

# House Khepera News Letter

Volume One

Issue One

Summer 2006

## **The Vampire Top 100 Closes Website**

Countess Amenti  
July 7, 2006

After a long and strong eight years of faithful service to the Vampire Community, Vampress, owner of The Vampire Top 100 Website will be retiring the site.

The Vampire Top 100 has been one of the pentacle points of resources for the Vampire Community for the last eight years. TVT has provided a resource for the Vampire Community to list their websites for others to view, find a place to call home, gain education, enlightenment and information.

Vampress states, "I intend to overhaul the site entirely during the remaining summer months and what had originally started in 1998 as a hodgepodge of vampire everything will now be more focused on what the site was meant to be, a horror entertainment resource showcasing the best, worst and everything in between of vampire film and literature.

## **ABC seeks families who are involved with the vampire community**

Countess Amenti  
July 1, 2006

From an email that has been passed to me:

Dear Sir or Madam,

I'm a Casting Producer with ABC Television and we're looking for

unique, dynamic, outgoing families who participate in the vampire culture! We want to speak with families who are involved in many different ways, whether it be serving as heads of vampire communities, running vampire websites, owning a specialty shop, leading vampire tours, or just collecting vampire memorabilia. We think your culture is fascinating and would love to learn more about your every day lives!

We're currently casting these great families for ABC's hit family show, Wife Swap. Please don't be confused by the title – Wife Swap is a family show on ABC primetime. The premise is simple: two moms from two very different families get the opportunity to swap lives (but not bedrooms!) for a week to experience what it's like to live a different lifestyle – and to see what they can teach each other about their own!

In this case we're looking to feature families interested and involved in the vampire culture. It's a unique lifestyle that most people know NOTHING about and we feel that this could be a fun way to introduce another family – and our viewing public – to your philosophy! I found your information online and thought you would be a great resource. I would greatly appreciate you forwarding my information on to any of your colleagues, friends, and family members who might be interested in sharing their lives with us for a week!

All featured families will receive a \$20,000 financial honorarium for their time commitment – and \$1000 goes to anyone who refers a family that makes it on the show! We are looking for two parent families with children (between the ages of 5 and 18) who are ready for adventure! I appreciate your assistance in reaching out to these great families and look forward to hearing from you soon!

Best Regards,

Heather Teta  
Associate Producer  
ABC Television's Wife Swap  
RDF Media  
440 9<sup>th</sup> Ave 11<sup>th</sup> Floor  
New York, NY 10001  
[Heather.Teta@rdfusa.com](mailto:Heather.Teta@rdfusa.com)

## **House Khepera Yearly Court 2006**

Countess Amenti  
July 7, 2006

House Khepera will hold it's yearly court from October 20-22, 2006 in Hunter, NY.

Agenda for the court is forthcoming and will be announced on the House Khepera website the first week of August.

Lodging is available in Hunter at the following places:  
Fairview Inn

When the formal agenda is posted, prices for rooms will be listed.

Camping is also available but is limited to 5 persons. Camping site fee is \$5.00 per night and does not include

food and or drinks. Those interested in camping must make a paid reservation with Countess Amenti no later than October 1, 2006. Payment for camping site fee may only be paid by personal check made payable to: Jeanne Regenczuk and mailed to P.O. Box 856 Hunter, NY 12442.

**Newly Awakened Classes Day Change**  
Countess Amenti  
July 7, 2006

Newly awakened classes for vampires and otherkin have been changed to Wednesdays at 9 PM EST and will be held in the House Khepera chat room located on the House Khepera website.

**Summer Rolls**  
Countess Amenti  
July 7, 2006

Mel	70
Litara	8
Green Violin	32
Leplume	40
Lord Ahjonge	50
Lady Fantasia	2
Lady Celeste	40
Lady Ezona	12
Ashke	20
Kfuryon	0
Dark Lord	0
Rev Devon	2
Striges	48
Jack of all	0
Lucian	8
Shards	0
Tom	0
Echos in the void	0
Amethyst Rose	0
Lestat	0
Thomxen	0

**Jokes Section**

From Lord Ahjonge  
A male and a female necromancer walk into a grave yard. One says to the other: Hey! You wanna' bone?

**Poems Section**

The Beast Within  
Leplume

inner sanctum  
it resides  
often purring  
always restless

the beast

somedays  
i ignore her insistent droan  
somedays  
i cannot ignore her at all  
all days  
i welcome her presence

for i know  
that within me  
lies the means  
to take all i need  
at a moment's notice

inner sanctum  
it resides  
my strength  
my weakness  
my beast  
is me

**House Positions**  
Countess Amenti

**Keeper of Scrolls**

The Keeper of Scrolls will be directly responsible for keeping track of each house member's points earned within the house. The Keeper of Scrolls will report directly to Countess Amenti each month with a report on all house members that have earned points.

**Requirements for Keeper of Scrolls:**

Must be active on the forum  
Must have Microsoft Office (Word, Excel etc)  
Must have yahoo instant messenger  
Must have reliable internet capabilities.  
To apply for this position, please send resume via email to:  
[housekhepera@verizon.net](mailto:housekhepera@verizon.net)

**Head of Guards**  
Countess Amenti

**Requirements:**

Must have experience in security issues both for online as well as in the mundane.

Must be a member in good standing.

Must be able to make reports for incidents, accidents ect.

Must be able to make reports on time.

Must have Microsoft Word or Microsoft Works to email reports.

Must be able to attend any and all online meetings that are held.

If you are interested in applying for this position, please send a resume of your skills and you will be considered.

**Featured Article**  
Countess Amenti & Lord  
Ahjonge

**Otherkin Information**  
All of us have a spirit being within us whether it be animal, elf, angelic, demonic, vampiric etc. Like any spiritual being it needs to be fed. For example: if you are a religious person the desire to go to church and be filled with faith is just something within you. Everybody hungers. Sometimes you can eat a meal and not be satisfied. The reason for this is you may not be "feeding" in the right manor. No, I am not saying you need to stop eating food, rather alter the way you feed the spirit within you. The spirit within us needs to be fed.

The first part of feeding properly is to identify the spirit within you. These are some ways to do such: meditation, dreams, recognizing nature around you and seeing what things draw you the most whether it be an animal, nature itself, the stars, the heavens, fire, etc.

So what does it mean to identify with the spirit within you?  
For most otherkin it means a spiritual connection. This is quite commonly something long felt but not understood until realizing there are others out there feeling the same way.

This connection is sometimes not realized until another person points it out, for example otherkin often subconsciously (or not) copy the mannerisms. Be it the way they yawn right down to making animalistic noises etc.

Others might find they dream of being a certain animal or being, sometimes even transforming into the animal or being then perhaps hunting

(if a predator), flying (in the case of avians) and so on.

This is a meditation that may help you recognize the spirit within you, told to me by firesofwolf from Forest of the Unknown  
<http://forestunknown.proboard.s78.com/>

Basically meditate, and imagine that you are looking out from a mirror, and what do you see? What is your true soul?

Here's another meditation by Lord Ahjonge that may help.

Go out to a natural setting (a park, woods, field, whatever). Sit or lay down in a comfortable position (remember don't fall asleep). Drop yourself into a meditative state. Easy way to do this is deep breathing exercises. In through the nose, out through the mouth. Focus on the energies around you. Concentrate on the heavens, animals, and all that is around you, trees, ground, the air, the mountains. See yourself moving through these areas. See yourself taking forms to aide you in moving through these elements. Let your spirit guide you in the form you take. See which one fits you and feels the most comfortable. Spend time in each of these areas and each of those forms. More than likely you will find one form that is the most comfortable. Look at yourself. See what you look like. This is the spirit that resides within you.

You can also stand in front of a mirror; look at your face especially around the eyes and nose areas. Look at the shape of your hair, your head, your brow, your lips, your chin, your hands. See if you can recognize and identify a animalistic or elven, demonic,

etc look about you. That which you see is what you are. You can also do what is called "looking beyond" to see your aura, your energies. See if your aura or energies show you what you are.

Here is one from Countess Amenti that you may find useful:

Sit down in a comfortable position with your legs uncrossed. Close your eyes and begin breathing exercises (remember, in through your nose, out through your mouth and breathe slowly.) Imagine yourself in your favorite place (a jungle, forest, the water, the heavens, etc.) Let yourself roam around your favorite area for a while. Feel how much like home it feels. Let yourself become who and what you are. This will happen naturally without you thinking about it. Be aware of the changes you are feeling. Are you growing fur, a tail, elongated ears, fangs, more than 2 feet, wings, etc. After the transformation has taken place, let yourself do what comes natural in this meditation (run, hunt, climb a tree, take flight, what ever comes natural.) Let yourself go through what ever natural process that you must. Pay close attention to what you do and what other animals, or entities are around you – come up to you—interact with you. Look at yourself and see who and what you really are.

General Information for  
Otherkin and Vampires

Feeding Types

In as much as I do not want to compare Otherkin to Vampires (many believe that vampires are just another form of otherkin- I personally disagree. The spirit within an

otherkin is very different that the spirit within a vampire), we feed in vary similar ways. Yes, I know, you probably think that otherkin do not feed or do not need to feed; you are mistaken for we all must feed. We are spirit creatures. Any spiritual creature needs to be fed. With this said, let me move on to the feeding types.

The information below is geared for both otherkin and 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 and some otherkin feed upon.

Sang: Those who feed from the pranic energy of blood and or raw meats.

Elemental: Those who feed from the pranic energy from the elements (Earth, air, fire, water, storms.) This is a sub category under PSI feeding.

Tantric: Those who feed from the pranic energy from sexual interactions. This is a sub category under PSI feeding.

#### Feeding Techniques

PSI (Auras): Imagine a cord stretching from the center of your being reaching out to touch the aura of your donor or person whom you chose to feed from. Imagine this cord like a straw. Have the straw draw the aura of the person you are feeding from into the center of your being. Feel it fill you completely.

PSI (Elemental): The best thing to do is to be out in nature near or in what you feed from ie: if you feed from

water, be in the water or drink it.

You can partake of the water or breathe in the air letting the energy of the water or air fill you. If you feed from fire, do not burn yourself by putting your hands or any other part of your body into the fire rather sit near the fire to draw in the energy that it gives off and allow it to fill you. If you feed from the earth simply being out in nature in a field, a garden, a park or sitting under a tree and letting yourself draw in the energy from the earth and let it fill you.

PSI (Music): It is best if you can put ear phones on to block out all other sounds except for that music you wish to feed from. Close your eyes, listen to the music. Feel the energy of the music coursing through you. Let it fill you.

Most everyone who feeds from music has a different genre of music that they find works best at feeding them. For some it may be country, it may be techno, it may be classical. What works for one may not work for you. Listen to what your body tells you and not what others tell you. Your body knows what works best.

PSI (Tantric): Without going into great detail about the content of this adult matter, there are several different ways to feed in this manner. Tantric does not always mean intercourse. A Tantric feeder can gain the sustenance he or she requires through masturbation, reading erotic stories, watching adult pornographic movies, heavy petting, foreplay and lastly intercourse.

Tantric feeding is not so much about the act of sex as it is the act of feeding. Many people tend to think that Tantric feeders have it much better than any other type of

feeder, this is not so. Yes, it is much easier for a Tantric feeder to find a donor, however those people who jump at the chance to become a donor for a Tantric feeder are in it solely for the sex and have no understanding of what it is their partner needs and doesn't care.

You must really be aware of who you are accepting as a donor; don't just talk to them for a few moments and jump into a feeding frenzy with them. Please use safety procedures when choosing a donor for this area. Make sure the person you would accept has been recently tested for STD's including HIV / AIDS and that that person has not had any sexual interactions since the tests were given to insure your safety.

There are a couple of good books on the market that can help you learn to better feed yourself tantrically. The Kama Sutra, 101 Sexual Positions, The Art of Seduction, The Joy of Sex, The Cosmo Kama Sutra, and Mars and Venus in the Bedroom.

Sanguine: Sanguine feeders have it the hardest out of all the other types simply because it is not easy to obtain the blood. Most people do not want to be a sanguine donor or if they do they are in it simply because they have a cutting fetish. Most butchers will look at you funny if you dare ask them if they have any fresh blood. I said it was hard not impossible! Safety must be used with the same cautions as Tantric feeders but extra cautions must be used when feeding from blood. There are many pathogens in the blood (especially animal) that are not detectable. Some STD's can be transmitted though blood.

If you are lucky enough to have a human donor for this

feeding type please make sure that your donor has time to recover after this type of feeding and that his or her health is good or optimal before feeding. Please make sure that you have gotten all proper documentation from your donor, or have gone with your donor to get the test results. You do not want to wind up getting an extra gift from his or her donation. If you are not lucky enough to have a donor, don't fret, there are other ways in which to obtain your food. Rather than to go to a butcher it is far better you go to a local slaughter house. Yes, this is animal blood and no, it does not taste as good as human blood, but it will feed you. I suggest staying away from pig blood simply because it contains far too many pathogens and other celled organism that are harmful to you. If you live in an area that has had reports of mad cow disease, do not purchase cows blood. I would recommend above all other types (other than human) of blood that will better sate your needs is cows blood (again see the last sentence for a warning!) If cow blood is not an option due to mad cow disease then I would suggest goat. Chicken blood is not something that you would want because if left out in the open for too long it has a tendency to grow salmonella quicker than any other type of blood out there. Salmonella poisoning will make you extremely sick. You can store your blood in ice cube containers (that have been washed and sterilized) and cover it with plastic wrap. Freeze it. When you need it, unwrap it, pull out a cube or 3 and let it defrost.

Here are some other ways that may help. Get a rare steak (not raw) but very rare. Roast beef (rare) works very well. Drinking milk and even eating yogurt will help since milk is a blood by-product. Things that do not help—these are fake outs for the mind. Drinking tomato juice, eating tomato soup, drinking grape juice, drinking cranberry juice, eating carrots etc. If you are a true sanguine, you need blood or a blood by-product to feed from. These items will not sate you, it will not make the hunger go away, it will not curb the hunger.

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#### **Featured Path Article Dominus Lucian**

Druidic History and Structure  
The Early beliefs and philosophies of Shamanistic Stone and Bronze Age people are directly linked to the practices, lore and traditions of the people who later merged to form the Celts and Ancient Druidism. It was these shamanic principles that gave them a system deeply rooted in the ways of Nature. The Druids formed a belief structure that revolved around the concept of balance in all aspects of life and even death. Some believe the word Druid comes from the ancient Celtic word "Druui", meaning, "Wise" (and closely linked to the word meaning "Oak") and id, which means "One", so Druid literally means "Wise One". Another common belief is the the Gaelic word "Draoi" meaning "Magician" is the derivative of the term Druid given the Druids close relation with magick this would also seem to make sense and hence the Gaelic term "Draiocht" which means literally "what Druids do".

The earliest beginnings of the Druids almost certainly began as small, select groups that worked collectively to help smooth the progress of their individual tribes. While this was proven effective when and where there were few tribes, the Druids soon came to the realization that they also needed to be aware of the other tribes in order to keep their own tribe in balance. This led to the Druid groups working in conjunction, as one. As the population grew, tribes expanded and more tribes formed, the Druids began to gradually work closer together. Efforts were made to jointly combine their knowledge and to understand their world more clearly. By the time the Scythians fused with the Celts, the Druid groups had become a united front, devoted to keeping all the tribes in balance with Nature and the Otherworld. Acknowledging and appreciating that the Druids were amongst the wisest and most intelligent, the Celtic people granted the Druids the authority to originate the 1st laws of Celtic society. Around this time, certain Druids began to make a distinction from the rest of the group and specialize in particular aspects of Druidism. Possessing a vast memory and a fondness of music, these Druids were very passionate-natured. They enjoyed orally passing down the histories and tales of the Celts. They became known as Bards and were eventually given their own place in Celtic society. They became the keepers of the laws the Druids produced, as well as the historians, poets, and musicians of the tribes. Another subdivision of Druidism was the Ovate. The Ovates were the healers and shamans; the philosophies of herbs, tree lore and animal lore were their mandates.

Ovates were charged with the learning and teaching of life, nature, death and rebirth, magick and divination. The awareness of time itself or the cyclical and seasonal nature of life was also the Ovate's domain, including moon and sun lore. To actually attain the title of Druid, one had to first be a Bard or Ovate. Ovates had to be able to recite word for word and be able to demonstrate mastery of the aforementioned subjects: all tree, herb and animal lore, healing all magick learned, divination and a full understanding of cyclical time and it's function to progress. Bards had to recite word for word and play note for note from memory all 350 songs, prose, poems, stories and laws written by the Druids all through the Bardic training. It was when they had displayed mastery over all of these things and only then that the Druid initiate was allowed to progress and learn the ways of the Druid. Druids presided over disputes and all legal matters, ruled over and led the ceremonial and non-ceremonial rituals alike, they taught the Bards and Ovates. Druids were always consulted in matters regarding state, war, progress, nature, science, spirituality and the divine. The Druids were often both Bard and Ovate learning all the lessons of each. After merging, the Celtic tribes emigrated westward and finally settled in Gaul and Iberia, or modern day France and Spain. They later expanded to the areas of Albion, Eire and the surrounding isles (now the British Isles). They found new plants, creatures, and terrains in their travels. They attained new knowledge and wisdom through these new discoveries, and integrated them into their society and beliefs. When they arrived in Gaul they discovered a rich,

fertile land, suited to a wide variety of crops. The Gaulish Celts established a flourishing culture and became one of the most advanced cultures of that era by means of necessity and invention.

**Druidic Frame of mind**  
The Druids were renowned for their inquisitiveness and enthusiasm to find the answer to any and all questions posed to them and otherwise. They were extremely dedicated to their people and Nature. Druids were very unbiased in their beliefs regarding learning new things, frequently apt to accept any view or new concept as a possibility until it was established to be inaccurate or false. Druids understood that there were various paths to enlightenment and truth, and that no single path was superior to any other. All paths were valid.

**Training**  
A Druid began their training around the age of five, or soon after any person was deemed gifted by the divine, nature or otherwise. This training lasted for at least fifteen years and sometimes as long as twenty. The training was harsh on the body and the mind, for some key factors were survival and the ability to influence and control Nature's raw energy. A person had to possess extreme endurance for Druidic training. Usually the students were taught by all the Druids of a community, and would amalgamate their knowledge. Students were called upon to occasionally teach lessons they had learned to newer pupils, and it is in this manner that initiates could then advance as expeditious as their natural abilities permitted. The Ovates' and Bards' initial training began in much the similar method. They both

were educated on the histories of their people and the principles the tribe abided, and both learned the basic creed of the other's classes. Thus an Ovate had basic Bard craft, and a Bard knew the first lessons of the Ovate. This was to ensure that the two classes had a firm understanding of each other because they often closely worked together and to attain the title of Druid, an initiate must hold mastery over one if not both subdivisions. A person who studies Druidism learns as much as possible from many various fields. They access information, take it in, revere and appreciate it, no matter if even it seems trivial at that particular moment. A Druid is for all intents and purposes a "walking magickal, mystical encyclopedia". The lore gathered by the Druids is used to further their understandings of the intricacies of the complex universe and worlds around them—both the seen and unseen.

**Druidic Rankings**  
Advancement in Druidic society is threefold. First, the student must demonstrate a strong and solid understanding of the knowledge and lore they have absorbed, often in an oral presentation, reciting the lore and skills they have learned. Second, A Druid must do more than reiterate; they must be able to personally interpret the lore they learn. Third, the student receives a sign from Nature or the Divine that they are ready to advance. The positions attained within Druidic society are derived from the structural makeup of a tree. The first is the Leaf (Guiteraes). A Leaf is expected to take in as much information as possible.

During this time they begin to understand and create order within their mind and gain knowledge of basic control over the body. To move up they must display an ability to recite what they have learned and the importance of the material.

At this point they progress to the Branch (Maghivellwyn). The Branch learns plant and animal lore, and how to commune with living and nonliving things. They also learn at this time how to commune with the elements, basic healing craft, and combative, defensive, and divining magick. They must time and again prove their skills in a test against Nature in which other Druids use both magick and physical obstacles to assess the student's ability and development.

Upon the successful passage of the Branch test, the apprentice is now considered a full Druid—though a Druid never completely stops learning. They are called the Trunk (Llwellyn). At this point they are expected to gain knowledge through their own path. They study what fascinates them, sharing whatever wisdom they attain with others. This stage in Druidic training is highly dangerous, as they are always experimenting with new magick and methods for older magick. They are expected to devote time daily to the progress of their clan and Nature.

If a Druid surpasses the accomplishments of Trunk level, Nature will call the Druid to lead. They become the Root (Themaoddís), and are called a Head Druid. They are expected to aid other Druids. They are aware of the happenings within and outside of their grove. They are also responsible for the creation of tribal laws. They are the link between the Otherworld and Nature for

other Druids.

Occasionally this is not enough, and Nature will call upon the most powerful and wise Druids to lead all the Druids in an area. They are known as the Tree or the World Around the Tree (Aretha) or Arch Druid. They are expected to solve whatever imbalances are at hand in their area when they take this position.

The Druids and Magick  
Magick is the potential for creation and the ability to affect change within and outside of the body and ones surroundings. This potential resides in everything. Magick is the energy that exists in everything—living and nonliving, spiritual and physical. This energy connects all, binding it together. Druids use the energy that derives from within themselves and the energy of the things around them to perform magick. This energy is never forcibly taken from others, but always politely requested. Thanks and offerings to beings that assist the Druid are common (and recommended). A Druid uses this energy to aid others. Arrogance has no place in Druidic magick. If anything, a Druid is profoundly respectful for they acknowledge the existence of many beings and creatures of far greater power than the Druid. They are aware of how little they truly know, and how much there is still to learn.

Druids Within the Celtic Tribe  
Druids chose many different abodes and styles of life. Some lived in houses or huts like their tribe. Others lived in caves. Still others had no specific home, but lived outside in the Nature that they served. Druids usually preferred simple dress, most often a robe. There was no specific color for the robe. The robe was whatever color

the wearer preferred but most often was white or off-white symbolizing purity of the spirit and powerful light magicks. The exception was that Leaves and Branches usually wore grey (symbolizing formlessness or potential). Only in specific rituals would a Druid wear a pre-determined color, and even then it was not mandatory. Others in the tribe usually gave Druids any material things they requested (food, water, clothing, shelter if asked).

Druidic Ceremonial Sacrifice  
Many are horrified when they discover that sacrifice was a very real and widely practiced part of ritual Druidism. At one point or another, sacrifice was also a part of virtually every culture in the world. Both animal and human sacrifices performed by the Druids followed a few very specific rules. First, the sacrifice must be willing, Celtic peoples as well as various many other cultures viewed death very differently than modern man. Death was merely the beginning, a doorway into the Otherworld of the Divine, spirits and ancestors, and the ideal of life, death, and rebirth was ever present so it was not a bad thing to die and to die in ritual sacrifice was said and thought to be very mystical and revered. Second—the willing sacrifice must feel absolutely NO PAIN. These were the two unbreakable rules of sacrifice, and to break these rules rendered the sacrifice unfit. Druids performed sacrifices as appeals for aid to the Otherworld and as pleas to Nature to sway the forces to a particular act. An unwilling sacrifice would not carry a petition to the spirits or the forces of Nature. Likewise, a sacrifice in pain would be in poor condition to relate an appeal to the Otherworld or Nature in understandable

terms. Sacrifice in this manner is no longer necessary in Druidism.

#### The Solitary Druid

It is difficult to practice solitary Druidism because the original structure was that of a group working together. A Druid aids anyone in need, and a solitary without others for support is often weighed down by the pressure of all they need to do. Those who wish to be solitary Druids would find it easiest to assist people in specific areas rather than trying to solve every problem they encounter. In addition, since a solitary has no one to test and gauge their progress, they must have a strong connection to Nature, as Nature will be the primary teacher. Regardless, a solitary must gather large amounts of knowledge. Without a group to share this task, the solitary is solely responsible in searching for lore. However, a Druid working alone will amass great inner strength and power from treading the solitary path. Often a solitary's connection with Nature is much stronger than a Druid's connection that is in a grove. The information in these pages can be adapted for solitary practice while still retaining its validity, essence, and power.

This article taken in part from <http://www.angelfire.com/wizard2/druidhistory/>

## House Khepera Ranking

**Countess Amenti: Head of House, Head Physicker, Judge**  
[housekhepera@verizon.net](mailto:housekhepera@verizon.net)

**Lady Fantasia: Head of Judges**  
[lkesgirl26@yahoo.com](mailto:lkesgirl26@yahoo.com)

**Rev. Zimmerman: Asst. Head of House, Web Master, Head of Paths**  
[ladymoonserpent@yahoo.com](mailto:ladymoonserpent@yahoo.com)

**Shards of Onyx: Head of Donors**

**Lord Ajonge: Head of Otherkin**  
[jregenczuk@yahoo.com](mailto:jregenczuk@yahoo.com)

**Ashke: Head of Arts & Entertainment**  
**Ashke: Assistant Head of Otherkin**  
[shesorrowflower@yahoo.com](mailto:shesorrowflower@yahoo.com)

**House Khepera Website:**  
[www.housekhepera.com](http://www.housekhepera.com)

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