from vampire fiction and RPGs. Some are real vampires in the sense of craving blood, while others are blood fetishists, and still others are just drawn to the "Vampyre aesthetic". This is an outgrowth of, but distinct from, the Gothic subculture.

**Vampyre crafte/Vampire Craft:** In general, this is the magic practiced by vampires or vampyre lifestylers. Many of them are pagan and follow the old ways, and the ways of magic are an integral part of their beliefs. Most vampires or vampyre lifestylers practice numerous techniques associated with energy manipulation. Many also practice some form of magic, most often ritual magic or chaos magic. Vampyre crafte refers to magical techniques specifically designed by vampires and vampyre lifestylers to take advantage of their unique abilities. Vampyre crafte often has a dark flavor to it, although in general it is more of a balance between dark and light techniques.

**Wannabe:** A slang term, a contraction of the words "wants to be". Derogatory term for

someone who wants to become a vampire, usually with unrealistic expectations of what it would be like. Most wannabes have a very romanticized vision of vampirism, and they seem to think it would improve their lives somehow or make them more interesting. Many are attracted by a false vision of a vampire's powers. They usually fail to look at the practical side of becoming a vampire, such as necessary changes in lifestyle, finding sources to feed from, and trying to hold a job while balancing one's vampiric nature with daily life.