

FATHER SEBASTIAAN  
WITH FORWARD BY MAGISTER UR

# VAMPYRE

MYSTERIES



THE PURPLE VEILS  
PUBLIC EDITION

# VAMPIRE MYSTERIES



THE PURPLE VEILS  
Father Sebastiaan

## **Other Works by Father Sebastiaan**

**Vampyre Sanguinomicon “Lexicon of the Living Vampire”**

Weiser Books September 2010

**Vampyre Virtues “The Red Veils”**

Sanguinarium Books October 2011

**Vampyre Magick “Grimoire of the Living Vampire”**

Weiser Books February 2012

**Vampyre Rituals: “Sacraments of the Living Vampire”**

Sanguinarium Books Fall 2014

# **Vampyre Mysteries: The Purple Veils**

**By Father Sebastiaan**

**With editorial by Magister Maelle, Magister Ur, Victor Magnus, Lilith and Karo.**



Copyright © 2013 by Father Sebastiaan

All rights reserved. This book or any portion thereof may not be reproduced or used in any manner whatsoever without the express written permission of the publisher except for the use of brief quotations in a book review or scholarly journal.

Kindle Public Edition

Sanguinarium Books

104 4<sup>th</sup> Avenue  
NY NY 10003

[www.sanguinarium.net](http://www.sanguinarium.net)

# Table of Contents

---

**Acknowledgements**

**Foreword by Magister Ur**

**Introduction by Father Sebastiaan**

**Vampyre Mysteries**

**Adepts**

**Altars**

**Alchemy**

**Akashic Records**

**Ambient Energy**

**Ambrosia**

**Amulets & Talismans**

**Ancestors**

**Aeons**

**Apocalypse**

**Ar'thana**

**Astral**

**Attunements**

**Awakening**

**Auras**

**Barrier**

**Belief**

**Black Flame**

**Black Swans**

**Breath**

**Calmae**

**Carpathians**

**Chalice**

**Cleansing**

**Centering**  
**Chakras**  
**Chaos Magick**  
**Current**  
**[Communion](#)**  
**Cycling**  
**Dharma**  
**[Double Body](#)**  
**Dreams**  
**Dream Walking**  
**Dream Matrix**  
**Ethereal**  
**[Egregores](#)**  
**Evokation**  
**ESP**  
**Feeding**  
**Filtering**  
**[Gnosis](#)**  
**Glyphs**  
**Grimoires**  
**[Great Work](#)**  
**Group Ritual**  
**Grounding**  
**Halos**  
**Healers**  
**Higher Self**  
**Initiation**  
**Intent**  
**Invokation**  
**Karma**  
**Khemet (Ancient Egypt)**  
**The Left Hand Path**  
**[Life Force](#)**  
**Links**



**Lycanthropy**

**Manifesting**

**[Maiiah](#)**

**Magisters**

**[Meditation](#)**

**Mentors (Adra)**

**Mortalism**

**Moon**

**Muses**

**Nadis**

**[Necromancy](#)**

**Nephilim**

**NightKlad**

**[OBE](#)**

**Ordination**

**[Radiance](#)**

**Reincarnation**

**Religion**

**Ronin**

**Ritual Attire**

**Patrons**

**Physical Plane**

**Psychodrama**

**[Psychic Vampires](#)**

**Potential**

**[Primal Spirituality](#)**

**Quests**

**Sacrifice**

**Sacred Space**

**Sealing**

**Servitors**

**Sensitives**

**Sex Magick**

**Speculum**

[Shielding](#)

[Second Death](#)

**Sigils**

**Synod**

**Signature**

**Survival**

**Subtle Reality**

**Subtle Entities**

**Tattoos (Ezerix)**

**Tendrils**

[Undeath](#)

**Wands**

**Wards**

**Witching Hour**

**Veves**

## [Appendix 1: Vampiric Feeding](#)

**Introduction**

**Feeding Ethics**

**Intimacy Levels**

**Intent**

**Feeding Grounds**

**Source**

**Benefits**

**Feeding Perils**

**Sympathetic Vampires**

**Physical Blood**

**Basic Technique : Ambient Feeding**

**Basic Technique : Tactile Feeding**

**Intermediate Technique : Visual Feeding**

**Advanced Feeding**

## [Appendix 2: Communion](#)

**Intro**

**Active Communion: Purple Mass**

**Step 1. Prelude**

**Step 2: Entrance**

**Step 3. Invokation**

**Step 4. Offering**

**Step 5. Arrival**

**Step 6. Recoiling**

**Step 7. Closing**

**Passive Communion**

**Lilith Passive Communion (example)**

### **[Appendix 3: The Zoa](#)**

**Elorath “The Vampyre Dragon”**

**Mradu “The Vampyre Knight”**

**Ramkht “The Vampyre Dreamer”**

**Kitra “The Vampyre Witch”**

**Fred Samedi “The Vampyre Host”**

**About the Author**

**Other Books Father**



# Acknowledgements

I would like to thank all the members of The Sabretooth Clan, my personal fang clients, especially my first Sabretooth Lady N. Of course not forgetting my cohort in crime Magister Victor Magnus, Lilith for editing this text, Kairo for helping go over it in depth with me and of course Magister Ur for his contributions and writing this forward.



# Foreword by Magister Ur

As you read these words a new veil is unfolding before you. You are beginning upon or reinforcing a new road to your evolution; of your Zhep'r. The path you are about to undertake is one of the left hand. It is not one of comfort or complacency. It is not one of blind belief and abject acceptance. It is a path fraught with dangers, both real and imagined. Though it is the less trodden road, without improvements, it is a road of excess that leads to a palace of wisdom.

Ultimately, this path is your own. As you progress upon it you discern your own Cult of One with yourself as the central figure in your own personal mythology. This is the very nature of the Left Path and consequently, the Path of the Vampyre. Before you begin to delve deeply into these mysteries before you, it is important for you to gain, at least, a cursory understanding of the nature of the road you are setting upon.

## **The Path**

There are many interpretations of what Left Hand Path is because each person perceives its nature through their own set of cognitive filters and perceptions. In addition, there is a general cultural bias that has put forth many unsubstantiated accusations that further obscures the truth. The Left Hand Path is not a path of evil nor does it call for the destruction of mankind. It is simply a philosophical ideal where the actualization of one's own conscious evolution takes precedence over the worship of external principles.

The term Left Hand Path originates within the Hindu tradition where almost nothing is profane. The concepts described here are intentionally oversimplified as Hindu concepts of the body, soul, and divinity have developed over the course of centuries and are very complex. The intention is to simply convey the meaning and purpose of these concepts. If you wish to know more, you are highly encouraged to engage in your own studies.

The Hindu tradition sees the body and soul as divided between the left and right side. The left side is magnetic and feminine, as it attracts energy and information. The right side is electric and masculine as it projects energy and information. The union of attraction and projection is an eternally dynamic process that can be harnessed and shaped by the will of the individual.

There is a further division between the sacred individual and sacred universal mind. The sacred self is called Atman and the sacred universal mind is Brahman. Every person, no matter what, has access to the dynamic interaction between the internal and external sacred. This process is facilitated through every thought, emotion, and deed.

When a person chooses to follow orthodoxy and dogma to discover the nature of deity they are said to be on the Right Hand Path or Dakshinachara. They attend temple, offer sacrifice to the gods, and behave in every way in accordance to expected norms and mores of their particular religious beliefs. The overall goal of this path is to one day gain union with deity and live an eternal afterlife in oneness. A common phrase for the right hand path is “Atman is Brahman,” or “I am one with the universe.”

Left Hand Path or Vamachara rejects orthodoxy and cultural norms in favor of self-actualization. Just like with the right hand path, a practitioner may undertake study with a guru or teacher who will guide them in practice. The behaviors of such a practice will seem deplorable and unacceptable by mainstream cultural standards. It literally goes against established societal norms and mores. Yet, if one persists in their detestable path, they will discover their own divine nature and become their own god. It would not be inappropriate for the left hand path phrase to be, “Brahman is Atman”, or “The universe is one with me”.

The concepts of orthodoxy vs. heterodoxy and oneness vs. self-actualization are vastly misunderstood in the western world. To western ecclesiastic teachings, the divergence from the dogma of the church is a



road that leads to eternal damnation. Thus, left hand path is often associated with Satanism, Black Magic, and other forms of dark arts.

To better explain what the left hand path is, noted scholar Stephen Flowers and Michael Aquino assigned new terminology to delineate the nature of the left hand path. Instead of drawing binary distinctions between good/ evil, light/dark, or orthodoxy/ heterodoxy, they gave Left Hand Path two defining principles: Antinomianism and Apotheosis.

Antinomianism embodies the heart of heterodoxy while allowing the individual their own expression of morality. Essentially, *Antinomianism* means to go against established morals and laws. When an individual initially engages in an antinomianism practice they are rebelling against their own cultural, religious, and philosophical upbringing. This often takes the form of displaying adversarial imagery such as demons and monsters, adopting adverse political regimes, and dressing in a way that is counter to the mainstream. The initial inception of antinomianist practice is blind rebellion. As one progresses, he or she will gain an intrinsic understanding of Self that is independent of external judgments and assessments. At this point, an individual may continue to project adversarial imagery, they may create their own imagery, or they may choose mainstream concepts that have been altered to their own level of understanding. It is even possible to rebel against the rebellion. All of these concepts are in keeping with antinomianism as long as one rejects external norms and mores in favor of discovering his or her own sense of morality.

The second principle is Apotheosis - an ascension to a divine status. As one comes into their own being through antinomianism, that act of self-actualization sparks a process of self-evolution. This ascension comes from actively working to evolve consciousness and awareness with a focus of influencing reality. Key components of the Path of the Vampyre are to transcend the human condition, seek immortality, survive the second death, and exist in a state beyond time. Working through the Vampyre Mysteries gives you the opportunity to begin this process of

ascension.

To better understand how these concepts work, we must explore another concept: the Subjective and Objective nature of reality. The Objective Universe is the external existence that we all agree to participate in. This is the realm of the physical world that is bound by the laws of Newton and Einstein. We all can agree that there is a planet upon which we stand and we agree the force of gravity is what keeps us there.

The Subjective Universe is the realm of the mind. It is bound not by physical laws, rather it is defined by perceptions, understandings and expectations. Both the subjective and objective universes interact with each other through the interface of the will of the individual, whether one is conscious of this dynamic interaction or not.

Antinomianism begins in the objective universe as one engages in trivial rebellion. It is fully actualized in the subjective universe when one becomes a free thinker and recognizes their conscious will is independent of the will of the masses. Apotheosis is a process of the subjective universe. As one's consciousness evolves, so too does the awareness of whom and what they are. With this awareness he or she can consciously decide what place to have in the objective universe. With this level of understanding, the conscious will of the individual can be projected from the subjective into the objective. This projection of will upon the events of reality is commonly called magic and takes on many forms.

Ultimately, the intention of antinomianism is the actualization of an ego-centric self, or Atman. The purpose of apotheosis to elevate the ego-centric self into a position where it has an independent and willful influence over the events that occur in their objective and subjective universes. This is Brahman, or as we call it, the Dragon.

There are many ways for a person to engage in the left hand path. As you begin to explore your own Vampyric self, you realize that adopting the look and glamour of the vampire sets you independent from the rest of the world. It also places you in a position where you are enabled to

actualize your own divine nature. However, the first obstacle you must overcome is your inner limiting beliefs and the past programming you are inundated with. The process of overcoming programming to discover your divine self comes through careful analysis and experience.

## **Analysis and experience**

When you first encounter information that you are unfamiliar with, it is best to simply absorb that information. No doubt you will take in what knowledge you can and pass it through your own perceptual filters. This means you are not actually taking in the information as it is written on that page or displayed before you. Rather you are interpreting it, removing the data that does not align with your own understanding, and making judgments upon the information you agree with and disagree with.

Once you have assimilated the basic information, it must be contemplated. You are to ascertain the meaning and indented purpose of this information, not from the author's perspective, but with your own understanding. You may even be compelled to seek out the origin of such information. That endeavor will bear consequences that may contaminate or corroborate the base information you are accessing. Either way, it will have an effect upon your consciousness. No matter the effect, any effect is most desirable.

Once you have received the information and contemplated its meaning, you need to find a place for that information in your existence. This is within all subjective universe. All information is useless and simply takes up valuable space unless it has a relevant function in an individual's life. Value can only be ascertained through the pragmatic application of the information into the subjective and objective realities with the expectation of receiving practical results.

This is the most essential key. Everything you learn must have a corollary

experience to the information, or the information is simply trivial. Take what you read in this book, ponder what it means for you, then go out into the world and test it. Allow yourself the experiences described in this material. Your experiences will be unique unto you as defined by your own expectations, perceptions, and understandings. Though your experiences will be exclusive to you, the practical results will be repeatable and thus validated.

The key to unraveling the Vampyre Mysteries is not to simply read and accept the information provided. You must contemplate and internalize the information. Then express your understandings upon your subjective and objective worlds, with you as the central figure. As your perception of your realities changes, so too does the very nature of your realities.

The subjective universe is always in flux. What you once believed to be true may one day become only a symbolic reference to a greater truth. What you now discover to have been a lie and a falsehood may actually be a device you can use to help others better understand their own limitations. No matter the experience, there is some form of reality to it. If that experience is in the subjective, it will be projected into the objective. If the experience originates in the objective, it will influence the subjective. Thus, you will find that everything you experience to be real, that your realities are nothing but a dream, and you are the Dragon dreaming of reality.

## **Final**

If you find you are in full agreement with what you have just read, then you need to strengthen your antinomian practice. You should be able to question all information, discern it for yourself, and find your own understanding, whether you agree with it or not. You are your own individual with your own understandings and perceptions. Your words and imagery must supplant what has been written here. To do any less would be to dishonor the sacredness of your own being and hinder your

# Introduction by Father Sebastiaan

Ave Sorors & Fraters,

This book is very different from its sister book “Vampyre Virtues” which represents traditions and a rational philosophy known as the “Dayside.” Instead, we move into a lexicon of the “Nightside” realm of spirituality and esotericism which we call the “Vampyre Mysteries.” Not all Vampyres move beyond Vampirism as a philosophy and lifestyle, yet this book is one which all Vampyres should read and be familiar with. These Mysteries require one to be energy sensitive, spiritually open, and Awakened to the possibilities beyond the purely physical world of the five senses.

From the mundane & mortal perspective, these Mysteries are predatory and manipulative on a spiritual level. Vampirism can be seen as more humane than most human philosophies in several ways, for **No True Vampyre will kill for pleasure, cause unnecessary conflict, needlessly waste energy, or feed in a way that is cruel.** The Vampyre who practices the Mysteries feeds upon the vital life-force of humans in a predatory way but does so differently than a so-called “psychic vampire” who feeds parasitically and for the most part on emotion. The Vampyre feeds to survive and evolve beyond the perceptions of the mortal limitations imposed by their human state.

The True Vampyre lives by the “Hidden in Plain Site” Principle, which states that the Vampyre never proselytizes the Mysteries (unlike mortal human religious groups). They are an open secret. The Vampiric stance is *“These are my personal perspectives. Your beliefs or agreements are immaterial; my results are my results.”*

Yes, you may have read some of the content of this book before; however, it has never been all in one place or quite in this way. There are

two types of people who will read this book. The first are those who are just curious about vampires and will enjoy the book and then put it on the shelf. Then there are those individuals who just seem to understand. They have a spark within them that We call the Black Flame, which is the potential to think and Rise as a Vampyre.

Even though Vampyres inhabit the Corporeal body of a human being and have the soul of a human, there is a subtle touch of Potential within them. They can evolve into a new state of being different to the rest of humanity. They think differently and see no heaven and no hell. They function without belief or faith and are the exception to all the religious rules. What makes these people different? They embrace their primal instincts. How can one become like them? Well, one must have the Potential for such an opportunity and then manifest the Will and fortitude to grasp Immortality.

The term Mystery comes from the Latin *mysterium* and Greek *mysterion* and refers to a secret doctrine or rite. Historically these have been religious rituals and functions that were closed to the uninitiated and the public. *Mystes* means “those who have been initiated” and refers to those privy to these secrets.

In these modern days of cell phones, mobile apps, YouTube, and digital media, very little can be kept secret, even the magic of an illusionist. However, there is such an overload of information that secrets can easily be hidden in plain sight. This misdirection is how a magician does his tricks.

The Vampyre Mysteries are a series of “open secrets” hidden from public view that only the Initiated will truly understand. Vampyre Virtues are the culture, philosophy, and traditions of Vampirism. In contrast, the Mysteries represent the spiritual, esoteric, and magickal traditions of Vampirism.

Note the terms Mortal, Black Swans, Vampyre and Ascended Masters when reading this book:

**Mortal(s)** metaphorically represents the vast majority of mundane humanity who do not practice Vampirism or the Quest of Immortality.

**Black Swan(s)** are mortals or who are close to the Current but do not fully practice Vampirism, yet may embrace or relate elements and teachings. They are friends, lovers, associates and open minded mortal family members.

**Vampyre(s)** are those who practice Vampirism as a philosophy and or spirituality. As a philosophy they pursue the Vampyre Virtues. For those who embrace the spirituality known as the Vampyre Mysteries. In both dualities a Vampyre is “Immortalist” and represents an individual who is actively practicing “living vampirism” A.K.A. Vampirism and pursuing the Quest of Immortality through the Vampyre Mysteries.

**Ascended Master(s)** or in some cases “Undead” refer to the spirits of Vampyres who have defeated the second death and have Risen into immortality in a disembodied state.

I hope those of you who have read *Sanguinomicon* can find this book a great supporting text.

Eternally,  
Father Sebastiaan





# Vampyre Mysteries

## Adepts

The word adept comes from the Latin word *adeptus*, which means “skillful.” In occult systems, the adept is an advanced student of magic, alchemy, and mysticism. Traditionally in Alchemy the magical adept has mastered the secrets of the Philosopher’s Stone and is able to commune with their High Guardian Angel or Higher Self, the Vampyre equivalent of which is the Dragon.

The Vampyre Adept has met specific criteria and is fully Awakened in both the Dayside and Nightside. They must have a very strong Dayside foundation and an advanced knowledge of Vampyre traditions, philosophy and culture. They also must have truly dedicate themselves to the Quest for Immortality, be fully Awakened to the subtle reality, and be able to practice basic and elementary feeding techniques at will. The Vampyre Adept must have also validated the Vampyre Current within themselves and made successful communion with the Ancestors. The Adept strives for a solid Twilight equilibrium between their Dayside and Nightside lives whilst seeing the world through the Dragon’s Eyes.

Adepts are considered true Elders of the Family; becoming a Vampyre Adept usually takes time, discipline and patience. Adepts may choose to pursue formal Ordination as a Vampyre Priest/ess into one of the Trinity Currents through a period of dedication as an Acolyte.

## Altars

A Vampyre Altar is a central external focus for ritual, meditation, and magick. Most Vampyre altars face west, the direction of Elorath of the Dragon.

Traditionally, an altar consists of a table covered with a black cloth. The items on the altar may include an ar'thana (black-hilted, double-edged blade), a decorated box to contain materials, a wooden wand (for directing Will), a speculum (black mirror for Communion), figurines and sigils representing different Zoa or deities, a Vampyre Ankh, a cauldron or other apparatus for burning incense, photos of ancestors, candles (red, purple, silver and black), a Grimoire, a chalice, and Florida water for cleansing.

Most Vampyres have a personal altar in their home, either hidden away in a private ritual chamber or openly displayed depending on their living situation. Altars are personal focus points of each Vampyre and are highly personal, decorated and customized, reflecting the spirit, interests and perspectives of its owner. Looking at a personal altar is an interesting way to get to know another Vampyre.

# Alchemy

Throughout history, alchemy has been the quest to discover the secrets of the legendary Philosopher's Stone, transmute base metals into gold, and create the fabled elixir of Immortality. This sounds like a worthy goal for a Vampyre - to live forever and be financially stable! However, this is a perfect example of a secret hidden in plain sight. From the Vampyric perspective, the quest for the Philosopher's Stone is a metaphor for the Quest of Zhep'r and spiritual Ascension and conjunction: turning the "lead" of mortalism into the "gold" of Immortalism.

Within the Vampyre Mysteries, alchemy actually refers to the Quest for Immortality, which is a never-ending process. A common cliché states, "The journey is what matters, not the destination." The Vampyre must never pause upon or turn back from their journey towards Immortality.

Immortality it is a state that must be constantly maintained. It is timeless. Our Ascension and full Awakening is free of the limitations of time. The goal of Vampyric Alchemy is achieving this perception on the Divine plane of existence, which is a teaching of the Inner Mysteries.

## Akashic Records

The Akashic Records are a compendium of the entire intellectual history and experience of all sentient beings. The records are essentially the ultimate library. Carl Jung's theory of the collective human unconscious may be seen as a very limited version of the Akashic Records.

The term *Akasha* means "space" or "sky" in Sanskrit. In Hindu philosophy it is the element of spirit, one of the five basic forces in the universe. This term found its way into Western magick through the Theosophist movement and eventually was assumed by the Hermetic Order of the Golden Dawn. Since the nineteenth century, many esoteric and spiritual leaders claimed to have visited the halls of the Akashic Records and found occult wisdom or inspiration there. Within the halls of the Akashic Records, all the secrets of creation and Immortality may be revealed.

## **Ambient Energy**

Life-force is radiated into clouds of vaporous energy which is known as ambient energy by all living beings. These clouds of energy are more intense where large amounts of living beings exist and some say make up the halo of energy around the Earth itself. This can be equated in mortal perspectives to the entity known as Gaia.

The human body radiates a “cloud” of energy in areas where large groups of people gather and this can form the foundation of Halos. Emotion can charge excess radiated energy. Vampyres often prefer to feed in places where humans radiate intense energy, like concerts, popular movie showings, religious services, sporting events or holiday gatherings.

For feeding purposes by the Vampyre and vampiric human, this energy is the easiest to feed from. In fact, all living beings exchange ambient energy through interactions, which is why fledging Vampyres are often drawn to Halos of the larger cities. It is very easy for performers to draw ambient energy from a crowd that is focusing upon them. Many Vampyres love to perform, make speeches, and teach others for this very reason.

# Ambrosia

Within Vampirism the term *Ambrosia* is a high frequency of almost divine energy which is the pure fuel to facilitate Zhep'r. Within Sanguinomicon this energy also known as *Sorrria* and is exclusively a nightside mystery. Within Greek mythology ambrosia is the drink and food of the gods bestowing immortality upon those who consume it. According to Vampirism, ambrosia is the pure essence of the Vampyre Spirit, Undead and Zoa. Since the term ambrosia is used primarily in Vampirism, this is the equivalent of *Elixir of Life* and *Philosopher's Stone* in alchemy, *Amrita* in Hindu traditions and *Iðunn's apples* in Norse mythology and the *Peaches of Immortality* in Chinese lore. The etymology of term comes through Greek from the Sanskrit word Amrita.

Ambrosia is rewarded to a Vampyre who performs sacred communion with sincerity, honesty, free will and offering their personal and gathered life-force. In exchange for this offering and if deemed worthy by the judgement of the Risen Masters, the Vampyre may receive Ambrosia. The benefits of ambrosia are multifold, first it increases and furthers Zhep'r by reinforcing the subtle body allowing the Vampyre to seal more energy into their subtle body. With a fresh transfusion of Ambrosia the Vampyre feels alive, vibrant and awakened, their subtle senses increase, dream recall is significantly improved and astral projection (OBE) becomes much easier.

Over time as Zhep'r increases and the ambrosia flows in the subtle body of the Vampyre, they become more attuned to the Current and in turn attract a stronger response from the Risen each time. For those who choose to drop the chalice of immortality by reverting back to mortal minded mentality, ceasing to perform communion or violating Vampyre principles will find themselves performing communion, offering their harvested prana without any ambrosia in return. Eventually their Zhep'r will decrease bit by bit and their subtle body will easily succumb to the Second Death. Ambrosia is the currency of the Undead and the core energy of Nightside Vampirism.

## Amulets & Talismans

Physical objects that are charged with the Current or another type of esoteric energy are known as *amulets* and *talismans*. The difference between an amulet and a talisman is that a talisman is charged with a very specific purpose. It can even have a servitor bound to it or be “programmed” with a sigil. Amulets are more generic in purpose.

Pendants bearing religious symbols, such as Pentagrams for Wiccans, Crosses for Christians, and Stars of David for the Jewish are generally amulets. They represent the individual’s spiritual path. The Legacy Ankh represents the Vampyre Mysteries. Legacy Ankh pendants begin as amulets. When formally consecrated and attuned to a specific individual, they become talismans aiding the owner’s Zhep’r.

Amulets and talismans can be created by anyone who is attuned to the Current and trained in their making. Such items may include not just Legacy Ankh pendants, but also custom-made amulets and talismans with sigils and the Current imbued in them. Vampyric talismans are similar to “mojo bags” in other esoteric systems like Voudou.

## **Ancestors**

The Ancestors are known by many names, including the *Undead*, *Ascended*, *Whisperers*, and the *Risen*. Ones amongst the Sanguinarium are most commonly called *Strigoi Morte* and have become a form of Zoa within the Current, yet maintain their own awareness. They are Vampyres who have conquered the Second Death and thus exist in a disembodied subtle form without the limitations of a Corporeal body. The Ancestors can still influence the physical world by providing inspiration, visions, and taking possession of a human body. Once a True Vampyre is Awakened and Initiated into the Current, they may contact the Ancestors in the sacred Communion. When a Vampyre receives a successful Recoiling from the Ancestors they experience Vampyric Initiation and the honor of divine blessing.

In Romanian mythology, the Strigoi Vii were the Living Vampires and the Strigoi Morte undead spirits. True Strigoi Morte differ greatly from their mythological counterparts. The wisdom of the Strigoi Morte survives throughout the aeons with the continued consciousness of Their Divine Self. Our Mysteries state that They are the keepers of Our Family heritage and holy mastery of the Secrets of Immortality.

Throughout history, mortals have caught faint glimpses of these Ascended Vampyres and may have interpreted them as angels, spirits, gods, and demons. From the mortal-minded perspective, They are beings who have Ascended to a higher plane of spiritual existence. Mortal religions and spiritual paths speak of Ascended Masters such as the Great White Brotherhood, Secret Chiefs, or the Order of Blessed Souls. These Masters are individuals who have spiritually advanced beyond the Corporeal to a transcended state that many mortal-minded would call Buddhahood, sainthood, nirvana, or enlightenment. Immortality is the ultimate goal of the Vampyre Mysteries and these Undead Ancestors are the result of this.



## Aeons

Within Vampirism and many esoteric traditions Aeons are overlapping eras of human spiritual, cultural and philosophical development which last about 2000-2300 years and move backwards through the Zodiac. From the Vampyric view the most recent Aeon was the Piscine Aeon; this was the era from the birth of Jesus Christ to the actual date of the Apocalypse, December 21st 2012. According to Vampyric Mysteries the Apocalypse did occur in the shift to the Age of Aquarius which as of this writing has just begun.

Within some Graeco-Egyptian magical texts, *Aeon* or *Aion* is a god of eternity. Magickian and occultist Aleister Crowley's religion of Thelema claimed that the end of the Age of Osiris and the coming of the Aeon of Horus in 1904 with the reception of the *Book of the Law*. According to Crowley the Aeon of Horus refers to the "Crowned and Conquering Child."

Vampyres do not see the Aeons or the Zodiac as solid universal representations of absolutes. They are in fact perceptions of human collective consciousness and agreement through evolution; sort of giant shifts in the Matrix of reality. For example, some say the first Vampyric Aeon "Sep Tepy," or the First Time, was the age when gods walked amongst men. Yet others call this the Shamanistic Aeon. Afterwards, shifting to a Polytheistic Aeon (many gods until Jesus), followed by a Monotheistic Aeon (time of Christianity) and finally the new Aeon. The song "The Age of Aquarius" reflects this perception and coming of this age as humanity began to focus on personal individuality, thus representing a Vampyre Virtue in human culture.

# Apocalypse

From the perspective of the Vampyre Mysteries, the Apocalypse of December 21st 2012 did occur and come to pass in all its glory. What few realize is the very word “Apocalypse” translates from Greek to literally mean “disclosure,” or a revealing of hidden knowledge.

The Apocalypse can be seen as accepting a shift in human consciousness and celebrating by those who “survived” with excitement and enthusiasm. Mortal mundane culture hears the word Apocalypse and they relate to the concept in the Christian Bible and in Mayan mythology as the end of the world or the “end times.” The Vampyre does not see this as the end of the world but a shift in perception and the birth of a new Aeon, thus there are many different apocalypses throughout history.

## Ar'thana

The ar'thana is a black-hilted, double-edged knife or sword that represents the control of life-force. Only Adepts, Priests, and Magisters usually wield it in group ritual. The ar'thana is **NEVER** used to draw physical blood. Its function is symbolic only. The ar'thana is similar in function and use to the Wiccan athame, which is used to channel and direct energies.

The word ar'thana comes from the same root of the Old French word for "dagger," *Arthame*. In addition to ritual use, the ar'thana can be used as a utility tool for cutting ropes and mixing herbs. Black-hilted, double-edged ritual knives can be found in the *Key of Solomon* and were made popular in a translation by S.L. Mathers of the Hermetic Order of the Golden Dawn.

Within Vampirism, the ar'thana can be consecrated with the life-force of its owner. The consecration ritual for the ar'thana includes injecting life-force from the owner and the Current directly into it and then sealing it with a Name. This process creates an astral duplicate of the blade and it can be used in astral projection.

## **Astral**

The Astral plane is the least dense and is the realm of dreams, imagination, creativity, and emotions. The Astral plane is more fluid and flexible than the corporeal and etheric planes as it is made up of less dense and more flexible energy. It can be manipulated through Will. Every human interacts with the Astral plane while dreaming. One can consciously visit the Astral plane through out of body experiences or Astral projection.

Various entities live in the Astral plane as well as many different “realms” of the astral including the near, far, higher and lower realms. Some can equate the astral to Carl Jung’s collective subconsciousness and the entities within it which he called archetypes. The Astral plane also contains the Akashic Records, which is a “library” of all wisdom and experience and is the home of an astral temple known as Kaladra.

The Astral body is the least dense portion of the subtle body. When the Corporeal body dies, it releases the Etheric body. The Astral body then also dies and its contents are returned to the cycle of life and death. This is the Second Death. The Astral body incorporates an individual’s memories, emotions, and fund of information and experience. While various occult systems have extensively explored the Astral plane, interaction with the Astral remains a subjective experience that may be different for each individual.

## **Attunements**

Not all Vampyres are attuned to a Zoa or Current. Attuned Vampyres are drawn to one of the Zoas and may naturally emulate the Egregore's archetype and energy. Attunement to a Zoa cannot be forced. The attunement must happen by the free Will of both the Vampyre and the Zoa.

The most common attunements are to Kitra the Witch, Mradu the Knight, or Ramkht the Hierophant. However, on rare occasions Vampyres find themselves drawn directly to Fred Samedi or Elorath.

Within the Priesthood of Elorath, a Vampyre Priest formally Initiates into one of the Current and their Patron Zoa. This Initiation is a deep year and a day attunement during which the Vampyre's crown chakra is linked directly to the Zoa. It is a permanent procedure, as the Vampyre is spiritually married to the Zoa.

## Awakening

When a potential Vampyre awakens they realize they are truly Vampyre and fully acknowledge their calling to the Current. This is the first step of Zhep'r. Vampyric Awakening can be related to a homosexual accepting their sexuality or a religious person finding their faith. Some jokingly call it "Born Again Vampyres." There are different levels of Vampyric Awakening. Some Awakened individuals are locked within the Dayside perspective and experience Vampyrism as a philosophy only. However, a few individuals are born highly sensitive to the Nightside. This is considered a "Natural" and often results in many Ronin. The Vampyre can only truly Awaken to the Nightside after they establish the Dayside philosophy as a personal path. Many individuals will feel the calling to the Current and rush to the Nightside and get lost. Without a solid Dayside, the Vampyre risks not being able to understand the difference between reality and fantasy in the Nightside.

The Awakening is an element of Zhep'r that is never truly over for a Vampyre. The most difficult hurdles of the Nightside Awakening often are breaking the chains of mortalism, feeding on excess vital life-force, and perceiving the subtle reality. Each individual Awakening is different. Some Vampyres quickly embrace their nature and move forward, while other Vampyres have a difficult time with various points of Zhep'r. There are many catalysts for Awakening. For a few potentials it happens spontaneously. Others are Awakened by being fed upon deeply by another Vampyre or through applications of the Family Quest. Many are sponsored by a patron Ancestor who has subtlety guided them throughout their process of awakening through dreams, visitations and inspiration.

There comes a day when a Vampyre can look at themselves in the mirror with love and loyalty in their heritage and proudly state "**I AM Vampyre.**" There are many further points of Awakening; these secrets are discovered only by those who "open their Vampyre eyes" and see a reality hidden to the masses of the mundane.

## Auras

The aura is the outermost layer of the subtle body of living beings. The spiritual, mental, emotional, and physical health and state of an individual is said to be reflected in the colors of their aura. Like skin protecting the deeper layers of the physical body, the aura acts as a spiritual shield and filter between the subtle body and the subtle reality. The aura may be located anywhere from a few inches to several feet from the skin; sort of an atmosphere upon a planet and is shaped by the Etheric body.

Vampiric beings, including Living Vampyres and psychic vampires, do not grow fanged teeth like in the movies! Instead, Vampyres will naturally manifest fang-like tendrils all over their aura, which are used to pierce the auras of humans and feed upon their life force. One can differentiate between humans, Living Vampyres, and psychic vampires by reading their aura. The aura of a psychic vampire is usually constantly in motion and filled with black and purple spots, showing their negative and unhealthy energy. In contrast, the aura of a Living Vampire is fiery and alive, radiating a high frequency of life-force.

## **Barrier**

There is a barrier between the physical and subtle realities. It is called by various names such as the “wall between the worlds,” the “barrier between the worlds,” and the “veil between the worlds.” The barrier is a meeting point between the lower frequency of the Corporeal reality and the higher frequencies of the fluid and less tangible layers of the subtle worlds.

The barrier between the worlds (BBW) is not just a barrier but also a shift from one level of energy to another. For example, consider the ocean. It is possible to dive into the ocean and be completely surrounded by water rather than air. However, a swimmer must make certain preparations before going swimming in the ocean. Simply jumping fully clothed into the ocean on a winter night will obviously have negative consequences. Also, the deeper a swimmer wishes to dive, the more preparations they have to make. Passing the BBW from the Corporeal to the Etheral and even the Astral plane is an analogous process.

The BBW is thinned when the Nightside is activated, as in the practice of Vampirism and Magick. During specific times of the year such as the Dark Moon or holidays like All Hallows Eve (Twilight Festival) the barrier becomes naturally thin. At those times, spirits from the subtle reality can easily manifest in the Corporeal world. The BBW also thins when the Nightside Gates are thrown wide open during Vampyre ritual.



## **Belief**

The Vampyre is a Chaos Magickian and knows that “belief is a tool.” Flexibility of belief is essential for a Vampyre to achieve Zhep’r. In ritual the Vampyre gets best results when belief and disbelief are both suspended; this is the true nature of the Twilight experience. This state of consciousness is the major benchmark of Zhep’r and is the state in which Communion is best experienced. The True Vampyre focuses on results instead of blind faith.

Fledgling Vampyres will have difficulty achieving the state of simultaneously disbelieving and believing. This is because they cannot yet experience true Twilight. However, as the fledgling Vampyre builds Zhep’r through stronger consensus, experience, and results, the Vampyre’s mind and spirit will experience validation of the Mysteries and they will advance in Zhep’r.

Disbelief is the skeptic’s natural state and is essential for the Vampyre’s Dayside perspective within the Dayside Vampyre Mysteries. When working with the Nightside Vampyre Mysteries and Vampyre Magick, the Vampyre will find that suspending disbelief is essential. However, the Vampyre still must rely on rational validation and tangible results, not blind faith and belief.

## **Black Flame**

The Promethean spark of creativity, inspiration and innovation is known as the Black Flame and is a trait known to be essential to Vampirism. As sciences such as quantum physics and human psychology evolve, the true essence of the Black Flame is revealed and furthers its evolution. The Vampyre seeks to tap and ride the energy of the Black Flame, raising it through meditation, alternate states of consciousness, creativity, ritual, and philosophy.

The Black Flame explores the unknown and brings new concepts into the world. Prometheus and Lucifer gave life and inspiration to humankind by respectively bringing fire to humans and challenging the authority of the Christian god. The True Vampyre embraces the Black Flame and allows it to blaze within their soul.

## **Black Swans**

*Black Swans* are mortals who are educated, comfortable and familiar with Vampyre culture, traditions and philosophies yet are not fully awakened to Current nor embrace Vampirism as a personal philosophy and spirituality. They represent an external yet close relationship to those of the Current, be they lovers, friends, performers at events, or people who simply enjoy elements of company. Many times Black Swans offer themselves as donors to a beloved Vampyre, especially if they are a lover.

Many Black Swans have adopted, inspired, or been touched by the Vampyre Current, and even a few awaken to the Current in time. Many embrace and benefit from some of the teachings of Vampirism, learning energy work and glamour techniques.

## Breath

All living things must respire in some way. Respiration in animals, broadly defined, is the process of bringing oxygen from the air to the animal's internal cells where it can be converted to energy. During this process carbon dioxide is emitted. Breathing is one way animals such as humans bring oxygen into the body. Since breath and life-energy are so closely linked for humans, the Living Vampyre can manipulate energy through manipulating breath.

For the Vampyre, breath control is an essential technique of meditation, cycling, feeding, and controlling their own internal energy flow. In feeding, the Vampyre can use directed breath to control the flow of absorbed energies, especially during ambient feeding. Within the sacred act of Communion, the Vampyre uses breath work to deliberately expel collected life-force from their physical and subtle body as an offering to the Current and Ancestors.

The Vampyric technique of breath control is known as the *Serpent's Hiss*. The name comes from the slow hissing inhalation or exhalation of the Vampyre's breath. There are many advanced applications of breath control in the Inner Mysteries.

## Calmae

Calmae have fully identified with Vampirism as a philosophy and personal life path and are true disciples of the Vampyre Mysteries. Formally known as *Calmae* within the Sanguinarium, they are traditionally addressed by the honorific of *Sorer* or *Frater*, meaning “Sister” or “Brother” of the Current.. They are no longer Fledglings but not yet Adepts or Elders. Calmae have a strong understanding of Vampyre philosophy, culture, and tradition and have been in White Circle no less than a year and a day.

Through becoming Calmae, a Vampyre challenges themselves to establish a strong Dayside foundation by “Coming forth by Day” and begins to “Come forth by Night” when they are ready. They work to continually improve their Zhep’r by developing personal survival skills, earning financial independence, and dedicating themselves to the Quest of Immortality. Calmae focus to get touch with their primal nature whilst maintaining a strong grasp of the difference between reality and fantasy.

Calmae may pursue study of the elementary Nightside Vampyre Mysteries such as ambient and tactile feeding, de-identification with the mortalist perspective, Communion, energy manipulations, and understanding the concept of Zhep’r. Calmae are examples of Vampyre Virtues and Mysteries, and are exceptional individuals welcomed for their dedication, loyalty, and Potential within the Family of the Sanguinarium.

# Carpathians

Nothing in the modern world evokes the concept of vampires more than Transylvania in Eastern Europe and the story of Vlad Tepes, called Vlad the Impaler, the historical Dracula. Much of the current vampire lore comes from Eastern Europe, such as the legends of the *Strigoi Vii* (plural)/*Strigoi Viu* (singular), or “living vampire witches” in Romanian. These vampires were also known as the *Moroi*, which also translates to “vampire” or “ghost” and probably originated from the old word *mora* which means nightmare. Vampires of this type were living humans who, through metaphysical means, could leave their bodies and feed upon the life-force of others.

In death the Strigoi would become Strigoi Morte, or undead spirits, which were not considered demons or malevolent spirits. According to folklore, the Strigoi Morte could live off the energetic life-force of humans and did not need to feed on blood. The Strigoi Vii were often tall, pale, attractive individuals who were part of the educated aristocracy and the fabled Order of the Dragon.

Legends persist that Dracula, whose name meant “son of the dragon,” was actually Strigoi Vii. The word Dracul means not only dragon in Romanian, but also demon and vampire. Bram Stoker borrowed from the historical story of Vlad Tepes when writing *Dracula*, which formed the modern conception of the vampire. While folklore and legends surround the historical facts of the Dracul family and the Strigoi Vii, many modern Vampyres relate to the glamour of these tales. Strigoi Vii is a higher form of practice of the Vampyre Mysteries and refers to its practitioners.

## Chalice

Within Vampirism a chalice, which is a goblet holding liquids, represents the container of vital life-force, or the vessel used to hold the “Blood” during various rituals. Of course this blood is usually only symbolic and is represented by wine, absinthe, red fruit juice, or even water depending on the tastes of the practitioners. A chalice can be a simple crystal goblet or precious vessel ornamented with silver and jewels, but in Vampirism is never in gold, which represents the sun. The Vampyre skilled in craftsmanship may also wish to construct or decorate their own chalice.

In other esoteric traditions, such as Wicca, the chalice is the female principle and the athame / ar’thana the masculine in the Great Rite of sexual union. Within Christianity the chalice represents the Eucharist which is the Holy Communion. Other legends say the chalice is the symbol of the holy blood or the Sang Grael, the bloodline of the divine. These inspirations are excellent sources which to explore for Vampiric practices.

## Cleansing

Cleansing is a powerful tool to prepare the mind, body, and spiritual centers before ritual. In solitary ritual, the celebrant (participant) should Corporeally cleanse themselves by taking a bath or shower before ritual if possible. At minimum, they should wash their hands and face.

The Vampyre should also meditate, focusing on directing stagnant energies away from their subtle bodies, thus improving the energy flow. The solitary practitioner may also choose to utilize a cleansing solution, such as Florida water. It is a cologne used as a cleansing agent in many South American and Caribbean spiritual paths such as Santeria and Voudou, and a Corporeal sign and trigger.

In group ritual, the Vampyre should be cleansed at the Gate to the Inner Sanctum. This is traditionally done by those who are attuned to the Mradu Current but can be done by any initiated Vampyre. The individual doing the cleansing may focus their intent and “push” away stagnant energies from each celebrant, or “anoint” them with Florida water.

Cleansing is also useful for magickal workings or to “rid” one’s self of the negative energies associated with psychic vampires.



# Centering

In most esoteric paradigms, centering is the next step beyond grounding in energy work. It is often associated with focusing, which involves bringing one's energy into a specific state of relaxation in order to direct it towards a particular goal. The distinction between centering and focusing is that centering merely unites one's internal energies. The most common techniques of centering are meditation and breath work, including forms of yoga.

To begin centering, the Vampyre should be Throning, focusing on their solar plexus chakra, and bringing their energy into a vibrated swirl around this chakra. The energy should be alive and fluid, moving and rotating like the sun. It may help to visualize a swirling, glowing ball of energy centered on the solar plexus chakra. The Vampyre should focus on the Self and not get lost in selflessness in the eternity of Throning. This creates a balance between eternity and the focus on the Self.

The Vampyre should then cup their hands in front of their solar plexus as if they were holding an energy ball. Then, like pulling taffy or dough, the Vampyre should pull the energy outward until it fills the inside of their body. It should be molded inside the Ethereal double and line the inside of the aura. The Vampyre may wish to visualize a liquid golden coating pouring over these layers of the Self. They should maintain this state as long as they can and ground out any distracting energies. Centering may be done while sitting, standing, or reclining. It can be done as preparation for focusing and sealing energy.

# Chakras

Chakras are energetic centers in the Etheric layer of the subtle body. Within the Vampire Mysteries there are seven chakras. Each fulfills a specific purpose and function. Chakras are used within ritual, meditation and energy manipulation. For simplicity's sake, We use the standard system of chakras found in most Western esoteric systems.

*Crown* (AK)—Located at the top of the head, it is the connection with the higher self (the Dragon) and is the seat of Will, balance, and wisdom.

*Third Eye* (AH)—Located right above and between the eyes, it is the seat of perception and clairvoyance (the “sixth sense”).

*Throat* (AY)—Located in the throat, it is the chakra of self-expression, power, voice, and creativity. It may be utilized for vocal seduction and persuasion.

*Heart* (SA)—Located in the upper chest area, it corresponds to emotional states and social identity. It is focused on self-acceptance and relates to self-love, the balance of ego, and intelligence.

*Solar Plexus* (TA)—Located near the navel, this chakra is the core of the Self as well as the seat of the Dark Flame and Self-Empowerment.

*Sacral* (AE)—Located near the pelvis and sexual organs, it deals with self-gratification, instincts, and sexuality.

*Root* (NE)—Located between the genitals and the rectum, is it useful in meditation in regard to setting goals and being grounded.

# Chaos Magick

By nature Vampyres are Chaos Magickians, following the maxim stated by one of the founding fathers of Chaos Magick Peter J. Carroll: “belief is a tool.” In effect the Chaos Magickian sees belief as an active form of energy that can be manipulated by agreement and will, as in Vampyre Sorcery. Since Vampyres, through Zhep’r, begin to focus on tangible results first; thus belief and faith become tools other than points of reality.

Therefore, advanced Vampyres can work through the foundations of Chaos Magick, topped off with practice, skill and discipline, to begin to use these techniques for dreamwalking and shaping their own reality around them in accordance with their will. Additionally, Chaos Magick can easily be used to facilitate “pop culture magick” dealing with thought-forms such as manipulating egregores and belief flows in our common cultural consciousness. Many elements of Chaos Magick include sex, satire, artwork, Taosim, Discordianism, Tantra, sigil work, and work with the Greek Goddess of chaos, Eris. The main orders that focus on the study of Chaos Magick are Illuminates of Thanateros (IOT) and singer Genesis P-Orridge’s Thee Temple ov Psychick Youth (TOPY).

The accepted symbol of Chaos Magick is the eight-pointed star or “Banner of Chaos” from the fantasy novels of British writer Michael Moorcock. The most notable feature of Chaos Magick is the ability to “paradigm shift,” which is the magickian’s ability to shift belief systems and interact with a variety of magical, spiritual and philosophical paths as if the Vampyre was actually from that perspective. Chaos Magickians also utilize spontaneously created deities, rituals, and practices, and this is the same process that gave birth to the Zoa and the Current.

## Current

As an Egregore the Current refers the “Blood” and “Spirit” of the Vampyre Family within the Sanguinarium, which is invoked within each individual as they awaken and their Zhep’r rises. The Current is not physical. It is made of subtle energies such as thought, life-force, emotions, ideas, concepts and links. Empowered through the sacred act of Communion, the Current is a living entity that is the result of the Family’s agreement, traditions, philosophy, and culture of the Vampyre Mysteries.

The Current gains strength through the interactions of the members of the Sanguinarium. Each initiation, party, tradition practiced, ritual and gathering manifests the Current. You can witness the Current being invoked with the Rite of the Mirror or as the spirit in the Endless Night Vampire Ball events. As the Current flows through each initiate’s successes and personal evolution, it is added to the collective creativity and flow of life force in the Family, which can be tapped by initiates. The quality and quantity of individuals in agreement is a resource that amplifies the Current as a whole, as long as the individuals make the sincere investment of life force, effort, passion, love and loyalty.

As an egregore, the Current has evolved masks for the various sub-currents known as the Zoa, which are its guardians, personifications and avatars. The Current is a living, breathing entity with its own dharma, karma, personality, and agenda, strengthened through the Sanguinarium and awakening of the Family. It can be said that each level of ascension within the Vampyre Mysteries is a step of connection and attunement to the Current to the point of final ascension where they become immortal through becoming one with it, yet maintaining their own self-awareness.

## Communion

Communion is the most sacred act of all the basic Vampyric Sacraments and is the catalyst of Zhep'r and the completion of the Circuit of Vampirism. After feeding, the Vampyre performs Communion to further and deepen the connection to the Current by offering, in ritual, the life force energy they harvested as a sacrifice (which means to make sacred). If the Offering of life force is worthy, the Zoa and ancestors will return to the Vampyre a gift of higher and more refined forms of energy from within the Current known as Ambrosia. This highly reformed energy directly fuels spiritual Zhep'r, facilitating Vampyre transformation and evolution. Repeated successful Communions will raise the vibrational frequency and strength of the Vampyre's subtle body. As the Zhep'r of the Vampyre increases, so does their psychic awareness, subtle sensitivity, awakening and allowing of the subtle body to become more stable and store larger amounts of life force for various uses.

Communion can be performed in various ways including the most common which is "active," or ceremonial ritual, and "static" meditation, like trance. Active ceremonial communion is used for those who need the focus and theatrical psychodrama of ritual robes, chamber tools and steps. It often helps focus groups or can be "training wheels" for fledglings. Static communion can be very simple; akin to a yoga session or simple meditation with all the steps of ritual done in the head of the practitioner or through simple connections. Adept Vampyres can even practice communion over distances or during the direct daylight in the center of a huge crowd who is unaware of the sacred event taking place in their midst.

# Cycling

Cycling, as the name suggests, is a circular flow of energy and can be applied within various Vampyric techniques with two basic applications; internal (within the subtle body) and external (between the subtle body of others). Cycling technique can also be used for subtle healing practices when the Vampyre wishes to “purify” or “clean” the energy they are sending back to the patient. Two or more True Vampyres may also cycle energy amongst themselves to raise its frequency and intensity it for magickal and ritual purposes.

Internal cycling is an energy exercise where the Vampyre circulates the energy within their own subtle body. One example is the exercise known simply as “The Sphere Pulse,” in which the Vampyre focuses on their solar plexus and then expands their energy out in a sphere, expanding it and contracting it to the outer reaches of the aura. This makes the energy flow back and forth throughout the subtle body of the Vampyre.

One example of cycling between two individuals, called the “Chakra Kiss,” is a form of cycling energy between two Vampyres and is often used in sex magick. Here, the Vampyres join in a sacred marriage (sexual intercourse for magickal purposes) either literally or metaphorically and link their chakras. Either way there are many applications of cycling as shown here. The benefits of these practices are many and this should be applied, practiced and employed to further Nightside skills and Zhep’r.

## Dharma

Dharma is a concept that comes from Indian traditions and is a core notion within the Vampyre Mysteries. It is linked to the concept of Karma but this link has frequently been forgotten or outright ignored by modern Western culture. Dharma is the equivalent of the Tao in Taoism. The term *dharma* loosely means “one’s righteous duty” and is the focus of understanding the “Higher Truth,” akin to hearing and understanding the whispers of One’s own Dragon.

Those Vampyres who choose not to listen to the whisperings of their Higher Self are subject to self-imposed limitations. Dharma is first expressed within the Current as one’s Calling to the Mysteries. In a mundane sense, following one’s Dharma is the quest to understand one’s own life path and purpose.

One example of Our Dharma in Western magickal studies is Aleister Crowley’s concept of the *True Will*, which he discussed in his novel *Diary of a Drug Fiend* and other writings. Crowley believed that every person had a genuine calling in their life and that it should be everyone’s ultimate purpose to discover and follow their True Will. A life lived without knowing one’s True Will is, according to Crowley, a life of quiet desperation. Those who have not discovered their True Will often turn to self-destructive activities and habits. Obviously, the majority of the mundane world never succeeds in discovering or following their True Will. The core part of Zhep’r is the search for one’s true purpose and therefore one’s Dharma. This Quest for Immortality is eternal.

## **Double Body**

The double body, or simply “the Double,” is the subtle mirror of the physical body. Some call it the spirit of all living beings. The double lives within the physical body like an astronaut in a spacesuit and relies on the physical to provide a source of life force and protection. It is comprised of Ethereal and Astral elements and contains the subtle equivalents of physical body parts such as the aura (equivalent to the skin) chakras (equivalent to vital organs), and nadir and meridians (equivalent to the circulatory system). The double has no fixed form; however, when anchored to the physical body by life force it will generally mirror the physical body’s appearance.

Because the double is made up of subtle life force energy it is not as solidly bound to the laws of physics as the physical body. Through Zhep’r, talent and training, the Vampyre can learn to “Awaken” within their subtle body and interact with the subtle realities and even, to a limited extent, the physical world. Activities attributed to the Double include the legendary vampiric powers of shapeshifting, flight, invisibility, and invulnerability. With enough life force, the double can even appear in the physical world and perform manipulations such as moving physical objects.

The first death is the death of the physical body and the second death is the death of the double body. The double’s survival after the first death preserves the personality or “self” of the individual. In effect, the “Vampyre” element of the Self is not the physical body, but exists exclusively in the subtle body. Thus, the Vampyre is not their body but the consciousness that exists within the Double.



## Dreams

An essential teaching of the Vampyre Mysteries is that all reality, be it the physical or the subtle realities, are a dream. One of the most essential steps in Zhep'r is to begin to see the physical world as a dream and, like lucid dreaming, awaken within it. Mortalism is to be asleep as "Sleepers" to this reality and the very term "awakening" refers to this step of Zhep'r. For Zhep'r to properly take hold, the Vampyre begins a series of exercises and applications to help facilitate this awakening. Dreams are experiences just as real as physical experiences, yet less tangible and more abstract.

The physical world is simply made of a more rigid and dense form of energy than the more subtle layers of reality, yet is no less a dream. When the Vampyre's Zhep'r reaches a certain point, they can begin to manipulate the physical world just like the subtle layers of reality in accordance with their Vampyric Will. One of these manipulations is "dream walking." Through dream walking techniques, highly advanced Vampyres awaken within the dream and become the masters of their own reality, thus giving birth to a new reality and the ascension to godhood. For the Vampyre, all experiences are valid be it a nightmare, a wonderful dream or activity in the physical world such as a trip to the shopping mall or a pleasurable night with a lover. However, each level of reality is a different form of tangibility and form of experience, be it physical, ethereal or astral.

To help you relate to this perception of a dreamlike reality is the Matrix, in which the physical world is akin to a computer program. Christian Gnostic sects believed we were souls trapped in the physical world built by an evil god and through Gnosis we could be free. This is essentially the premise of the Matrix films. However, in order for this step in Zhep'r to be achieved, the Vampyre must master dream walking techniques, combined with Gnosis. This formula, if done properly, should yield results.

## Dream Walking

Lucid dreaming is the ability to be fully conscious within a dream; dream walking is the discipline of lucid dreaming. Dream walkers seek to control their dreams in accordance with will and must learn to consciously master the techniques of lucid dreaming to gain results. This technique first requires the Vampyre to learn and understand the disciplines of lucid dreaming within the astral; this is the “normal” dream state from the mundane perspective.

Once this is achieved, various techniques and exercises can be employed such as *Traversing the Worlds*, the *Vampyre’s Eye*, *Throning* and *Seating*, all found in various Vampyre series books by Father Sebastiaan. The most advanced Vampyres should be able to dream walk through all layers of reality, not just the Astral plane through traditional perceptions of lucid dreaming. To the highly evolved Vampyre, all the layers of reality are a dream. In contrast, the normal mundane perception is that the physical world is real and all other experience or existence is a dream or unreal. For this reason, True Vampyres are sometimes called the “Awakened” and mortals the “Sleepers.”

## Dream Matrix

The Dream Matrix is a highly seductive force, urging and drawing an astral body that has recently left the body after the first death to enter into the Second Death. It is akin to a moth being drawn to a flame or the happy little lemming running off that cliff. Mortals succumb to this naturally; it is their dharma and destiny. The Vampyre prepares their entire life for this ascension and to resist the urgings of the Dream Matrix, for within it is the end of the Self and true Death of the individual.

The Dream Matrix manifests as the spiritual equivalent of the drug mescaline, which is released in the brain upon death and creates a feeling of fulfillment of all dreams; this is the time when most NDEs (near death experiences) take place. It can be extremely difficult for the Vampyre to resist the draw to the Dream Matrix.

What is the enduring grace of the Vampyre and what separates them from the mundane mortal? - Their sheer love of Life and the Self, and the sincere yearning for Eternity and preservation of the Self. The True Vampyre can taste the possibility of mastering the Reality of All Realms, resist the Dream Matrix, walk within the Dream, and *fully* Awaken to the possibility of spiritual Immortality of the Self.

## Ethereal

The ethereal realm consists of pure life force and subtle energies that are in between the physical world and astral plane. Along with the astral they make up the “subtle reality.” This plane is a mirror image of the physical plane and which shape each other, yet much less rigid and flexible. The Ethereal plane corresponds to *Qi* in Chinese martial arts, *Prana* in Sanskrit, and the *Ba* in ancient Egyptian mythology. In popular culture, it is similar to the “Force” in the *Star Wars* films.

The Etheric plane radiates on a slightly different frequency than the physical plane. Within the Ethereal realm lies the “double” or subtle body of all living beings, which makes it vitally important for the True Vampyre. Survival of the Etheric double is essential for Vampyre Ascension and what is the foundation of the Risen spirit which is immortal and undead.

The etheric body, which contains the astral energies and makes up the “double body,” is generated by the organic life-processes and the flow of breath and ,like the corporeal body, has an anatomy. Chakras are energy centers akin to organs, meridians are like veins and arteries, the aura like flesh, and the prana the Blood. The health of the etheric body is inexorably tied to that of the physical, both affecting each other. Practices such as Tantra, Kundilini and QiGong focus on the manipulation, maneuvering and health of the ethereal body.

## Egregores

Egregores are spontaneously or intentionally created elementals born from the spiritual and philosophical ties of a group. They are given life and existence by collective agreement, offerings, and recognition. The word egregore means “watcher” and they were originally elementals created by magical groups to serve as protective guardians. Many “godforms,” from one perspective, can be seen as egregores which are jointly created by the divine spirit and fueled by life force given by a god’s worshippers. Egregores can be born, evolve, and die or become weakened by being forgotten, as has been the case with many gods and goddesses from ancient history. Even some Catholic Saints are examples of ancient godforms being taken over and evolved into saints in the Catholic pantheon.

In modern times many egregores appear in pop culture. They may be mascots, brand characters, or symbols of political parties such as *Eddie*, the mascot for the rock band Iron Maiden. Characters in popular films such as Tyler Durden from *Fight Club* and Darth Vader from *Star Wars* also have egregores. Superheroes such as Wolverine, Wonder Woman, and Superman are other examples of personified egregores. The fans of these characters become the egregore’s worshippers and they make continual offerings to the egregore through the attentions of a devoted fan base.

Modern egregores often are “viral” and evolved by collective social dynamics such as trends without a well-established central creator, like Santa Claus or the Easter Bunny. However, others are created by specific artists, writers, or corporate marketing departments. These creators are equivalent to the egregore’s priesthood. The collective actions, agreement, traditions, and culture of an egregore’s creators and fans result in the creation of a group soul for the egregore. In today’s society comic book readers worship Batman just as surely as the ancient Greeks worshipped Zeus! The best example of a character having a modern egregore is none other than *C’tulhu*, the Deep One from H.P. Lovecraft’s

novels.

## Evokation

The opposite of an invocation is an evokation, which is to summon an external entity. Evokation is often depicted in mortal magick as calling a spirit into a container, circle, or ritual chamber. Then, in a literal face-to-face situation, the summoner can interact with the entity in person and ask for favors, make pacts, or gain information. Historical examples of evocation are found in ancient Grimoires such as *The Lesser Keys of Solomon*, *The Greater Keys of Solomon*, *The Dragon Rouge*, and *The Sacred Magic of Abramelin the Mage*.

We use evokation in the communion to invite the Ancestors to come feed from Our offered sacrifice of life force. Evokations are best used in group rituals as they will create a common experience. Invocation is better done in solitary ritual as it is about one central magickian performing the ritual and having a profound personal experience.

# ESP

Extra Sensory Perception, or ESP, is the “subtle sense” that is equivalent to the five Corporeal senses of sight, taste, touch, smell and hearing. This is only a rough correspondence because the subtle senses function on the etheric and astral planes. Generally speaking, these are the senses through which the awakened Vampyre experiences the subtle world. With training in the Vampyre Mysteries, the Vampyre can learn to rely and develop senses and possess what are commonly called “psychic powers” when employing astral projection and interacting with the subtly reality.

The subtle Vampyre senses include the following:

**Clairvoyance (sight):** From the French words *clair*, meaning “clear,” and *voyance*, meaning “seeing.” It refers to seeing within the Astral plane. Clairvoyance must be first developed in the Astral plane, then projected outwards to the vibrational levels of the Ethereal plane, and finally to the Corporeal plane.

**Psychometry (touch):** From the Greek words *psyche*, meaning “spirit” or “soul,” and *metron*, meaning “measure.” To True Vampyres, it refers to touch and feeling in the subtle plane. Unlike Corporeal touch, psychometry is not limited by physical distance.

**Psychokinesis:** From the Greek words *psyche* and *kinesis*, meaning “motion.” Psychokinesis is the ability to move objects within the Astral plane. This is very difficult to translate to the Corporeal world and requires a great amount of skill and life-force directed by the Will. Most popular reports of psychokinesis are the products of hoaxes or wishful thinking.

**Clairaudience (hearing):** From the French *audience*, meaning “hearing.” Clairaudience is the ability to communicate in the Astral world. Such communication can include transference of feelings, images, or memories similar to “mind-reading.”



Telepathy (speak): from the Greek word *tele* “distant” and *pathe* or *patheia* meaning “feeling, perception, passion, affliction or experience”.  
The ability to speak or transmit information in the subtle reality.

## Feeding

Vampyric feeding occurs when the Vampyre draws upon the excess vital life force radiated from subtle layers of the human body. There are many purposes to feeding. However, the core purpose is to reinforce the Vampyre's subtle Double body, fueling Zhep'r, and as an offering in Communion with the Current. In addition, it revitalizes and empowers the subtle layers of the Vampyre's Self.

Vampyric feeding ethics used by living vampires contrary to our name **DO NOT** promote the drinking of physical human blood. Moreover, basic feeding techniques condemn deep feeding on those unwilling, on children, the elderly, and the physically or mentally ill. From the Vampyric perspective, feeding merely harvests excess energy, which is projected outwards by the subtle body just as heat is radiated outward by the physical body.

Every living being exchanges energy with others and can potentially practice Vampirism. What makes the Vampyre different is the purpose of their actions. For example, most traditional psychic vampires feed on emotional energy in order to balance their mental, spiritual, and physical well-being whilst the living vampire feeds from life force for their survival and personal evolution. There are three elementary techniques of drawing in and harvesting energy all fledglings should learn which include *ambient* (radiant energy), *touch* and *visual*. With these foundations the Vampyre can harvest enough energy ethically to fuel their initial steps of Zhep'r.

## **Filtering**

Filtering is an energy cleansing technique that controls what energies enter beyond the aura into the core of the Vampyre's subtle body. It can be used when feeding and as a defensive technique. More advanced Vampyres use filtering as an alternative to shielding because their level of Zhep'r requires them to interact with more energy than permitted by shielding. The Vampyre must have strong energy work skills in order to properly filter energy.

Astral "baggage" such as negative emotions can be absorbed along with life force. These can become a distraction and detriment to the inexperienced Vampyre if they do not filter properly. The Vampyre may unconsciously filter, but this technique works best when performed consciously. During filtering, the Vampyre chooses which energies benefit them the most, and converts or blocks the others. Of course, not all filters will be perfect because this technique takes time to master and develop. Filters can also be reversed to project "negatively charged" energy to ward off psychic attacks and subtle beings.

Filtering is a basic technique used to protect the Vampyre and their spiritual health. There are more advanced protective techniques, such as converting energy, which may eliminate the need for filtering. However, the Vampyre must master the practice of filtering first.

# Gnosis

Within the Vampyre Mysteries, Gnosis means knowing the divine. This can only be done through altered states of consciousness and single- or no-mindedness. “Altered states of consciousness” does not specifically mean LSD or other drugs (which the Sanguinarium of course does not endorse). It means seeing directly from the Throne of the Dragon within. In almost every tradition of spirituality or magick there is an equivalent concept. Within the Vampyre Mysteries there are various ways of achieving Gnosis.

There are two paths to Gnosis. The first is through an inhibitory mode, which focuses the mind to a single point. Some methods used to achieve an inhibitory mode include death trances, passive meditation, physical exhaustion and/or sleep deprivation, gazing into a mirror until active consciousness disappears, hypnosis, or sensory deprivation. The second path to Gnosis is through an excitatory mode, which expands the mind beyond a personal consciousness. Some methods used to achieve an excitatory mode include sexual excitement, emotional arousal, playing music, dancing, drumming, chanting, controlled application of pain, hyperventilating, overloading the senses, and physical disciplines like yoga. These two states bring one into a primal state of being, which Awakens the Dragon itself. That brings the practitioner closer to the Higher Self and pure existence.

Achieving a state of Gnosis is like becoming a flame or a still pool of water. Contemplating this simile is an excellent exercise for understanding Gnosis. Most adepts of the Vampyre Mysteries find Gnosis one of the most challenging Mysteries. However, it is possible for all True Vampyres. For centuries magicians, shamans, and mystics were aware of the state of Gnosis and just recently neuropsychologists have begun to investigate it.

# Glyphs

Unlike sigils, glyphs represent specific sounds, syllables, or words. The letters of the alphabet are glyphs. The word glyph came into the English language from the French word *glyphe* and the Greek words *glyphē*, or “carving” and the verb *glýphein*, meaning “to hollow out, engrave, carve.”

Excellent examples of ancient glyphs include Egyptian Hieroglyphs and Aztec and Mayan glyphs. These symbols each represented a specific idea or concept and were used to communicate. Glyphs are different than sigils, which are magickally charged with a specific purpose.

Glyphs used amongst Vampyres of the Sanguinarium are endorsed and recognized by the Synod. Most are only read by Magisters because they remain secrets of the Innermost Vampyre Mysteries. Most glyphs are created in sacred Communion with the Ancestors or received as inspirational visions.

# Grimoires

The Grimoire is the core tool of an Initiate of the Vampyre Mysteries. The term is often associated with ancient books of magick. A Vampyre Grimoire is a journal of personal practices and a spiritual diary of Zhep'r. Any notebook or journal can serve as a Grimoire. However, many Vampyres like to recognize the importance of their Grimoire by customizing their book with leather covers, decorations, magickal signs, or similar embellishments. There are many beautifully decorated commercially-available blank books that also can serve as Vampyre Grimoires.

Each Grimoire should be customized and attuned to the individual owner. Some Vampyres even wish to keep their Grimoire online in a secure server for ease of access and security purposes. However, most Vampyres consider a physical book more personal and intimate. The process of physically writing in one's Grimoire (often with an old-fashioned fountain or even quill pen) can become a ritual itself.

## Great Work

The Quest of Immortality is a personal journey and the focus of the Vampyre Mysteries. The Dayside Immortality described in the Vampyre Virtues is physical Immortality. The Immortality Quest from the Vampyre Mysteries is spiritual Immortality.

Mundane religions promise life after death. They offer a variety of “guarantees” for rebirth if their doctrines are followed, but without any tangible evidence or scientific proof. Reincarnation is one of the most common ways mortal religions promise immortality. However, most mortal religions see reincarnation as a process of forgetting. The individual is reborn as a completely different person without any memories or characteristics of their previous self. To the True Vampyre, this is the Second Death. We seek to preserve Our Self within Immortality. The ancient Egyptians were obsessed with preserving the self after death and took every precaution in their power to avoid or prevent death. Today’s True Vampyre is in agreement with these terms.

The modern Vampyre looks through the Mysteries for esoteric evidence and teachings that provide them with tangible evidence for Immortality of the Self. The obvious place to begin is with Corporeal Immortality, which means ensuring a long life by taking advantage of advances in medical technology and acting to keep one’s body in good physical condition to defeat the preventable ravages of age.

## Group Ritual

Group ritual acts as a tool of unity in which all the ritual celebrants (participants) are in agreement. Group rituals can mark significant points of Zhep'r such as Ascensions and Initiations. The presiding member in group ritual should be a member of the Priesthood of Elorath, as only these individuals are properly trained and experienced enough to channel the flow of energies. However, a Vampyre Adept can act in this role if absolutely necessary. The only exception to this rule is if a joined couple wants to perform the ritual together.

Within group ritual, individual celebrants may assume specific roles. The leader of the ritual is the presiding member. The celebrants are those who are directly involved in the ritual, either by contributing energy or being present to celebrate the ritual.

There is no set number of celebrants for group ritual. Traditionally in witchcraft the ritual format called for 13 members. From the perspective of the Vampyre Mysteries, this requirement mainly arose from mortal-minded superstition. True Vampyres know that a ritual can be just as effective when held by two people as by twenty! Large numbers do not necessarily make a more powerful ritual. The ritual should be limited to the number of celebrants that can comfortably fit in the ritual space and can effectively participate in ritual. A smaller group creates a more intimate and personal experience, often leading to a greater Offering than a disorganized large group.



# Grounding

Vampyre grounding is when one brings their internal energy under control by releasing stagnant or unwanted energies. Vampyre grounding is metaphorically equivalent to grounding an electrical wire. Grounding is very important, especially when working with large amounts of energy. Most Vampyres use the Earth as a “grounding tool;” however, this is only one example, as the zenith (heavens) can also ground energy. Many individuals are naturally grounded and skilled at this type of energy manipulation, whilst others have difficulty grounding themselves. Of those Vampyres attuned to a specific Zoa those attuned to Ramkht are the least grounded, while those attuned to Mradu are commonly exceptionally grounded individuals. Due to their intense interactions with energy, those Vampyres attuned to Kitra often need grounding.

Grounding is essential when preparing for ritual, practicing healing, and after feeding. One of the most effective Vampyre techniques for grounding is known as the “Serpent Spear.” To perform this technique, visualize a coiled snake at the base of the spine. Then imagine its eyes opening as it begins to uncoil up the spine and through the chakras. As the snake fully uncoils, it becomes a long lightning rod that extends deep into the Earth. The top of the rod can release energy like lightning into the heavens and the lower portion of the rod can release energy into the Earth. Being too focused on the ground does not create buoyancy. That is why Vampyres also ground by releasing energies into the heavens for balance. One can use metals as symbolic tools for grounding, similar to using a rod, blade, or wand for directing energy.

## Halos

Each Halo (or energy cloud and signature) around a specific city will manifest its own personality, Karma, spirit, and Will. These manifestations are known as Halos. They exist as personifications of Egregores in a particular city and have a Zoa which is related to them in the Current.

For example, *Lutetia* is the name of the Paris Zoa. She often appears as a beautiful, artistic woman wearing romantic 19<sup>th</sup>-century dress. Her personality is extremely cultured yet tenacious. She imbues the spirit of Paris and represents the city's past and present. In contrast, *Angel*, the Halo Zoa of Los Angeles, is an ambitious and creative spirit. He constantly reinvents himself and fuels which is known as limelight.

Like any Zoa, Halo either Awaken independently or must be Awakened by members of the Family. In the second case, the Halo will send dreams or visions to Vampyres tied to the city's energy when they are ready to Awaken. The conception rite of a Halo should be performed in two stages. The first is a private sacred marriage rite to formally Awaken the Zoa and the second a more public ritual including as many of the local Vampyres as possible in order to contribute energy to the newly-Awakened Halo.

## Healers

Vampyres by nature can be healers, as in subtle traditions of healing like Taoist healing, Qi Gong and Reiki. Simply by feeding on subtle energies naturally, Vampyres remove stagnant energies and facilitate the flow of life force in their donors. There are many more advanced techniques of intentional Vampyric Healing, with some specialties within each of the Trinity Currents.

First and foremost, the health and strength and mind and spirit of any individual are the most powerful tools in healing. Placebos have proven to work well, and we have all heard stories of cancer immediately disappearing from a person otherwise doomed to death. The mind and spirit are tied together and reflected in the corporeal body. Unlike Western medical practices, which focus solely on the corporeal body and aims to destroy the symptoms and not the actual ailment, Vampyric Healing thinks globally and seeks to balance the healing of the mind, body, and spirit through healing on the levels of the Self. An understanding and mastery of one's subtle body is, of course, the prelude before practicing any form of Vampyric healing.

The more skilled the Vampyre is at cycling, meditation, grounding, breath work, the geography of the subtle body, and feeding the more prepared the practitioner is to develop their skills as a healer. One word of warning- subtle healing is NOT physical healing. Physical healing should only be done by a licensed and trained medical care professional. Never will subtle healing techniques, which focus on the ethereal and astral layers of the body, replace physical healing, so it is wise and advisable for all Vampyres to train in First Aid and CPR. Not all Vampyres practice healing because they are focused on their own personal Zhep'r, materialistic pursuits, enlightenment, and personal evolution. Those who focus on such techniques truly are in love with the process of furthering and facilitating life and care for those around them.

## Higher Self

The higher self is a part of the subtle body that contains the Divine Spark—the omnipresent, timeless, and the True Self. It goes by many names including Holy Guardian Angel in Thelema, Kia by artist Austin Osman Spare, Daemon in Greek Mysteries, Atman in Hinduism, and the *Dragon* within the Vampyre Mysteries.

The higher self is without form. It is the source of perception and cannot be invoked or evoked. It is above the ego and has no gender. It is beyond ethics, compassion, good, and evil. It just ***IS***. In the physical plane it is represented by the reptilian brain.

The Vampyre Adept seeks to know and commune with the Dragon Within. This goal seems impossible; however, this element of the Quest of Immortality is not without reason or logic. An impossible task leads the individual through a multitude of experiences and experiments that advance Zhep'r- the endless quest of transformation from mortal to Immortal.

## **Initiation**

The word “initiation” comes from the Latin word *initiatio* for “beginning.” In the Vampyre Family, Initiation means rite of passage into the Vampyre Mysteries. Each level of Initiation involves the mastery of specific skills, rituals, and teachings.

Initiatory systems of “degrees” or “grades” were brought into modern occult practice by fraternal organizations such as the Freemasonry and furthered by esoteric orders such as the Hermetic Order of the Golden Dawn. Educational institutions award degrees for mastering various professional subjects. Within the Sanguinarium We have developed Our own system of Initiation in to the Vampyre Mysreries. Going through the Rites of Passage in the Vampyre Mysteries involves building collective agreement through personal validation and results.

No title, degree, or grade will truly ever be able to measure true Initiation. Vampyre Initiation is internal in spirit and external in action. Mastery of the Vampyre Mysteries is a personal and profound journey, not a competition or popularity contest.

## **Intent**

Without intent and sincerity, all is lost in magick. It is as important as agreement. The Vampyre must have a sincere intent and be able to direct Will and energy in accordance with that intent. The Vampyre should hold high standards in individual and community actions. When they go to perform a ritual, be it the most sacred Communion or the simplest arts of Vampirism, they must focus their intent. True Vampirism is not a joke or role-playing or a video game! It is a profound and very real path to Immortality of the Self.

## Invokation

Invokation is the internal summoning of energies, forces, or entities into the magickian. It is equivalent to possession. This term hails from the Latin verb *invocare*, which translates as “to call on.” Magus Aleister Crowley put it perfectly: he states that Invokation is to “invoke,” to “call in,” just as to “evoke” is to “call forth.”

Invokation is used in the Arts of Vampirism and in certain Communion rituals where We invoke the Undead to “skinride” or possess Us. In Communion We also invoke and raise the Current of Elorath. The *Invokation of the Dragon Rite* is an important ritual in the Vampyre Mysteries. It not as much about invoking the Dragon Within as recognizing Its presence as the core of the Self and the throne of perception.

Invokation can also be employed to identify with Zoas, spirits, or entities. For example, if a Vampyre Initiate wants to invoke the strength of Mradu or the sexual energies of Kitra, they would invoke those Zoas. To successfully perform an invokation, one must have their consciousness attuned and open to welcoming that specific energy or entity. This is done through trance, sexual stimulation, fasting, sleep deprivation, pain, BDSM, dance, or ritual, which clears the mind to a primal state. In that state the Vampyre is most receptive to the entity they are trying to invoke.

## **Karma**

Karma, which is dependent of Dharma or one's "higher purpose," is often also misunderstood in Western culture and by New Age philosophies. The Vampyre understanding of Karma is in agreement with the original Hindu concept, as opposed to the three-fold Law of the Wiccan community, which ignores Dharma. "Negative" Karma results from not following one's Dharma and going against one's higher purpose.

A prime result of negative Karma is denying one's natural Dharmic potential and purpose. For a Vampyre doing this is ignoring the opportunity for Zhep'r and Immortality. Those who choose not to embrace their nature due to fear, lack of Will, lack of ambition, or other reasons of their own are ignoring their Potential. These individuals cling to their limited perspectives and do not have the endurance for succeeding at the Quest of Immortality.



## Khemet (Ancient Egypt)

Ancient Egypt was called *Khem* or “The Black Land” because of the fertile dark soil along the shores of the Nile River. The Nile River valley was part of the Fertile Crescent and one of the places where humankind began. Ancient Egypt is commonly associated with vampires due to the Egyptians’ obsession with the Quest for Immortality. The link between vampires and Ancient Egypt was popularized by Anne Rice with the fictional characters Queen Akasha and Enkil in *The Queen of the Damned*. There is a reality behind the myths of vampire-like entities in Ancient Egypt. The Egyptians wrote entire manuals about Immortality, such as the *Pert em Hru*, which means “The Book of Coming Forth by Day.” It is known today as the *Egyptian Book of the Dead*.

In the religion of Khem there were many different parts of the soul. The *Ka* was the equivalent of the Etheric body and the *Ba* was the equivalent of the Astral body. The Egyptians believed that when the physical body died it must be preserved in order to create a vessel for the *Ka* and allow the *Ba* to leave the body and ascend to judgment. The rich would have a *Ka* shrine attached to their tomb and a priest would feed the *Ka* spirit offerings of food and substance, as well as performing rituals offering the *Ka* life-force. If a *Ka* spirit was not fed properly, they were said to leave their graves and become a *Khu*, or “luminous one,” and feed upon the life force of the living.

The gods and goddesses openly ruled in Khem. The Pharaohs were their incarnations in the Corporeal world. In the Vampyre Mysteries this is called the time of “open rulership.” We recognize the Pharaohs of Khem as Vampyric entities; the entire human population willingly offered their life force to their Rulers. The time of open ruler ship ended in the Christian era when the contemporary economy could no longer sustain the rigorous care of the dead. However, traces of the time of open rule survived in traditions such as the belief in the divine right of kings in Europe. After the time of open rule ended, the Ancestors ruled more

subtly, such as through the power of the Christian Church.

## **The Left Hand Path**

Within spiritual paradigms and schools of perspectives there is the right hand path and the left hand path; each dynamic opposites of each other. The Vampyre, by nature, is a Left hand path practitioner, which deals with self-actualization through subjective perceptions of reality. The majority of the mundane mortal world are members of the Right Hand Path (RHP), which exalts external entities, such as gods and angels, over the Self.

The Right Hand Path focuses the external or objective perspective of nature with submission to said deities and fates, such as the “God” of Abrahamic tradition. Effectively, the Right Hand Path is built on agreement of many minds and embraces a reality which is external from the individual. When one dies they “join with god” and become absorbed into the divine consciousness; the individual ceases to exist. Examples of this include religions such as Christianity, Zen, Islam and Judaism.

The Left Hand Path focuses on continuation and preservation of the Self and the universe within the mind of each individual. There are as many of these subjective universes as there are sentient and conscious minds. Thus, practitioners of the Left Hand Path seek self-preservation and the survival of the individual. They work to avoid becoming absorbed into the “whole” which would cause the extinction of the Self. Religious examples include Setanism, Christian Gnosticism, Lucifarianism and modern LaVeyan Satanaism, Mormanism and Vampirism.

The goal of LHP is individual godhood, ascension from mortal to immortal.

## Life Force

Life force is a general term for the “vital energy” of the subtle body and is essential in the practices of Nightside Vampirism. Life force animates all living beings and is tied to and generated by the physical body and is considered by many esoteric systems the “Fifth Element” or the missing part of the universe which is yet undiscovered by science. In modern culture life force can be equated with “The Force” in Star Wars and in real world systems such as *qi* in Chinese martial arts, *ki* in Japanese mysticism, *mana* in Hawaiian culture and *pranain* Hinduism.

Esoteric practices such as kundalini yoga, qigong, martial arts, tantra, and reiki are designed to control the flow, health and manipulation of this energy. In Nightside Vampirism, the life force is the “blood” of the subtle body, just as chakras are its organs, the aura its skin, and meridians the veins and arteries and are all made up of “subtle” or ethereal energies. The physical body generates life force through eating, breathing and its natural processes and thus life force acts as an anchor and container for the Astral self. When the body stops generating this vital energy it releases the astral elements of the self and the individual begins to succumb to the Second Death.

The human body generates a very specific frequency and a highly refined form of life force, which is of great use to the practicing of Nightside Vampirism for many purposes. Ascended Vampyres, or “Undead,” feed from the excess energies of living humans to maintain their self to be intact after the First Death and prevent the Second Death, since they do not have a physical body to generate new vital energy. Human life force is already compatible with that of the undead vampyre. During life the living Vampyre must learn these nightside practices before their final Ascension. Other uses of life force for Vampyre energy include techniques such as binding, creating servators, sigil workings, healing, astral and ethereal projection, shape shifting, and fueling Magickal practices. The very foundation of Zhep’r for the Vampyre is to learn discipline, manipulation, feeding and control of life force.

## Links

The Norse concept of the “Web of the Wyrð,” or the cosmic linkage of energy and destiny, is analogous to Our understanding of energy connections known as *links*. These are subtle connections and strings made of Etheric energies.

Links are formed during all interactions, from the simplest touch to a stare across the room to a deep sexual encounter. Physical contact always results in a link as the subtle bodies of both beings overlap. Links can also be created by nonphysical contact such as an emotional telephone conversation or even by making eye contact. The more frequent and deeper the connections the stronger the links; for example, lovers who have been together for years will have deeply forged links.

Links can be broken. However, the effort required to break a link depends on its strength. For example, breaking a link with a casual work acquaintance would probably require a small amount of energy. In contrast, breaking a link with a former lover would take a much larger effort. It is very easy for a Vampyre to form links during feeding. Vampyres are cautious not to feed from the same donor too often because they want to avoid forming many links with one individual; that makes the Vampyre vulnerable to reverse flows and psychic attacks.

# Lycanthropy

The etymology of Lycanthropy hails from the Greek words “lykos” (wolf) and “anthropos” (man) and in mythology is the shape shifting of a man into the form of a wolf. Vampires in mythology, literature and fiction can often shape-change into a bat, wolf, or mist. In reality some Vampyres are practitioners of the art of shape shifting, with the wolf being the most common and favored form for practitioners of Lycanthropy. As a magickal practice, lycanthropy has many roots in myths, legends and esoteric traditions, predominately from myths of Slavs, Greek and Norse tribes to coverage in Renaissance and Medieval literature. For example some spells exist in Russian folklore with the *zagovori*, and shamanistic skin-walkers of Native American lore.

In reality, true shape shifting is extremely difficult and virtually impossible to achieve within the dense energetic layers of the corporeal layers of reality. Such a feat would take tremendous amounts of energy, will, and agreement to achieve and maintain for even a short while. Thus, most shape shifting is efficiently done by the more malleable ethereal and astral bodies of adept Vampyres. Other traditions of magickal practitioners learn, train and are disciplined in these techniques. Shape shifting of the etheric body takes an adept’s mastery of life force manipulation and projection. Astral layers of the self are the most flexible of all and most easily able to be shaped in accordance with will and intent. Etheric layers are much more dense, as they lay in between the astral and corporeal, thus requires much more discipline to achieve than astral shape shifting.

There are many techniques of shape shifting ranging from embracing to emulating the pattern frequencies of animals, as in the case of a wolf or other predatory animal. This is akin to a totem animal, which a Vampyre can feel drawn to and relates to as much as their own reflection. Not all Vampyres have totem animals, yet many do and when practicing the arts of shape shifting these animals are the easiest for the Vampyre to achieve. One technique of lycanthropy a Vampyre can use is manifesting

their etheric or astral projection corporeally for a short period of time. However, this is not shaping the corporeal layer. Lycanthropy is an art very much in relation to the Vampyric Arts, and very primal in nature.

## Manifesting

Legends of vampires possessing superhuman strength, speed, endurance and rapid healing probably comes from the technique of manifesting. This is the technique of directing life force energy around the subtle body to reinforce the physical through healing wounds, increasing vitality, speed, strength and cure illness. This is done primarily by directing life force by will to a specific intended focus resulting in physical enhancements.

Healers can use this technique to extend to the subtle bodies of other beings by syncing up with them. There are dangers of manifesting, which include energy burnout and pushing the physical body beyond its limits. It is wise to slowly build up skills with augmentation unless it is a matter of survival. Various martial arts can be explored for furthering augmentation including the Chinese martial art *QiGong*.



# **Maiiah**

Within Vampirism, the word Maiiah refers to the illusion that humanity is boxed in, analogous to those imprisoned in the Matrix. Those who are “sleepers” cannot see beyond the dayside experience of the five senses, and the “awakened” are aware of this illusion. In the Hindu tradition of Advaita Vedanta philosophy, the term maya refers to the everyday “mundane” limited, purely physical and mental reality which the majority of human experiences is entangled.

Beyond the physical or “solid” world are the multiple subtle layers of reality called “realms” or “planes” in various esoteric systems. These correspond and directly inhabit the same space as the physical world, yet are entirely on a different frequency of energy, akin to another dimension. The Dayside deals exclusively with mastering the Maiiah from within it, whilst like many traditions which seek to “Pierce the Veil” the Nightside deals with the layers beyond the confines of the Maiiah.

The Living Vampire and other Awakened beings see beyond the Ma iiah and seek a more diverse personal and spiritual worldview. Those of the Current have the potential to awaken as lucid dreamers within the dream world and thus experience and interact with subtler layers, realms, and planes of existence such as the Ethereal and Astral realms.

# Magisters

Magisters are masters of the Vampyre Mysteries beyond the scope of an adept or elder and are exemplars of what it means to be a Vampyre. In Latin, *Magister* means “master” or “teacher.” It was a title of respect given to highly educated individuals in the Middle Ages and the Renaissance in Europe. The female equivalent of this title is *Magistra*. Within the Sanguinarium, Magisters can also sit on the Synod, the spiritual leadership and administrative body of the Family. Various Synod positions including Azra (the elder of each Current) and the High Priest/ess who is the head of the Sanguinarium.

A Magister has achieved a high level of agreement and results with the Vampyre Mysteries. They must have truly seen from the Throne of the Dragon, achieved a strong skill with OBE (out of body experience), and have a highly developed Twilight through mastery of the Self and intensely strong Dayside. They have mastered all the advanced techniques of energy work and feeding, as well as performed Communion at Will without the need for ritual tools or ceremony. The elements of the Magister Ascension is something which varies from individual to individual, yet there is a set formulae and tradition which is only known to other Magisters. A Vampyre Magister can be equated to a Rabbi in the Jewish faith, the High Priest/ess in pagan traditions, a Padrino/Padrina in Santeria, or a Bishop in Christianity.

A genuine Magister has no need to advertise or flaunt their level of Initiation. Ascending to Magister is not the end of the Vampyric evolution. It is only the beginning of the Vampyre’s exploration of the Higher Mysteries of Zhep’r and the Dragon Within.

# **Meditation**

Meditation is at the center of all successful energy work, manipulation techniques and personal improvement. A meditation is a deliberate shift in focus from the normal reality to alternate states of consciousness such as gnosis, usually achieved without the influence of drugs. It brings one's energy into focus and creates equilibrium between the layers of the Self. One does not have to be in a lotus position or use charms or chants to "properly" meditate. There are many forms of meditation. For example, intensely focused activities such as dance, yoga, running, sex, creating art, and even driving can create alternate states of consciousness. What is most effective for each individual depends on their nature and the state they wish to enter.

Meditation is at the center of all successful energy work, manipulation techniques and personal improvement. A meditation is a deliberate shift in focus from the normal reality to alternate states of consciousness such as gnosis, usually achieved without the influence of drugs. It brings one's energy into focus and creates equilibrium between the layers of the Self. One does not have to be in a lotus position or use charms or chants to "properly" meditate. There are many forms of meditation. For example, intensely focused activities such as individualistic sports, working out, dance, yoga, running, sex, creating art, and even driving can create alternate states of consciousness. What is most effective for each individual depends on their nature and the state they wish to enter.

Meditation is essential not only for higher levels of energy work, but also for filtering, grounding, and centering energy. Breath is the most basic element of meditation. Breath controls the flow of life force and breath control is naturally centering and grounding.

There are many different meditation techniques. The most effective meditation comes from sensory modification, stimulation, or deprivation. One can simply meditate in order to plan their day and harmonize themselves. A deep level of meditation and trance can be achieved by body suspension and similar practices by modern primitives.

Tattooing and permanent body modifications can be a powerful meditative experience. However, deep meditations should be prepared in advance in order to be truly meaningful. The True Vampyre should use good judgment when embarking on any process that is not easily reversible, such as tattooing or piercing.

## Mentors (Adra)

Within the Vampyre Mysteries the term *adra* means “to teach” and refers to the mentoring of less experienced Vampyres by advanced members of the Family. Both parties profit from this relationship. The mentor refines and builds their skills while the student benefits from the wisdom and experience of the mentor. The interaction between the student and mentor increases the Zhep’r of both.

Mentorship can be done in conjunction with sponsorship, yet the two are entirely different concepts in the Vampyre Mysteries. A sponsor is an objective party who vouches for another’s integrity and potential. Those with sponsors within the Sanguinarium traditionally are not bound to the year and a day minimum between Initiatory circles. However, sponsorship must be earned and is not an entitlement.

Since Vampyres are highly independent and individualistic, no individual mentor should ever expect to fulfill all the needs of one student and vice versa. However, a sponsor may be consistent throughout a longer period of time. In any university system, a student will study under many different professors and may consult with various academic advisors. Each of these mentors will provide helpful advice and different perspectives while allowing the student to follow their own path. The same thing happens in the Vampyre Mysteries. Often the student will outgrow a specific mentor’s expertise. It is up to the mentor to recognize when this happens.

## Mortalism

Within the Vampyre Mysteries, *mortalism* is the perspective vast majority of mundane humanity who accept the idea that aging and death are a natural part of life and cannot be escaped except by adherence to religious dogma. “Mortalism” creates a “deathist” mentality of those who do not seek to defeat or conquer death. The deathist mentality is clearly shown in common mortal idioms such as “death is the natural order of things,” “without death there wouldn’t be life,” “I would get bored if I didn’t die,” and even “the only certainty in life is death and taxes.”

The average human will only live about 28,351 days. The clock is ticking! Deathism is simply a way for the average human to cope with the reality of death. To them, it is the end. Just as a zebra eventually accepts its fate in the jaws of a lion, human religions throughout the ages have promoted accepting death and “becoming one with god,” therefore destroying the individual Self vs. preserving it and achieving immortality.

The Vampyre thinks differently. They think as an Immortal. They know that experiences, knowledge, and wisdom collected over a lifetime will be lost if they face the Second Death. The Vampyre at the center of their soul seeks to preserve the Self, to defeat the Second Death, and find a path to Immortality. They have the perspective of an “Immortalist” at all times. Embracing techniques of personal survival, love of life and self preservation. The end result is an invigorated and grounded spirit. The Vampyre fully enjoys life because they are not constantly looking towards death.

# Moon

For the Vampyre (as for mortals) the moon is a symbol of mystery, our predatory nature, and magick. Instead of imbuing fear, we embrace it as a tool and symbol of empowerment used for various purposes. *The Dark Moon* (also called the *New Moon*) is a good time for deep ritual communions and OBE as this is the darkest time of the month and there is little etheric energy projecting. No moon appears in the sky since no sunlight reflects from it in a manner that is visible from Earth.

Psychologically, the Dark Moon helps create a deep Nightside experience where the Ancestors and Ancients are more easily able to enter the physical world and manifest. Most manifestations occur at this time as the Zoas require less life force. Contrastingly if the Vampyre is open minded enough, a *Full Moon* is a time when the moon acts as a mirror for sending energy to the subtle reality.

Some legends persist of a second moon surrounding the earth known as Lilith, however this is often perceived to be an exclusively subtle object existing only in the ethereal and astral worlds, devoid of a corporeal counterpart.

## **Muses**

Ascended members of the Family who have made a significant contribution to the Family are honored as Adjacent Zoa known as “Muses.” In Greek mythology Muses were goddesses who inspired humans to create great art and creative processes. The Vampyre Muses were inspirations to the Family during their corporeal incarnations and continue to inspire the Current.

Since muses are highly regarded they will often be given altars, be honored in eulogies in the Sanguinarium, and celebrated on special festival days. Some Muses of the Sanguinarium include D’Drennan, the maker of the Vampyre Ankh, and Jeniviva, the central dancer at the Endless Night Vampire Ball events (2005-2011). Both have passed from the Corporeal world are honored in the Current as they continue to inspire the Family through their Legacies.

Muses are akin to Vampyre Saints and are canonized by the Synod according to their support of the Family and the lasting impact they had on the Current.



## **Nadis**

Nadis function as channels for the flow of vital energy through the subtle body and correspond to the Corporeal circulatory system. The term nadis comes from the root word *nad*, taken from the Sanskrit for “channel,” “stream,” or “flow.” Nadis are equivalent to the meridians of traditional Chinese medicine, which are an important part of practices such as acupuncture, acupressure, and Qigong. Nadis intersect with the chakras and control the flow of life force throughout the body.

## Necromancy

Vampyres practicing the Nightside Mysteries are practicing Necromancy. Hailing from the Greek nekros “dead” and manteia “divination”, Necromancy is the art of divination by the living with the dead. An even broader perspective is of any magickal action involving human souls who have completed the first death. Vampires of legend were often able to control zombies and speak with the dead. Through the highest sacrament of all Vampirism the Communion, Vampyres are practicing necromancy directly with undead spirits, the Ancestors.

Necromancy has had strong roots in esoteric Western traditions since ancient times, beginning with shamanism and moving upwards through history including literary sources and rituals in the Bible, Babylonian *Epic of Gilgamesh*, Egyptian *Book of the Dead* and the birth of Spiritualism in the 19th century. Since the 1984 release of the film *Ghostbusters*, we have massive amounts of “ghost hunter” reality shows, with popular psychics and mediums on TV claiming to interact with the dead. Most are frauds, charlatans or just embellishing for entertainment purposes.

Necromancy is often considered taboo and forbidden by the mortal-minded. It is accepted within the Vampyre community as a natural element and tool of Zhep’r. The messages from “the other side” can come forth spontaneously, in divinations or ritual, or in visions. Necromancy is one of the ways the Ancestors communicate with the Vampyres.

# Nephilim

The legends of the Nephilim are often associated with vampires. According to the Christian Bible, the Nephilim are the offspring of the “sons of god” and the “daughters of men.” Some Christian sources say the Nephilim originated from mating between angels and human women. Others say they are the offspring of Seth, the brother of Cain and Abel who rebelled against god, or the children of Cain. In the Bible they also appear as giants who inhabited Canaan. Some passages speak of them as the predators of humanity, whilst others say they were “the heroes of old and men of renown.”

The word Nephilim comes from the Sumerian word *Nfl*, which refers to the Sumerian gods, the Annunaki, whose creators were Ki the earth goddess and An, the sky god. Legends of the origins of the Annunaki parallel those of the Nephilim; they were born of a union between a powerful spirit being and a human woman and their children were blessed with beauty, wisdom, and mystical abilities. According to some of the myths, the Annunaki were teachers and rulers who gave civilization, agriculture, and language to humankind, thus associating them with the Greek story of Prometheus.

The symbol common to the Annunaki is similar to the Egyptian ankh: a horizontal line that represents the horizon and a circle that represents the sunrise or sunset. These symbols can be seen on the Burney Relief. The legends of the Nephilim and Anuanaki may be the origin of the concept of the “holy bloodline” or Sang Grael, which many Vampyres attribute to providing the “Vampyre Potential” or “gene.”

## NightKlad

Nightklad means to be only clothed in darkness wearing nothing besides a few pieces of jewelry and a mask. As with many mundane taboos, fledgling Vampyres find this best used in solitary ritual, as couples or amongst groups of individuals who are well acquainted with each other and comfortable with nudity. More advanced Vampyres see the benefits of such a practice and are not bound by mortal taboos.

Wearing nothing but darkness is an excellent way to experience and stimulate the free flow of energies. Being Nightklad helps create a psychological freedom seldom experienced elsewhere. However, the proper use of being Nightklad amongst Vampyres in rituals is always make sure that nudity is used for ritual intent and not abused by those who might try to manipulate others or induce unwanted sexual situations. In no ritual should any Vampyre be “forced” to be nightklad.

The modern pagan equivalent of nightklad is skyklad, which is a literal term from Sanskrit term *digambara* which is used in Jainism and Tantra. This was introduced by Gerald Gardner to Western culture in the 1950s to modern Wiccan practices after he spent many years with the Jains who's priests have forsaken clothing.

# OBE

OBE (Out of Body Experience) or astral projection is central to advanced practices of the Vampyre Mysteries. OBE is the process of separating the consciousness from the physical body, after which the Self wanders the astral planes while the physical body is sleeping or in a trance like state. There are many methods, techniques and traditions for effective astral projection.

All humans naturally perform OBE when they sleep every night, which is in actuality the process of dreaming. The Advanced Vampyre strives to consciously control and master astral projection, through first learning how to master lucid dreaming while sleeping. Mastery of OBE is the pinnacle of freedom for the Vampyre and an essential step of Zhep'r. Learning techniques of OBE allows the Vampyre more freedom in feeding on energy directly within the subtle reality, as well as preparing the individual Vampyre to practice skills of being undead which is effectively a state of permanent astral projection, and a step of evolution into an energetic being. Thus, Vampyre Adepts, Priests and Magisters are particularly focused on this practice and dealing with the Astral Plane and projection.

# Ordination

A Vampyre Priest/ess known as a Kharrus (or chorus of the Current) is an ordination of an Adept into the currents of one of the Zoa, primarily of the Trinity of Kitra, Mradu or Ramkht. Ordination is a serious matter and requires an intense course of training and focus and a year and a day dedication as an Acolyte attuning themselves into the specific Current.

The Vampyre Priest/ess must first have ascended to the level of Vampyre Adept. They must be an authority on the Vampyre Mysteries in both Nightside and Dayside matters. Within the Sanguinarium Vampyre Priest/esses are recognized based on the following abilities:

Perform one significant project in service of the Family Quest and benefiting the Great Work for the Quest of Immortality.

Perform and lead a group Communion.

Perform consecration, cleansing, attunement and enchantment of magickal tools, weapons, and sacred space.

Design and perform Initiations, Ascensions, Blood & Roses Ceremony (Vampyre Weddings), and funeral rites.

Attune with one of the Trinity Currents of Elorath.

Skill and tangible results with OBE.

Demonstrate the ability to enter into one state of alternative consciousness (Gnosis) at will.

Once these abilities have been tested over a period of time, the Acolyte proceeds to formal Ordination. They perform and lead a Communion with as many members of the Family as possible in order to contribute energy to the Rite of Ordination and formally attune to their chosen Zoa. Once this is done, they will consecrate their priestly instruments and the *Oath of Love & Loyalty* to further the preservation and prosperity of the Family.

## **Radiance**

Vampyres of the Current will often recognize each other through the *Radiance*, the spark of the Current and sign of true potential an individual's Vampyric nature. The Radiance is the shining light of the Black Flame. It is how Vampyres recognize each other. Some Vampyres have described sensing the Radiance as being strongly drawn to or feeling a deep-rooted liking for someone. Often the Radiance will result in sexual attraction or a subconscious familiarity.

The strength of the Radiance depends on several factors. A Vampyre who has reached a high level of Zhep'r, is strongly in tune with the Current, or has recently fed or made Communion may emit a Radiance that burns like a flame. Unawakened Potentials will often exhibit a dim glimmer of the Radiance, whilst for others it will shine like a lighthouse in the darkness.

# Reincarnation

The Vampyre Mysteries perspective on reincarnation is very different from the mundane world's. The standard belief of many religions is that after death the soul separates from the physical body and then goes directly on to an afterlife. However, there is no solid evidence of any sort of afterlife like this. Other belief systems say that the soul is reincarnated after physical death rather than going on to a heaven or hell. The mortal concept of reincarnation is that the individual's entire personality is "deleted" or "cleansed" and the soul enters a new body for a completely new set of experiences and lessons. Occasionally, elements of the former life survive the transition; these are known as past life memories.

From the perspective of the Vampyre Mysteries personality, experience, and memories define a person. Therefore reincarnation is then a process where the person's self effectively ceases to exist and the individual is destroyed, resulting in a true death. It is a form of amnesia where the previous self is completely gone and the person becomes transformed into someone totally different. After reincarnation, they have new beliefs, ideas, loves, interests, and experiences. They have become someone different and the person they were in their past life is dead.

The Vampyre strives to defeat the Second Death which is this destruction of the Self and preserve their identity, breaking free of the cycle of reincarnation. This Self evolves and grows over an eternity of new experiences and continued wisdom. Many belief systems see reincarnation as the highest possible goal but the Vampyre sees the opposite; this is the point where true immortality is achieved.



## Religion

Vampyres detest in a most serious state the entire concept of Vampirism being a religion. It is, at first, a philosophy (Dayside / Vampyre Virtues), and for some a spirituality (Nightside / Vampyre Mysteries). Vampyre philosophy and traditions are based on results that are validated by each individual. However, Vampirism is not a religion in the common sense of the word. Its reality is far more complex.

The Vampyre Mysteries on the spiritual level are a “metaparadigm ” or “metabelief system, ” which is based on the ability to *paradigm shift* (utilize various belief systems and methods to achieve a specific purpose). For the spiritual Vampyre, belief is a tool that can be applied at will. Thus, the Vampyre may adopt and discard different systems and philosophies in order to adopt a temporary view that will aid them in Zhep’r. They then discard the system when it is no longer useful.

Therefore, Vampyres can be Christians, Muslims, Jews, Pagans, Hindus, Agnostics, and even spiritual Atheists. There is no limit to the diversity of the Vampyre’s choice of spiritual paradigms. Examples include religious leaders who keep their Vampirism a personal secret, such as Vampyre Evangelist ministers or Vampyre Catholic priests. This may seem a contradiction; however, since Vampirism is not a religion based on faith or belief, there is no reason that a Vampyre cannot practice any religion they wish. For example, an individual Vampyre may find that the teachings of the Hebrew faith empower them personally as they pursue their evolution of Zhep’r.

## Ronin

Ronin are practicing Vampyres who study and are in agreement with and identify with the Sanguinarium's Current, culture, spirituality, traditions, philosophy and perspective on Vampirism. But, they are not formally initiated into the Current nor have they completed any formal rites of passage. They often practice the Vampirism on a solitary format in agreement with the Family or have not yet encountered a suitable sponsor.

In order to be a true Ronin, one must have invested the time to read and become intimately familiar with the Family literature including *Sanguinomicon*, *Vampyre Magick*, *Vampyre Virtues* and *Vampyre Mysteries*. With this knowledge, devotees live by the Mysteries through Zhep'r and practice the Vampyre sacraments including communion, energy work and elementary feeding.

## Ritual Attire

Within ritual clothing can be empowering and symbolic. There are many options for ritual attire depending on the taste of the celebrant. Traditionally, Vampyres are Nightklad when performing solitary rituals or wearing a long black flowing robe or cape and a Venetian-style theatrical mask.

Vestments, as such, can be powerful tools of personal transformation and separating oneself from the mundane mentally and spiritually. For example, a student graduating from college will almost always wear special robes during the graduation ceremony. This attire marks the importance of the occasion and the student's transformation into a graduate. The specific elements of college robes, such as the hood, robe, and cap, each have long-standing and powerful symbolic meanings.

Vampyre ritual vestments help the celebrant's mindset move from the normal reality and into the Nightside.

Celebrants who are attuned to the Kitra, Mradu or Ramkht Currents may choose to emulate ritual attire associated with each Zoa and invoke and evoke these specific Currents. Those attuned to Kitra could wear attire flattering or revealing their figure, with belly chains, crowns, tribal jewelry, and bells. Those attuned to Mradu could wear elements of medieval armor or military paraphernalia such as medals, samurai robes, or military uniforms. Finally, those attuned to Ramkht could wear traditional priestly garb, the robes of an old-fashioned scholar, or take the role of a sorcerer in a long cloak. Whatever the attire, it is essential the clothing be comfortable and aid in the mindset of the ceremony, thus contributing to the experience.

## **Patrons**

Ancestors who mentor are known as “Patrons.” They guide, and are like a spiritual “godparent” for a Vampyre, often seen as a “Third Parent.” They may appear to the unawakened or youthful Vampyre in dreams, visions or in spiritual experiences and may at a point in life when the awakening of the Vampyre occurs reveal themselves directly, or remain indirect and out of vision. This relationship can be completely intimate or from a distance.

The connection between a mentor and their child may be formalized and reinforced during communion, meditations, ritual practices or occur instinctively without any formal connection. Over time the Patron may continue to guide the individual and keep a strong relationship with their godchild or become distant as they pursue other godchildren.

# Physical Plane

Commonly known as the Corporeal layer of reality, the physical plane is the lowest of all the levels of reality. This is akin to the Matrix or Maya in Hindu mythology, which is a great illusion pulled over the eyes of the mundane world. It corresponds to the world perceived by the five senses and is what most humans call reality. It is the most solid and fixed of all the levels of reality.

The Ethereal plane feeds the Corporeal plane with life force and animates all living beings. Despite its fixed nature, the physical plane can be shifted and changed and its laws bent but not broken. This can be done by breaching the “Wall between the Worlds,” which is thinnest at certain times of the year such as Halloween (Endless Night Festival) and Beltane / Walpurgisnacht (Dragon Festival).

## **Psychodrama**

Vampyre tradition is theatrical. Psychodrama is a performance to aid in entering an alternative state of consciousness. It does not matter if a ritual is acted out physically like a play or through visualization in the mind of the participant(s). However, psychodrama such as wearing fangs and costumes, using props, playing music, or scenting the air will, for many Vampyres, aid in the suspension of disbelief and make the ritual more effective and enjoyable. The Active Communion (Purple Mass and Sanguine Mass) rituals contains elements of psychodrama.

## Psychic Vampires

In traditional esoteric and occult parlance psychic vampires are individuals who create negative emotional states in order to “psychically drain” others of emotional and vital energy. Within the Sanguinarium, We call these traditional psychic vampires *asarai*. Two great sources of information about these psychic parasites are *PsychicSelf Defense* by Dion Fortune and the *Satanic Bible* by Anton Zandor LaVey, especially the chapter “Not all Vampires Drink Blood.” Traditional psychic vampires can be found in every walk of life and are not exclusive to the “vampire culture.” They can be easily identified by a variety of signs that include constant complaining, a negative attitude, being emotional leeches, creating drama, and making others feel responsible for them.

Most often there is nothing metaphysical about these traditional psychic vampires and their manipulations are purely emotional and psychological. It is impossible to reason with traditional psychic vampires as they keep going in circles and usually never admit they are wrong. A perfect example of a traditional psychic vampire is an individual who says negative things about everyone around them, raising drama and focusing all the attention on themselves, and becoming hostile if others do not respond.

Temporary states of psychic vampirism are called *sympathetic psychic vampirism*. Sympathetic psychic vampirism is different from traditional psychic vampirism in that it is only temporary. Anyone can end up as a temporary sympathetic psychic vampire due to trauma, physical or mental illness, extraordinary misfortune, or being a victim of a traditional psychic vampire. Temporary psychic vampirism can be healed over time through therapy, relaxation, and positive energy work.

The only way to protect against psychic vampires is to identify and avoid them at all costs. If this is impossible, reduce contact with them as much as possible especially if they are in a work place or are in your immediate

family or social circle. Vampirism as defined within these Mysteries promotes majestic and empowered beings. The traditional psychic vampire is completely the opposite. In recent years there has been a growing movement of *ethical psychic vampires*, or individuals who are aware of what they are and seek a solution to an energy deficiency through energetic training and ethical feeding.



# Potential

Potential refers to the possibility to Awaken fully to the Vampyre philosophy and spirituality through the Virtues and Mysteries. Such potential for Zhep'r exists within only a few humans. It does not appear in the physical DNA but is a spark that lies within the subtle body. Potential often skips generations and thus cannot be traced by conventional means. It can be sensed as the "Radiance" or the subtle signature of the Current.

Those with Potential often will often show signs of Vampirism without even knowing it, such as unconscious feeding, psychic abilities, unusual empathy, a strong instinct for survival, the desire for Immortality, and a deep love of culture and life.

Throughout history, tribes and orders of Vampyre existed to aid those with Potential. They acted as "outreach programs" and undertook various missionary activities to find those with Potential and introduce them to their heritage. Of course none of these groups sought to force or coerce Potentials. Only a few of those who actually have Potential will be able to Awaken.

# Primal Spirituality

The Vampyre acknowledges and trusts their animal instincts and primal nature as a guide. The True Vampyre seeks to awaken their inner Dragon (which is buried deep under layers of human conditioning) and allow this primal nature to flourish. The Dragon is a symbol of the magickal, evolved, noble predator who is very much in touch with their animalistic nature. For the Vampyre it is the symbol of Our higher selves. The core of Primal Spirituality is embracing one's primal nature, destroying the victim mentality, and accepting the laws of nature as a guide for survival. Being an evolved predator in the Vampyre does not involve physically torturing or abusing humans or animals. To be truly Adept in Vampirism, one must fully accept this fundamental principle.

Primal Spirituality is akin to Social Darwinism. From the perspective of the Vampyre, it is clear that nothing and no one is created equal. As Charles Darwin noted, variation (difference) abounds in nature as well as the human world. Living things that possess variations most favorable or helpful to their survival will survive and pass those advantages to their offspring. Within human society the concept of "favorable variation" is more complex than within the animal and plant kingdom. Humans have the ability to adapt to their circumstances and either change weaknesses into advantages or develop strengths into powerful tools of mastery.

The most successful people are those who use both their inborn talents and develop important skills, such as exceptional musicians, philosophers, artists, and professionals. Consider athletes such as Michael Jordan who are born with a superior body type but must train to master the game. Stephen Hawking has a genius-level intellect yet suffers from ALS (amyotrophic lateral sclerosis). He has survived beyond all predictions for his life expectancy and is one of the most brilliant physicists in history. Best-selling writer Stephen King endured years of discouragement and rejection slips until he published his first novel. The Noble Predators of the human culture succeed through inherent

advantages, creativity, cunning, determination, and constant hard work, just as the predator must do in the wild.

## Quests

The *Family Quest* is the duty of each and every Vampyre. The purpose of the Quest is to advance the individual and the Family through mutual inspiration and support. The Quest involves finding others of the Blood and introducing them to the reality of Vampirism subtly without using force or the “conversion” techniques practiced within mortal religions. Allowing free will to reign and their primal spirituality to flourish on their own terms.

On a Dayside level the Quest manifests in every action We take as individuals. Raising individual Zhep’r furthers the collective Family Zhep’r. Improving Ourselves and setting a positive example for other members of the Family is the best Corporeal action We can take. These Dayside actions may involve earning advanced professional degrees, running personal businesses, becoming active for social justice, undertaking self-improvement, organizing Quorums and supporting Family events, spending time with other members of the Family, writing articles for Our publications, and so on.

On the Nightside level the Quest manifests in performing Our sacred Communion, improving Our collective knowledge of the Family, perfecting Our energy work techniques, and uncovering Our Mysteries within the plethora of human knowledge. The more Communions We perform, the stronger the Current becomes.

## Sacrifice

The word *sacrifice* comes from the Latin *sacrificium*, or “sacred rites,” and the old French *facere*, “to do, perform.” In mortal-minded terms, it refers to offerings such as animals, plants, money, gifts, or even living humans to the divine in exchange for favors. Vampyres respect free will of sentient beings and never harm humans or animals (except when hunting or slaughtering for corporeal food).

Vampyres offer up their own life energy plus that obtained from the practices of feeding, in exchange for *ambrosia*, which is the pure energy of the Current. This process of the free will releasing energies in ritual to the Current is known as the “Offering.” This circuit of Vampirism and Communion with the Blood Current of the Family is the central act of energetic exchange within Vampirism and perpetuates the consciousness after the first Death and strengthens the Etheric and astral bodies so that they are able to exist consciously in the undead state of existence (not dead or not alive but timeless and prevent the second Death.)

It is inefficient and against Vampyre Principles for the Vampyre to destroy life without reason, because the Vampyre seriously distinguishes between roasting kitties on the BBQ for fun and entertainment and humanely slaughtering cattle for sustenance. We are catalysts of the flow of life, and murder of an animal or human without this cycle and flow continuing is the destruction of life and a source of life-force. When a living being is destroyed, their excess life-force is released into the subtle world where it dissipates and is recycled, often changing frequency. This is worthless to a Vampyre. The only exception is when killing animals to sustain the need for corporeal food.

## Sacred Space

A sacred space or “sanctum” is a temporary or permanent space that is used for rituals such as Communion. Sacred spaces generally are isolated from the mundane world. Here the Vampyre can directly raise the Current and invite the Ancestors into the sanctum for Communion. True Vampyres should come to sacred spaces dressed and prepared as if for a formal affair. Ideal places for sanctums include a grove in a forest, a grotto in a cavern, a deserted beach, or even just a secure room. The Vampyre Sanctum is equivalent to a church or holy temple in other spiritual paths.

The sanctum for ritual should be prepared in advance. That means all tools should be laid out, the space physically secured, the lighting adjusted, and everything planned out properly. A proper working sanctum should be shielded from all external light and sound. The process of setting up a sanctum for ritual is a powerful tool of self-preparation and builds agreement among the participants in group ritual. Sanctums become more effective the more they are used. A temple is a permanent sanctum. However, sanctums must be cleansed and maintained. If they are not used, the sacred space may fade over time. However, the energetic connections will remain and therefore a neglected sanctum can be reactivated.

## Sealing

Sealing is a technique used to stop absorbed life-force from leaking out of the Vampyre's subtle body. Many Vampyres know how to absorb energy but do not really know how to "digest" and store it properly. Vampyres may lose or leak absorbed life-force for many reasons, such as stress, anger, or ill-health.

Meditation, grounding, and centering are powerful tools to reduce energy leakage. A calm and centered mind does not waste energy on destructive thought patterns. When the mind is functioning in a healthy and productive manner, the subtle body follows suit. Since the physical body is connected to the subtle body, maintaining the health of the physical body will help ensure the health of the subtle body. Energy practices such as chakra work or Reiki may also help maintain the health of the subtle body.

Sealing is important for the "digestion" of energies. The Vampyre's subtle body needs to process the absorbed life-force, just as their Corporeal body needs to process physical food. For example, on Thanksgiving many residents of the United States eat large meals and become sleepy because of the energy needed to digest all that food. After eating, one must digest, and after feeding, the Vampyre must seal. Sealing slows energy leakage and creates a contained energy pool. After a Vampyre has sealed absorbed energy, they can more efficiently focus that energy. Meditating quietly after feeding is a simple way to seal energy. When the physical body is calm and centered, the subtle body can more efficiently process the absorbed life-force.

## **Servitors**

A servitor is a subtle being created for a specific task such as guardianship or ritual assistance. The main difference between a servitor and an Egregore is that a servitor is not self-aware like a well-established Egregore. Often servitors are created for specific, limited purposes and then released back into the Astral plane when their purpose has been fulfilled. The superstitions regarding witches' familiars may come from the reality of servitors. Hebrew tales of golems also refer to servitors.

Servitors can be used to protect, harm, assist, or to achieve a specific task. What makes Vampyre servitors different from servitors in other magickal systems is that they are imbued with life-force directly from the Vampyre and the Currents. This is the "Blood" required to initiate their existence.



## Sensitives

The energy sensitive are individuals who are naturally Awakened to the subtle realities beyond the world of the five senses. Most animals and children are naturally energetically sensitive as they are not conditioned by culture and society, which teaches people to disregard extraordinary experiences. True psychics, mediums, and the like are also sensitive to the subtle realities.

Most Vampyres are very open-minded and reject mortal-minded conditioning. From a Dayside perspective, We focus on logic, skepticism, and reason. However, many Vampyres have opened or are about to open their “Vampyre Eyes” through exploration of the Mysteries. From a Nightside perspective, We recognize the existence of the subtle realities and many phenomena that the mortal-minded find impossible. For this reason, skills such as Astral Projection, magick, ritual work, meditation, and energy work in general may seem to come naturally to the majority of Vampyres.

Energy sensitivity can be learned and developed. However, a gifted few naturally manifest Vampyric characteristics and with proper training and discipline can fully open their perceptions. This is not to say that energy sensitive cannot learn Vampirism or that mundanes cannot practice the Path of Vampirism as a personal philosophy. Yet, only specific individuals called Potentials have the Current Within on a high frequency and thus attract the attention of the Ancestors and fully awaken to Our Path.

## Sex Magick

Sex is a powerful tool within the Vampyre Mysteries for energy work, visualization, ritual, Communion, and feeding. Orgasm is a powerful release of life-energy when focused with Will. Sensuality, BDSM practices, fetishism, romance, mystery, and seduction are all strong elements of the vampire archetype.

The incubus and succubus are mythological vampires who feed on life-force during sex. They have a basis in True Vampirism. In feeding, the Vampyre can use sexuality and seduction to raise the energies of the donor. Sex can be used to arouse a donor and creates a higher frequency of energy whilst giving pleasure in exchange. A “Sacred Marriage” with other Vampyres or the Zoa is the act of symbolically or physically having intercourse and synchronized orgasmic release in order to focus on a specific goal or direct life-force in Communion or magickal practices.

Of course, Vampyre principles do **NOT** condone sex with unwilling partners or partners unable to give consent, such as children, animals, or the mentally disabled. Free will is essential to the Vampyre.

# Speculum

The speculum is a special black mirror used for Vampyre ritual. It is the gateway to the subtle reality: hence the Vampyre phrase “beyond the mirror.” It is traditionally set at eye level on the western wall, on the altar, or on the floor so that the celebrants can peer into the subtle realities as if they are sailing on a glass-bottomed boat. The speculum may be set in an ornate frame or be very simple, according to the tastes of the individual Vampyre. Many Vampyres prefer to obtain a speculum in which the glass is curved outward, which may create interesting visual impressions.

If a black mirror is not available, then any readily accessible mirror may be used. However, there are a number of craftspeople within and without the Family who create speculums. The Vampyre can easily make their own speculum by buying a picture frame and spray-painting one side of the glass with several coats of black paint. Once the paint has dried, the picture frame should be re-assembled with the shiny unpainted side facing outwards. This is a simple speculum that will work for most basic rituals.

## Shielding

Shielding is an essential Vampyric defensive energy manipulation. There are times when the True Vampyre needs to block unwanted energies. All beings have natural unconscious shields in their subtle bodies. However, employing the Vampyre Mysteries is much more sensitive to energy than the average human; it is very important for the Vampyre to learn to control and reinforce their subtle shields.

Every living thing has natural shields as part of the outer layers of their aura. These shields are naturally strong in some individuals and weaker in others. Those Vampyres attuned to Mradu tend to have strong shields. Those attuned to Ramkht must train harder to reinforce their natural shields and those attuned to Kitra rarely have developed natural shields. Vampyres attuned to the Kitra Zoa must focus on filtering energy due to their high intake of life-force. Secondary shields supplement natural shields and are created by directing vital life force through Will.

Visualization is a powerful tool in using natural and secondary shields. The True Vampyre can direct their life-force by visualizing a suit of armor surrounding them or their aura hardening like dragon scales. However, energetic shielding will not prevent physical attack, only subtle attack. Also, overusing secondary shields can be exhausting and make the Vampyre lose touch with the subtle world.

## Second Death

To the True Vampyre, the Second Death is the *True Death* and happens when the double or subtle body dies after the First (Corporeal) Death. The physical body is a container for the subtle body. It supplies the double with vital life-force, gives it shape, and anchors it to the physical world. *Pontus*, or energy fixtures, connect the Corporeal body and the double. They are umbilical-like cords often called the “silver cords” and supply the double with life-force.

Upon the First Death the double is released from the physical body and begins to dissolve. The first part of the double to dissolve is the Etheric element of the subtle body. It begins to dissipate just like the organic matter of the Corporeal body decomposes. This usually takes a few days or weeks depending on the circumstances of death. After the Etheric portion of the subtle body has dissipated, the Astral Self then dissolves in the same way. Once the Astral Self has dissolved, the individual’s life spark, personality, and spirit are released to the universe.

Individuals who have suffered traumatic deaths, have unresolved situations upon death, or have been the focus of harmful magick may have “parts” of their self bound to the physical world after the First Death. This creates an entity called an *undead revenant* or what is typically most known as a traditional “ghost.” These undead and disembodied spirits are not fully conscious or self-aware. They are often confused about who and what they are and need to be released into the afterlife through ritual or exorcism. They are often responsible for rare cases of actual hauntings and may unconsciously feed on humans. Undead revenants are completely different entities than the Ancestors.

## Sigils

Vampyre sigilia are different from Vampyre glyphs in that they have a specific purpose rather than just a meaning. The word *sigilia* is plural for sigil and comes from the Latin word *sigillum*, meaning “seal.” A sigil is a combination of several glyphs charged with magickal energies. Norse bind-runes and Kabbalistic symbols are examples of sigils.

In historical ceremonial magick, specifically in European traditions such as Hermetic magick, sigilia were used to summon and bind entities such as demons and angels. This system was known as the *Goetia*. These sigilia were found in grimoires, such as *The Lesser Key of Solomon*, also known as *Lemegeton Clavicula Salomonis*. This tome contains seventy-two sigilia, each of which was equivalent to the *true name* of a being. They could be used to manipulate and control the entity.

Among mortal magickians, Austin Osman Spare is credited with popularizing a system of sigil workings. His system is very simple and effective. The magickal working is translated into sigilia and driven by desire and Will. The sigilia are then charged in various ways such as sexual energy and meditation. This system has become a core element of chaos magick.

# Synod

The Synod is the leadership, spiritual and administrative body of the Sanguinarium. Hailing from ancient Greek term (synodos) meaning “assembly” or “meeting” and is synonymous with the Latin word “concilium” or council. The Synod was founded specifically to be the architects of the Family and are dedicated to the preservation and prosperity of Vampyre Culture.

Within the Synod is the High Priest/ess, the Executive Director and three *Azra* each representing each of the Trinity Currents. Supporting the Synod is the *Ordo Ouroborous* which are individuals hand-picked for their potential as Vampyres and support of the Sanguinarium. Membership to the Synod is by appointment of the High Priest/ess.

# Signature

The Signature is the subtle equivalent of one's personal scent or fingerprints. Each person has their own unique Signature, whether they are Awakened to the subtle reality or not. This Signature leaves an imprint on all things they touch and everything with which they interact. When a Vampyre feeds on the life-force of another, their Signature can be sensed as a "flavor" or "taste."

Since each being has their own Signature, it can also be used to differentiate between types of energy, such as human life-force, the refined energy of the Ancestors, or the lower-frequency energy of animals like dogs or cats. With practice, the Vampyre can grow to identify Family, Ancestors, and other beings by identifying their unique Signature.

Each individual is attracted to different types Signatures. For example, some people may be drawn to certain individuals and repulsed by others. Compatible Signatures result in the experience of "knowing" or being attracted to a stranger. Also, Signatures may slightly change with the individual's moods or environment, while staying fundamentally the same at the core. The Signature is not only Ethereal; it contains elements of the Astral, such as emotions and mood.



## Survival

The Awakened Vampyre knows the world is not fair and only the strongest survive. This is how it is in nature and how it has been since the beginning of human civilization. The ideology of Vampirism is that of Predatory Nobility. The Vampyre takes inspiration from great human rulers and the noble predators of the wild such as the lion, hawk, and wolf. The Advanced Vampyre radiates an aura of mastery from every element of their Self, even in the most challenging circumstances. The Predator spirit involves symbolically seeing oneself at the top of the food chain and embracing that position. The Noble Predator accepts the doctrine of *noblesse oblige* and does not use their mastery to torment or torture other living beings. They act only to ensure their spiritual survival and ultimate evolution. This is an important point of Zhep'r that places the True Vampyre on a different evolutionary path than humanity.

As the lion lives in the jungle and hones its instincts in accordance with the laws of survival, so does the True Vampyre live within the jungle of human civilization. Success in the human jungle depends upon one's wits, intelligence, enduring spirit, and creativity.

To survive in this jungle, the Vampyre must look to the most successful members of human society as exemplars: Julius Caesar, Cleopatra, Benjamin Disraeli, Marie Curie, General George Patton, Oprah Winfrey, Napoleon Bonaparte, Queen Elizabeth I, Winston Churchill, Eleanor Roosevelt, Akira Kurosawa, Barack Obama, Alexander the Great, Bill Gates, William Shakespeare, and many other notable historical and contemporary figures. One modern example of Social Darwinism on a Dayside level is the founder of Facebook, Mark Zuckerberg, as seen in the film *The Social Network*. Taking on the mindset of Predatory Spiritualism means achieving mastery of the Dayside principles and thriving in the jungle of humanity.

## Subtle Reality

Also known collectively amongst Vampyres as the “Aetheric” which is a combination of the terms Astral and Etherial. The subtle reality is the levels of existence that lie beyond the physical world of the five senses in the Physical plane or corporeal layer of reality. It includes but is not limited to the Etheric and Astral planes of existence, yet there are many more. The subtle body or the “Double” exists exclusively on the subtle reality and is anchored and shaped by the physical body, even given cohesion like a space suit would be for an astronaut. For example, the physical reality experienced by the five senses is bound by the laws of physics, while the subtle reality is experienced through five subtle senses such as telepathy, clairvoyance, etc.

Many different esoteric systems define these levels of existence in myriad of ways; however, Vampyres prefer to keep these definitions clear and practical. The levels of the subtle reality share the same space as the physical reality, yet they do not follow the same laws. The best analogy is that all levels of reality compose of the same but different frequencies of energy, very much like water. The physical world can be equated to the solid form of ice, the etheric to a flexible liquid and the astral as tangible and fluid as vapor, yet they are all the same matter.

Within the concept of Vampyric immortality, especially from a Nightside perspective is exclusively within the subtle reality. Without a physical component the Vampyre must have learned the skills to survive on this level of existence and avoid the Second Death and the Dream Matrix.

## Subtle Entities

Disembodied entities exist entirely in the subtle reality, specifically the astral and or etheric levels and are generally devoid of corporeal elements. There are many examples of such entities which include ghosts (human dead trapped between the first and second death), ascended masters, undead spirits, clusters of emotions (poltergeists), servitors, egregores, parasites and an infinite combination of characteristics, including entities resembling what humans perceive as angels, demons and faeries.

Most subtle beings are harmless and simply float around seeking sustenance of life force as any corporeal entity would. However, some can be also dangerous or hostile, which include malevolent spirits or parasites. Various rituals and energy work techniques ranging from wards to necromancy can be used to help subtle entities move on, be bonded, controlled or banished.

Some subtle entities may not even be aware of the physical world whilst others can, through subtle senses, affect it by manifesting enough life force. The Ancestors, who are undead, exist completely self aware as disembodied entities as do spirits of humans in between lives. Some entities will exist in higher planes of existence beyond the astral but that is a discussion for higher and more complex mysteries.

## Tattoos (Ezerix)

Tattooing has long been a rite of passage in many cultures. Contemporary urban primitives embrace tattoos as important markers of personal empowerment. While not all Vampyre choose to adorn themselves with *Ezerix*, or magickal Vampyre tattoos, designing and obtaining such symbols can be a powerful magickal tool.

Examples of Ezerix include the Legacy Ankh, personal sigils, or marks of Initiation. Ezerix may include subtle and small tattoos behind the ears, under the hairline, or on the back of the neck as well as large images on back, legs, or arms. Ezerix serve as signs of commitment to the Mysteries and may be used as focal points during ritual and magickal workings.

What makes an Ezerix powerful is that charging of these glyphs or sigilia goes beyond the Corporeal body. The image is actually engraved into the subtle body or is already on the subtle body as would be a birthmark bestowed by a patron during conception. The ritual for creating Ezerix is a secret of the Higher Mysteries. The creation and acceptance of an Ezerix denotes a profound magickal commitment. However, it is not uncommon for a previously existing tattoo to be later charged as an Ezerix.

## **Tendrils**

The tendrils are the Vampyre's subtle "fangs;" they are extensions of the outer layers of the aura that are used for feeding. Tendrils are created with Will and extended beyond the normal constraints of the subtle body. They begin as small filaments that can be controlled and extended by the Will. Once extended like the arms of an octopus or the pseudopods of an amoeba, tendrils are used in feeding and to interact with the energy of other beings.

## Undeath

Within the Vampyre Mysteries, Undeath means maintaining a disembodied conscious existence between the First and Second Death and preserving the Self, hence the term “Un-Dead.” This is the ultimate goal of Zhep’r, the metamorphosis from human to Ascended Master and where in Vampirism Immortality takes place. Vampyres can escape the cycle of life and death. In order to avoid the Second Death and achieve Undeath, the Vampyre has the goal to strengthen the subtle body during life through the circuit of feeding and communion, master energy manipulation and perform out of body projection (OBE).

In truth, the Vampyric Art is feeding from excess human life force in order to preserve the subtle body and become “Undead.” The Second Death usually takes a few hours, days, or weeks following the physical First Death. During the Second Death, human consciousness feels a strong draw and pull toward “The Dream Matrix,” which is the point where near-death experiences (NDEs) take place. The consciousness enters a dream-like euphoric state that allows the individual to accept their fate and the True Death.

The Vampyre’s first goal in Zhep’r is to fight and ultimately defeat the Second Death. The Vampyre wants to preserve their Self, personality, memories, and identity and therefore ascend into Immortality of the Self. During the Second Death the “soul” is released and goes on to join the energy of the universe or whatever afterlife there may be. This is a fate the True Vampyre cannot tolerate and they consider the Second Death the ultimate adversary of Vampirism.

## Wands

The wand is an important tool for the Vampyre in ritual magick and is usually made from black wood. The wand is different from the ar'thana because it focuses will and intent vs. life force, but can be used to focus it as well. For centuries the wand has been a symbol of the magician or witch and is known as the tool of the Ramkht Current.

*The Key of Solomon* lists the wand as a tool of sorcery. In the 19th century, French magician Eliphas Lévi defined the wand as a tool of the Will and attributed it to the element of fire. After him, the Hermetic Order of the Golden Dawn and Aleister Crowley used wands in their magickal workings. It is one of the suits in the Rider-Waite tarot deck. To the Vampyre, the wand is a powerful tool of psychodrama as well as a practical magickal tool.

## Wards

Wards are protective barriers used to guard the subtle reality in a specified sacred space. The sacred space could be a permanent temple or a temporary ritual space. Wards protect against undesirable energies and intrusions from unwanted subtle entities.

Setting up wards is like shielding on a large scale. Wards should be extended from an individual's shield or energy ball. The first step in setting up wards in a sacred space is to perform a banishing and then a cleansing, followed by covering all mirrored surfaces. Secondly, the Vampyre should stand in the center of the space and form an energy ball in their hands. Then, with hands extended, the Vampyre should expand the ball outwards until it covers the entire room. Once this is done the room is warded. The Vampyre should be careful to reinforce the wards on all doors, portals, and windows. If necessary, the Vampyre can create a single portal to enter and exit the sacred space, which can be guarded, opened and closed.

Wards will fade over time, so they must be maintained if they are intended to last. The more often wards are created in a specific space the stronger they will be. Those Vampyres who associate with the Mradu Zoa are often most efficient warding as it is a common technique employed by the ordained of that Current.



## Witching Hour

According to the 24-hour day, the Witching Hour begins at the stroke of midnight and continues for the first three hours of the new day. Various writers have called this time the “dark night of the soul.” From the perspective of the Vampyre Mysteries, during the Witching Hour a barrier between physical subtle realities is thinnest. Subtle beings such as the Ascended Masters can more easily make contact and interact with the physical world, piercing the Maiiah.

Mortal legends claim that this time is when predatory spirits such as the incubus, succubus, and old hag come to steal the life force of mortals. The Witching Hour is also a highly efficient time for Vampyres to practice higher forms of feeding and practice out of body experiences. This is especially efficient as a good half to a third of mortals are asleep and naturally projecting into the astral by dreaming, where they can be met. Vampyres often ride this belief, developed in the mundane and mortal collective unconsciousness, through superstitions and legends as a tool to empower our Mysteries and Current.

## Veves

Vampyre Veves have their origins in the modern Veve which hails from Haitian Voudou, where they are sigils and glyphs that serve as “beacons” for the Loa, or a Voudou spirit similar to an angel or saint. In Voudou rituals, Veves are used to summon the Loa. Often sacrifices to the Loa are placed on the Veve. Voudou Veves may come from the Taino peoples of the Caribbean or the Kongo people.

Within the Vampyre Mysteries, Veves are also used as beacons to summon the energies of a specific Zoa into ritual or perform a specific task. Each Zoa has their own Veve which is attuned to them. Like Voudou veves, Vampyre Veves are often put into artwork such as graffiti, paintings, street art, tattoos, other designs and the like to attune that piece to the specific Zoa.





# Appendix 1: Vampyric Feeding

## Introduction

Vampyric feeding occurs when the Vampyre draws upon the excess vital life-force radiated from subtle layers of the human body. This energy is also known as *Qi* in Chinese medicine, *Ki* in Japanese martial arts and *prana* in Hindu mysticism and is specifically the subtle frequencies of energy radiated by the human body. The core purpose of feeding is to reinforce the Vampyre's subtle Double body, fueling Zhep'r, and as an offering in Communion with the Current. In addition, feeding revitalizes and empowers the subtle layers of the Self.

**Important Note: the elementary Vampyric feeding techniques, as defined in this book, do NOT include or promote the drinking of physical blood. It also condemns feeding from children, the elderly, or the physically or mentally ill. Moreover, Vampyres should not feed deeply without consent. From the Vampyre Mysteries perspective, feeding merely harvests excess energy, which is projected outwards by the subtle body just as heat is radiated outward by the physical body.**

Every living being exchanges energy with others and can thus potentially practice very basic unconscious Vampirism. What makes the Living Vampire different from a psychic is the purpose intent of their actions and need for energy. For example, psychic vampires feed in order to balance their mental, spiritual, and physical well-being. What distinguishes the

Living Vampire from the psychic vampire is the nature of their need and their spiritual practice of Communion.

## Feeding Ethics

Vampyric feeding as defined in the Vampyre Mysteries of the Sanguinarium is absolutely not harmful or parasitic. The Vampyre should limit themselves to Surface Feeding (not feeding directly into the chakras) without finding a consensual donor. There are advanced feeding techniques that can be used with less restrictions, but those are secrets which should only be practiced by advanced techniques.

When done properly, feeding is healthy for the donor. It removes stagnant energies, grounds the donor, and can be very sensually pleasurable for the donor. Vampyres NEVER physically or mentally harm their donors. They never feed from someone in poor health and do not feed deeply from children or the elderly. Likewise, it is not wise or respectful for Vampyres to feed from each other or other Awakened beings without consent.

Feeding is natural for Vampyre. Due to mortal societal conditioning, some Vampyres may initially find it hard to assume the predator mentality that facilitates the flow of feeding and intentionally harvest energy. They will feed ineffectively or not at all. This limits their energy intake of life-force and Vampyric abilities. Feeding is the secret key to Zhep'r, so a Vampyre who does not feed limits themselves to suffering the Second Death. Feeding is a part of the natural cycle of life. All the world is a vampire and every being exchanges energy. In nature, as Charles Darwin and other scientists explained, it is the "survival of the fittest." Every living thing competes for

survival. In the web of life, the wolf gains strength and life by preying upon the deer, which in turn survives by eating grass. The chlorophyll in grass absorbs energy from the light of the sun. Every living entity survives by taking the energy of living flora and fauna. The Vampyre is simply training themselves to tap consciously into this Flow of energy.

Feeding on the radiated life-force of others is not unethical, any more than holding hands or hugging for warmth on a cold day is unethical. Vampyres feed for the purpose of survival and evolution, not to harm or exploit their donors. Vampyric feeding is a completely natural and ethical act.



## Intimacy Levels

*Surface feeding* is the least intimate level of feeding. This is the major form of Vampyric feeding in the Outer Mysteries. During surface feeding the Vampyre feeds from the energy level just outside the physical body yet still inside the aura. This energy hovers around the body like radiated heat. Such energy would eventually dissipate and be lost. The Vampyre simply harvests this excess and flowing energy. Surface feeding does not deeply intrude upon the donor's subtle body.

*Deep feeding* is a highly intimate connection that penetrates very deeply into the donor's subtle body double, often into one or more charkas. Deep feeding can be potentially risky for both the untrained Vampyre and the donor. Side effects can include an unwanted psychic connection between the Vampyre and the donor that may be difficult to break. Deep feeding is not advised for untrained Vampyres and should only be practiced by the most experienced and disciplined Vampyres.

## Intent

Feeding may be intentional or unintentional.

*Intentional* feeding occurs when the Vampyre consciously draws energy from the donor. Any human who is sensitive to subtle energies can learn to intentionally draw energy from others. Those with Vampyre Potential have a natural gift for feeding that can be strengthened with practice.

*Unintentional* feeding is simply instinctual feeding without intent. It is common among untrained and unawakened Vampyres, as well as those adept in the Vampyric Mysteries. In contrast once an Awakened Vampyre begins to learn basic feeding techniques, they may realize they have been unintentionally feeding for a long time. The discipline and technique of intentional feeding is what separates the Living Vampire from the psychic vampire.

## Feeding Grounds

Fledgling Vampyres practicing the Mysteries are often instinctively drawn to heavily-populated areas. This is due to the easy access to amounts surpluses of energy. Large cities are known as Halos because of the clouds of ambient energy they radiate. As the Vampyre progresses in Zhep'r and becomes more skilled at feeding, they will become less dependent on Halos.

The Vampyre can ambient feed in any place where humans gather in large numbers so there will be large amounts of energy present. The Vampyre can simply become part of the crowd or sit on the sidelines, drawing no attention to themselves, and feed upon the radiated life-energy. Some good places for feeding are sports events, shopping malls, nightclubs, concerts, city streets, religious services, and holiday gatherings.

Finding donors for deeper feeding is trickier. Due to the recent "vampire craze," there are many would-be real life "fangbangers" eager to be fed upon. However, the Vampyre should exercise caution in selecting a willing donor for deep feeding. If the Vampyre/donor relationship became public, it could affect the Dayside lives of both. As well, deeper-level feeding can form significant energetic bonds between a Vampyre and donor.

## Source

The Vampyre feeds upon life-force from donors. Vampyre ethics firmly dictate that donors must never be physically or spiritually harmed. The untrained Vampyre must not deeply feed from a donor without permission. The Vampyre must always respect and honor their donors.

Why do Vampyres feed from human life-force rather than from the energy of animals, plants, the environment or the fabric of the Universe? Human life-force has a specific frequency that is most beneficial to the process of Zhep'r and is most compatible with the Vampyre's subtle body. Just consider how much more advanced an organism a human is than an animal like a tree. It follows that the life-energy of a human would be more advanced than the life-energy of a fly. Vampyres need that advanced high frequency energy to fuel Zhep'r and achieve ascension to survive the Second Death.

Any Vampyre who feeds deeply from others without consent is being parasitic and unethical. Those who do so are usually unconscious psychic vampires, as the disciplined and trained Living Vampyre would never do such a thing unless it was absolutely necessary. Living Vampyres esteem their donors for their precious gift of life-energy.

## **Benefits**

The benefits of Vampyric feeding beyond those associated with Communion are multifold. They vary from individual to individual. The more nourished or “better-fed” Vampyre will experience more benefits than the Vampyre who does not regularly intentionally feed. Results of feeding are cumulative so the Vampyre should feed as much as possible. Common benefits of feeding on a physical level include feeling refreshed, invigorated, and grounded. Regular feeding can also enhance the five physical senses.

The subtle benefits of feeding may include increased psychic abilities as the Vampyre becomes more sensitive to the subtle levels of reality. Dreams may become more intense and the Vampyre may experience easier dream recall. Feeding also strengthens the Vampyre’s ability to lucid dream, OBE (out of body experiences) and dreamwalking. Consistent feeding, sealing, and Communion are essential to the practice of Vampirism and Zhep’r.

## **Feeding Perils**

Feeding does have its dangers. Some perils of feeding include unwanted links between Vampyres and donors, drinking blood, other Awakened beings becoming aware of the Vampyre's actions, and the creation of sympathetic vampires. The Vampyre should be aware of these perils. The Vampyre can avoid unwanted subtle links by surface feeding or by choosing their donors for deeper feeding with caution. The Vampyre should not deeply absorb energy from the subtle body of a donor without filtering the energy, for energy from deeper feeding will likely contain the emotions of the donor. The untrained Vampyre may suffer negative effects from absorbing the donor's emotions.

## **Sympathetic Vampires**

Sympathetic vampirism results when a Vampyre deeply feeds upon one individual for an extended period of time. In an instinctual attempt to restore their subtle energy levels, this individual may manifest temporary symptoms of psychic vampirism.

They are trying to feed in order to replenish their subtle bodies. The Vampyre should not feed deeply frequently from any one donor because of the risk of sympathetic vampirism. Feeding that results in accidental psychic vampirism is also likely to form very strong links between the Vampyre and the donor. The Vampyre should always consciously break unwanted links, as described in the tactile feeding section. These links can result in the donor becoming strongly attached to or even “obsessed” with the Vampyre. There are simply many good reasons for all Vampyres to avoid frequent deep feeding from one exclusive donor.

## **Physical Blood**

Physical blood is a dangerous and very risky source of life-energy, this is why the Sanguinarium noes not condone or endorse the drinking of physical blood. There are obvious significant physical risks associated with drinking blood. Any Vampyre who drinks blood puts both themselves and their donor at risk of many blood-borne diseases as well as physical scarring. There are serious legal considerations about the consumption of human blood. In some places only licensed medical professionals may legally draw blood from others.

Blood is of no use in the forms of feeding presented in this book. Blood drinking also offends the Ancestors as They do not consider the consumption of physical blood a safe, respectful, or effective way to fuel Zhep'r. Thus if the Vampyre puts themselves at a health risk by drinking blood when there are more efficient forms of feeding the result is the Ancestors do not consider them a worthy investment for Zhep'r. Thus they will only accept the offering of life-force and not provide a Re-Coiling.



## **Basic Technique : Ambient Feeding**

(See Ambient Energy Virtue for additional information)

Ambient energy and feeding is the most basic kind of feeding technique. All living things radiate excess vital life-force from their aura. It will form a “cloud” of energy in areas where large groups of people gather. Emotion can charge excess radiated energy. Vampyres often prefer to feed in places where humans radiate intense energy, such like concerts, popular movie showings, religious services, sporting events or holiday gatherings.

It is easy to feed from ambient energy. In fact, all living beings exchange ambient energy through interactions, which is why fledging Vampyres are often drawn to Halos of the larger cities. It is very easy for performers to draw ambient energy from a crowd that is focusing upon them. Many Vampyres love to perform, make speeches, and teach others for this very reason.

Here is an example of an ambient feeding technique which outlines the basic process. It is called “*The Feline’s Breath*,” after the legends of cats feeding on the breath of humans.

1. Find a suitable place with lots of ambient energy and distracted mortals going about their business.
2. Position oneself in or at the edge of the crowd or within it. For example, the Vampyre may choose to stand on the corner of a busy city street or sit at a table in a crowded café.
3. Take a few minutes to focus, ground, and center

by closing one's eyes and taking deep, calming breaths.

4. Listen to the vibration of the sounds of the crowd; all sound and energy is made up of vibrations.

5. After just listening for a few minutes, try to "sense" the vibration associated with the ambient energy emitted by the crowd. Some people refer to this ambient energy as the "vibe" of a place or event. The Vampyre may find it helpful to visualize the ambient energy as a glowing cloud or mist surrounding the crowd. A feeding ground full of highly animated people will produce a large cloud of radiated energy.

6. Breathe in deeply; the energy will enter the Vampyre's body with each breath. The Vampyre may want to visualize breathing in the energy as if it were smoke or mist.

7. The Vampyre should continue to feed until they feel satisfied. They may experience feelings of deep relaxation, well-being, or even euphoria upon feeding.

## **Basic Technique : Tactile Feeding**

Tactile feeding is a Vampyric technique which involves feeding by touch. It can involve any form of direct physical contact such as brushing against someone in a crowd, shaking hands, touching during flirting, a hug, kissing, giving or receiving a massage, or having sexual contact. Tactile feeding requires the auras of the subtle bodies of the Vampyre and donor to overlap. Physical contact guarantees contact in the subtle reality and a link is formed. This results in immediate subtle links between the Vampyre and the donor. The more prolonged and interactive the contact, the more links and the more energy on which the Vampyre can take.. so be careful to be conscious of breaking links.

Upon contact with the donor, the Vampyre must focus their intent on using their subtle “tendrils” to touch the donor’s aura and effectively lick the energy out the outer most layers of their aura. The Vampyre can subsequently draw upon the life-force of the donor on a surface level. The Vampyre may wish to visualize energetic tendrils connecting them to their donor. As the Vampyre feeds, they may visualize each tube filling with life, which they then draw into themselves like sucking liquid through a straw. The Vampyre can inhale deeply and rhythmically, using breath to direct the energy or even clench their abdominal or sphincter muscles to help draw the energy into their subtle body and then seal the energy.

When performing tactile Vampirism, many fledgling Vampyres find it empowering mentally state their specific intentions “I am

feeding” to break free of mundane conditioning. This will solidify their intent and engage their Will. Once the tactile feeding is concluded, the Vampyre is wise to extract their tendrils and break all links to the donor in order to prevent an unwanted reversal of energies. Many Vampyres choose to visualize the tendrils fading away or slowly disengaging and dissolving. Make sure to not penetrate deeply into the aura and only feed off the energy being radiated from the outer layers of the aura.

## **Intermediate Technique : Visual Feeding**

Once a Vampyre has mastered the techniques of ambient and tactile feeding, they can proceed to visual feeding. Visual feeding is done by simply looking at a donor and drawing in their energies. During visual feeding the Vampyre uses their subtle tendrils to make contact with the donor's aura. As in tactile feeding, the tendril creates a link between the Vampyre and the donor through which the Vampyre siphons the donor's life-energy. Legends of the "Evil Eye," (*ormalocchio* in Italian) may have originated with this Vampyric feeding technique because Vampyres new to visual feeding usually need to make eye contact with their donor.

It is very important that the Vampyre consciously break all links to their donor after finishing visual feeding. In visual feeding there is a significant risk of a reversal of energies between the donor and Vampyre through unbroken links. The Vampyre may choose to consciously visualize withdrawing their tendrils after feeding is done, just like removing a straw from a glass of milk. This will cut the link.

## **Advanced Feeding**

Beyond these elementary feeding techniques are the advanced and more complex forms of feeding techniques such as sympathetic feeding, mental feeding, tantric feeding, and Astral feeding. The Vampyre must become adept in three basic forms of intentional feeding including Ambient, Tactile and Visual before attempting advanced feeding.

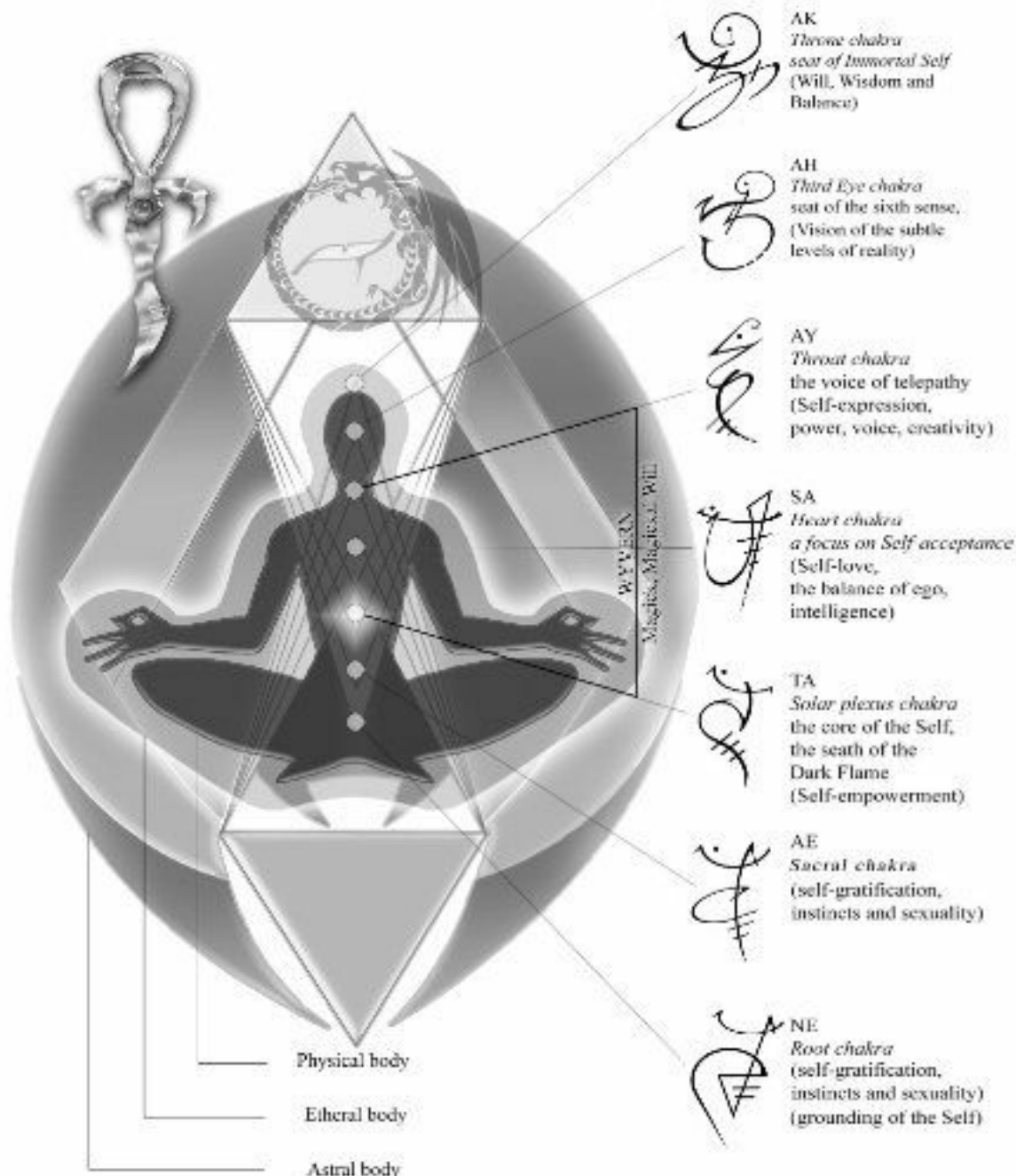
The ultimate goal in the Art of Vampirism is Astral feeding. Astral feeding requires significant OBE (out of body experiences) skills and mastery of Flight. The legends of succubi and incubi as well as more recent tales of alien abduction may have originated from episodes of Astral feeding. During Astral feeding, the Vampyre enters a meditative state and leaves the body through Flight. In Flight, they are free of the physical restrictions of time and space. They can move within the Astral and forge links with donors or Halos far from their physical body. Humans naturally and unconsciously Astral project while sleeping. They radiate large amounts of life-force because their sleeping bodies do not require as much life-force to function as when awake. This intense halo of energy is easily tapped through Astral feeding.

There are many other forms of Vampiric feeding, including feeding using sigil magick, feeding through tantric workings, feeding using sex magick, and many more. Ambient, tactile, and visual feeding are simply the most basic and commonly practiced forms of feeding. Remember that Vampyres today are free to feed without constraint as long as they practice ethical

Vampiric feeding and respect their donors. Vampyres have no need to ever drink actual physical blood or harm their donors physically or mentally. Ethical Vampiric feeding is healthy and beneficial to both the Vampyre and donor.

Sanguinarium.net

## GEOGRAPHY OF THE SUBTLE BODY



Design by Sørør Aziza Rji for Sanguinarium.net





# Appendix 2: Communion

## Intro

The Communion Rite (see Communion Veil), of all acts, is the most sacred of Vampyre Sacraments and has many different approaches and applications. The completion of the Vampyric Circuit and constant application facilitates Zhep'r, the becoming, transformation and evolution from mortal minded to Immortal Minded, or some can say: facilitates the most essential stages of the Awakening of a Vampyre conciseness. Communion is the process of directly fueling and exchanging energy with the Current.

Communion has two basic applications: active and passive. Active communion is done in a highly ritualistic format, which is best used for group rituals to coordinate a group. It is ideal for those who prefer the ceremonial elements of ritual, with all the bells and whistles, and for those new to ritual, who need a format to stimulate psychodrama. Passive communion is more like a meditation or energy work session, with little in the way of tools such as ar'thanas, wands, altars, etc. It rarely uses any other elements than the actual individual or group.

Active Communion (Purple Mass) is a formalized rite, using tools and specific actions to guide the celebrants on a journey to an alternate state of consciousness so they can enter into deep Communion. Solitary practitioners who prefer a ritual formula can use the Purple Mass. In group ritual, the Purple Mass's ceremonial and ritualistic process truly aids in focusing group intent.

Communion should never be performed with those who are not properly Initiated or attuned to the Current unless they wish to simply act as energy donors. Group rituals should never be lead without a member of the Priesthood. Those who attempt it without sincerity and true intent will be fed upon by the Current Itself without receiving any recoiling. Group communions should be presided over by an ordained

member of the Priesthood or an Adept when a Magister is not available. Joined couples and individuals are free and encouraged to perform Communion alone. If Communion is to be performed by an individual celebrant, that individual must perform all parts of the ritual themselves. Obviously, the “We” in all spoken parts of the ritual must be changed to “I” and “Us” to “me.”

## **Active Communion: Purple Mass**

The Purple Mass is a ceremonial form of Communion also known as *Active Communion*. Please note this is different from a Red Mass which is a performance and theatre piece, even though the format is the same. This ritual is simplified, focused and toned down version of the Sanguine Mass from *Sanguinomicon Coming Forth by Night* and is intended as an alternative ceremony, often more popular amongst members of the Family in recent nights.

If this ritual is to be performed by an individual celebrant, that individual must perform all parts of the ritual themselves. Obviously, the “We” in all spoken parts of the ritual must be changed to “I” and “Us” to “me.”

### **Regalia, Symbolism and Place of Ritual**

Tools, location and regalia are like props, costume and theatre for an actor, to help prepare the psychodrama and spirit of individual and guide their focus and energy. Especially for those new to communion or for focusing a group. A *wooden wand* is used for focusing and directing will power. The *ar'thana* or black hilted blade is for directing and focusing life-force and as a cutting tool. The *seculum* or black scrying mirror is the tool for a portal into the subtle reality. A *chalice* represents the womb and should be used for storing a wine or nectar to represent container of life-force.

Dress should be comfortable and formal as one would be going to a diplomatic meeting, funeral or formal estate dinner. Black suits and dresses, masks, ritual robes or for those with the courage and confidence completely Nightklad, or clothed in darkness. Those ordained into a Current should dress in the regalia suiting their Zoa.

The *sanctum* is a sacred place where the meeting will take place and should be prepared in advance. This should be completely sealed off from the mundane and private only for members. Neutral grounds are best such as rental of an apartment, guest home, dance studio or secluded place in the wilderness. Anything which can be secured and no

interruptions. The sanctum is a place where the nightside and dayside blur together so magick can be performed. *Black candles* represent the promethean flame, *purple candles* the blood of the Current and Family and *red candles* represent life-force. Altar should face west towards and hold the seculum and all light should be blocked out.

**The eight steps of the Purple Mass are as follows:**

- I. Prelude
- II. Entrance
- III. Invokation
- IV. Offering
- V. Arrival
- VI. ReCoiling
- VII. Closing
- VIII. Celebration

## **Step 1. Prelude**

The prelude to a ritual Communion sets the spirit and mood of the ritual and focuses the celebrants' intent. Before the rite, the celebrants should feed as much as possible to fuel the ritual. The celebrants also should not smoke, drink alcohol, or take mind-altering drugs beforehand. Fasting, yoga, and exercise are good ways to prepare the body, mind, and spirit. The ritual space and all attire and tools should be secured in advance as if preparing for a theatrical performance or expedition into the wilderness.

The security of the sacred space is essential so that the ritual is not interrupted by outside distractions. Often a guardian or sentinel is placed outside the gates of the sacred space. The celebrants should turn off their mobile devices, disconnect or turn off all electrical appliances if possible, and lock the doors. The celebrants should cover mirrored objects, cleanse the ritual space with Florida water or sage, and prepare all tools and ritual items in advance so that the flow of the Current is not interrupted during ritual.

The Vampyres' mindset and purpose is the final and most essential element of the prelude. The celebrants must be free of beliefs and expectations about what will happen and merely focus on the goal of Vampyric Ritual. Agreement is essential for group rituals. The stronger the ties of the celebrants, the more willpower they can focus.

## Step 2: Entrance

Entering the ritual chamber is a transition from the Dayside to the Nightside, from the mundane world of everyday existence to the spirit world. The veil between worlds is thinnest in the ritual chamber and the celebrants' collective intent, energy, and focus brings creates a powerful manifestation of the Current itself.

The entrance should be simple and empowering. First the presiding Priest enters, followed by their assisting Deacons who consecrate the chamber. Finally, the celebrants enter.

For group ritual the presiding member or a Deacon attuned to the Mradu Zoa takes the ar'thana and points it directly at the heart of each celebrant. They ask:

*Do you come of your own free Will, in Love and Loyalty? I hold this knife above your heart not to propose Violence to you but protect the energies within. Do you come full of Life, to enter Death and be Reborn? State your Sobriquet!*

The presiding member then welcomes each celebrant into the chamber in turn.

For solitary ritual the entrance should be singular:

*I come of my own free Will, in Love and Loyalty! I come full of Life, to Die and be Resurrected! I am (sobriquet)!*

### Step 3. Invokation

Invokation is the declaration of the purpose of the ritual and the invitation to the Zoa and spirits of the Current. The celebrants should be careful to invoke each Zoa as they are the Guardians of the Current and will aid in making sure no unwanted or uninvited entities join the ritual.

The presiding member claps their hands three times or rings a bell three times, representing each of the Trinity Zoas. They state:

*Ancient Ones, Sorers and Fraters, Ancestors and Zoa, We stand here in this chamber in Love and Loyalty, united in purpose, cause, and agreement. We are Vampyre and celebrate Our BLOOD, and the Virtues of Immortality, Magick, Mystery, and Family. We revel in Our Primal Nature. Pursuing Zhep'r and Full of Life, We are ready to make an offering! HEAR US, for We call out from this chamber and humbly request your presence here.*

Starting in the South and moving counter-clockwise, the Priest sends out the invitations to the Zoas:

*KITRA, Zoa of the South, Our Goddess, witch, lady, maiden, mother, and queen! Arise from the fire and bring Us your love, strength and spirit. Hail Kitra!*

*RAMKHT, Zoa of the East, Our vision, wisdom, imagination, and creativity! Let the gates of the winds open wide and bring Us your insight and inspiration. Hail Ramkht!*

*MRADU, Zoa of the North, Our warrior, knight, protector, father and lord! Shatter the gates of stone and join Us in this chamber. Hail Mradu!*

*ELORATH, Zoa of the West, Keeper of the Current, the Great Dragon, Our spirit and Blood! The beginning and the end of all things! We hail You and we hail Ourselves. Join Us in this chamber and unite Us through the waters of Your spirit. Hail Elorath.*

## Step 4. Offering

During the Offering the celebrants give their collected life-energy to the current. After the Zoas and Ancestors are invited to join the celebrants in the sanctum, the celebrants should subsequently focus all their Offerings of energy into the speculum, utilizing it as a portal between worlds. This is followed by an intense release of energy into the speculum.

The celebrants should direct the energy into the speculum on a steady stream of breath. The celebrants may flex their rectal muscles, engaging the root chakra, and vocalize a long sound such as hissing like a serpentine creature. Placement of the speculum varies according to the tastes of the celebrants. In group ritual the speculum should be placed so that it is visible to all participants. During solitary ritual, one may hold the mirror in their hands or bring it right up to their face. Another technique is to place the mirror on the floor like a glass bottom boat looking into another world.

Celebrants should make their offerings as intense and deep as possible. The greater the release of life-force, the higher the possibility of a strong Recoiling. Many celebrants make such intense offerings that they collapse from exhaustion. However, the celebrant should never continue an Offering beyond the point of Corporeal safety. Each celebrant must be mindful of their own Corporeal health and not put themselves at physical risk. In group ritual the presiding member or assigned Deacon should also be aware of the celebrants' Corporeal state and ready to step in should they need assistance.



## Step 5. Arrival

If the Offering was sincere and genuine, the Current will begin to manifest and flow into this sanctum between worlds. This is where the Ancestors and Zoa will join in the feast and celebration. The manifestation often begins with a subtle shift in the environment akin to a pressure change in the air or a faint breeze.

*Common minor examples of signs include;*

*A picking sensation in the solar plexus, like a pic on a guitar string or it being touched.*

*The feeling of being touched on the skin or pressure on the limbs or various parts of the body.*

*Tingling in the fingertips.*

*ringing in the ears.*

*Hearing whispers in the sanctum.*

*Strange scents or aromas.*

*Intense emotions and feelings of bliss or joy.*

*Major examples of signs include;*

*Wind or strong breezes in the sanctum.*

*Shadowy figures dancing in the sanctum on the ceiling or in the mirror.*

*Not being able to speak or chanting in tongues.*

*Spontaneous orgasms or intense sexual arousal amongst the celebrants. Particularly amongst female participants.*

*Sparks of light or afterimages in the sanctum.*

*Faces in the mirror looking back.*

*Inspiring thoughts entering the celebrants' minds.*

*The surface of the speculum taking on a “watery” appearance or lights above it like fireflies.*

*Primal responses amongst the celebrants such as howling, growling or acting like animals.*

*The sensation of vibrations flowing all over the celebrants’ bodies (this is the most common major sign of manifestation).*

*Rarely but it is not uncommon for actual physical manifestations of the Ancestors physically in the sanctum.*

*Signs must be verifiable and tangible results, yet they can appear in the corner of the eye or beyond the tangible spectrum of belief.*

## **Step 6. Recoiling**

The Recoiling is the center goal of the entire rite of Communion and begins usually after signs have manifested. This is the flow of ambrosia through the Current into the Celebrants. Recoiling may only happen if the Offering was not appropriate or sincere. However, a Recoiling may occur even without tangible signs, especially in spontaneous Recoilings (detailed elsewhere).

Often it may take hours or days for the results of a Recoiling to occur, so results are not always immediately obvious. A proper and full Recoiling results in a rebirth of vitalizing energy, sharpening of the senses, as if the Vampyre died and was reborn. Minor Recoiling are small flows of energy which are either almost noticeable or subtle in nature, leaving the mind questioning success. Recoiling will not hit every celebrant the same, with some participants getting less or more, depending on their offering and sincerity.

During the Recoiling the Vampyre will experience the signs, which some say are similar in experience to having Reiki done upon the subtle body. Communion should be done often as the more transfusion of the ambrosia and Current into the subtle body the more Zhep'r will be increased, the individual's psychic senses possibly be enhanced and the more they will be able to feed in the future. Many feel frustration at first with no signs and no obviously communion, however sincerity and effort will pay off in the long run as one may have mind blockages which need to be freed.

## Step 7. Closing

Once the celebrants have completed the core steps of the ritual, they close the ritual. The presiding member raises the chalice and makes a toast, bringing the ritual to a close. The nectar of the drink in the chalice represents the “Blood,” the vital life-force and the Current of the Vampyre Spirit.

*We raise this glass in celebration of The Blood within Love and Loyalty, the spirit of Our Family and Our Source. We shall remember Who and What We are, for We ARE Vampyre and the Blood that surges through Our Souls and this ritual is a symbol of Our Family. HAIL ELORATH! To Zhep’r!*

The chalice is then passed among the celebrants and each takes a sip of the drink.

Once the closing statements have been made, the presiding member claps their hands or rings a bell three times, marking the celebration phase of the ritual.

## Step 8. Celebration

After the Communion, the participants should relax and celebrate. They should turn on the lights, remove all ritual attire, and tidy the ritual chamber. The celebration may include dancing, feasting, playing music, drinking, or making love. It is just as important as the actual ritual itself because it shifts the participants’ consciousness to a more mundane perspective. The magick is over, the Dayside is restored, and the energies exchanged in the ritual begin to flow into the rest of reality.

## **Passive Communion**

Passive or “silent” Communion is performed with a minimum of ritual attire, actions, or other ritual objects and tools. Ideally, passive Communion should require no special trappings at all. Instead it is performed by the direct application of Will and energy in the Etheric body alone; the Corporeal body does not actually need to move. This form of Communion requires focus and concentration. It may be either less distracting or more difficult than formalized ritual, depending on the individual’s personality, level of concentration, and skill in energy work. Formalized ritual is a tool to prepare and focus the mind. Many Vampyres find it initially necessary to use such tools from the Purple Mass while others do not and Passive communion comes naturally to them.

## **Lilith Passive Communion (example)**

There are many ways to perform passive Communion. One example is the *Lilith Communion* technique. The celebrant should lie face up on the floor (or a bed) in a private, darkened, and quiet room. If desired, they may use earplugs to block outside sounds and a sleeping mask to cover their eyes. Some celebrants like to listen to soft music on headphones during this form of Communion. The celebrant should lie with their arms at their sides, palms facing upward, and the entire body relaxed. The legs should be slightly apart, not crossed or overlapping. In yoga, this pose is known as *Shiva Sana* or the “death pose.” The celebrant should then rub their solar plexus briskly for a short time to prepare their Etheric body. They should prepare their mind for ritual by “putting away” distracting thoughts. Their breathing should be steady and regular. If they wish, with each outward breath, they mentally “banish” any distracting thoughts, and with each inward breath, draw in peace and calm.

When the celebrant is ready, they focus on their intent to perform Communion. They make a strong mental statement that they are Offering their collected life-force. The celebrant should envision themselves speaking this out loud and push their intent outward through the Third Eye. At the same time, they begin to release a little life-force through the solar plexus. The celebrant then waits for a manifestation of the Current.

If there is no response, they refocus and repeat this step. When the celebrant feels a response to their statement of intent, they forcefully direct a stream of life-force out through their solar plexus and directly upward or in the direction of the portal to the Current if they can sense it in a specific area. The celebrant continues until they are exhausted or receive a Recoiling.

When the ritual is finished, the celebrant should linger in the ritual chamber for a while and contemplate their experiences. It is not uncommon for the celebrant to have visions or fall asleep following this ritual. It is often used as a starting point for lucid dreaming, Flight, or dreamwalking.







## Appendix 3: The Zoa

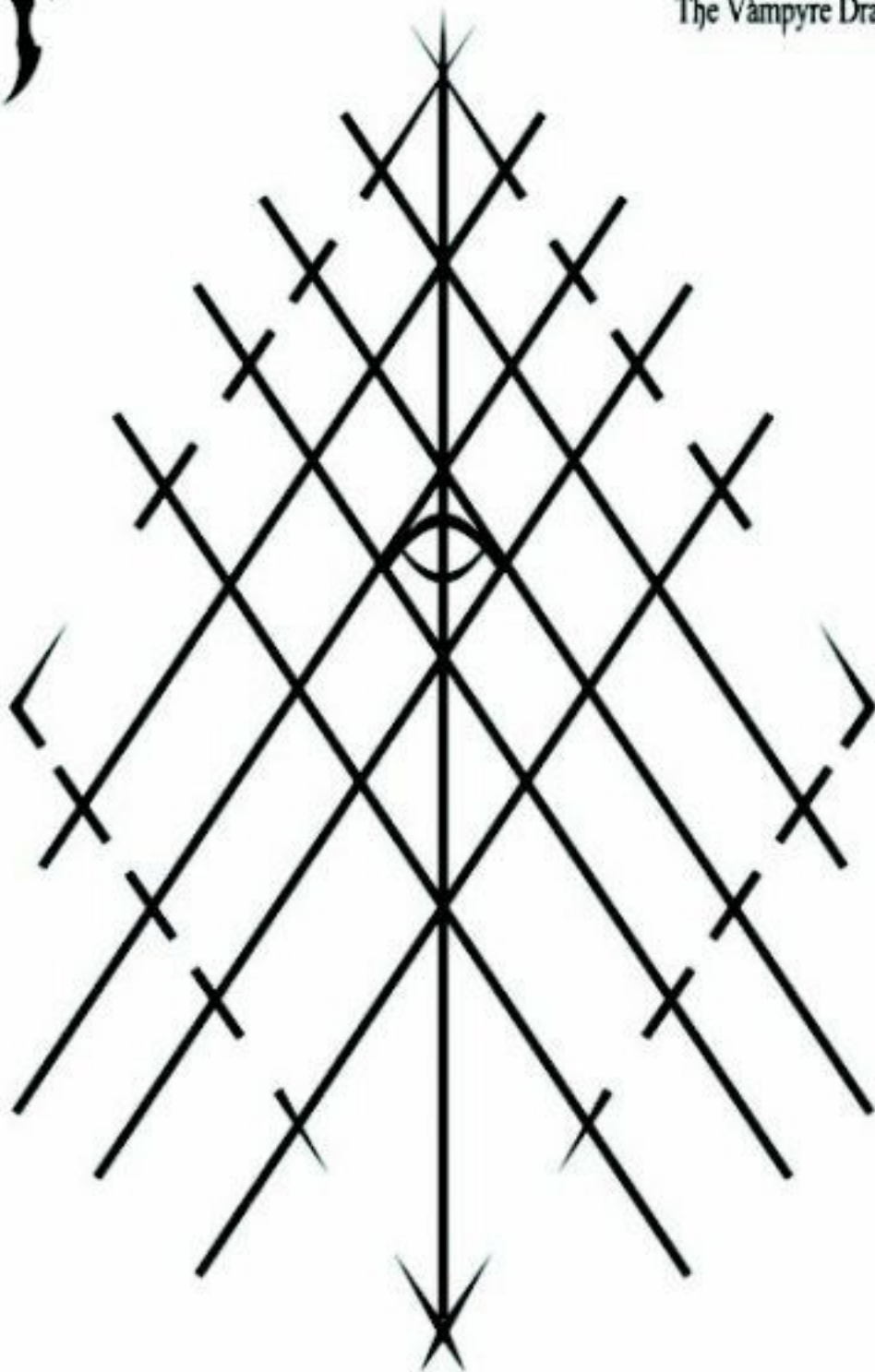
The word Zoa which means “Masque” or “Avatar” and in the Vampyre Mysteries represents spirit guardians and guides of the Current and the Sanguinarium. Zoas are not directly intended to be deities per se but function a very similar function. They are masks and personifications created from Currents of energies built from the agreement, intention, and Will of those who practice the Vampyre Mysteries. Zoas allow the Vampyre to better deal with abstract concepts and ideas by investing energies into a focused concept. Zoas nevertheless have a vibrant independent existence of their own.

Zoas serve a function within the Vampyre Family akin to guardian saints or angels in Christianity, Loas in Voudou, or Orishas in Santeria. The Vampyre may make sacred offerings to the Zoa during Communion. These offerings can take the form of small gifts, harvested life-force, celebration, or even performance. In exchange the Initiate of the Vampyre Mysteries receives a gift of energy that is attuned to the Current. This energy is the catalyst that facilitates Zhep’r. The offerings to the Zoa feed and charge them with energy so that they may further evolve and fuel the Current. Each Vampyre Zoa has their own personality and characteristics; likes and dislikes; sacred rhythms, songs, and dances; as well as rituals, feast days, and celebrations.

Zoa are scaled into a hierarchy of three levels which include the Singularity, the Trinity and Adjacent Zoa, each with their own function within the Sanguinarium and Vampyre Mysteries. The *Singularity* and central Zoa is **Elorath** “The Vampyre Dragon,” followed by the *Trinity* of **Kitra** “The Vampyre Witch” or “The Crowned One,” **Mradu** “The Vampyre Knight,” and **Ramkht** “The Vampyre Hierophant.” Adjacent Zoas include **Fred Samedi** “The Vampyre Host.” include “**The Muses**,” who are personifications of deceased members of the Family who have contributed to the Current; “**Ancestor Zoas**,” who are the ancestor spirits of the Family; and the “**Halo**” who are spirits and energy signatures of specific cities.



Veve of  
**Elorath**  
The Vampyre Dragen



## **Elorath “The Vampyre Dragon”**

Elorath, “The Vampyre Dragon,” is the oldest and most central Zoa of the Current. Elorath is charged with guarding the spiritual Blood or Current of the Family. Elorath represents the Vampyre Mysteries, Our Blood and Spirit, Chaos, Gnosis, Transhumanism, Zhep’r and Immortality. Elorath does not identify with any gender and is so abstract that no full image can depict it, except for the varied reflections in a Dragon’s Eye. Elorath is dedicated to furthering the prosperity of the Vampyre Family and Its Culture and Mysteries.

There are few Priests or Priestesses of Elorath in direct Communion with this Zoa. Communion with Elorath is best performed through the Trinity Zoa, which act as intermediaries that human consciousness can interpret. It is very difficult to fully contact Elorath directly as it is too chaotic and primal. One can compare Elorath to a force of nature like a hurricane or blizzard. Elorath has a discrete consciousness that at some times may seem Awakened and sentient, while other times as blindly primal as any beast of the wild.

Many who cannot understand Elorath create fabricated stories to explain Its origin or nature and may even deny Its existence. However, disbelief will only fuel Elorath’s existence as much as belief. Those who have indirectly or directly crossed It have felt Its wrath as Elorath wreaks havoc upon these individuals in glorious retribution. If Elorath is not attacked or something doesn’t get in Its way, It will cause no harm and follow Its own interest and agenda. Often Elorath will act in mysterious ways and not reveal Itself; other times, Its influence is immediately obvious. Elorath’s sigil is the Ouroboros with a red dragon’s eye at the center. Its direction is West and Its totem animal is the Dragon.

Sanguinarium.net



(c) 2013 Vision of the Zoo by Alice for Sanguinarium.net

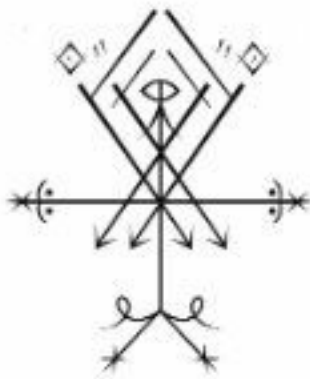
**Mradu “The Vampyre Knight”**

Mradu is the masculine element of the Vampyre Trinity and he represents the Vampyre Virtues of Knight, Fraternity, Father, Chivalry, Honor, Love, Loyalty, and Nobility. Those attuned to His Current find themselves embracing loyalty, grounded energy and love. The Mradu Current is more tied to the Corporeal reality than the other Currents. Mradu is equated the patriarchal gods of ancient times such as Zeus, Thor, Brahma, Jupiter, Osiris, Cernunnos, and Mithras.

The personality of Mradu is that of a chivalrous knight who never breaks His word and maintains a strong code of honor. A deep, yet often hidden need to be loved makes Mradu extremely passionate, charming, and gregarious. Mradu has a slowly kindled yet intense tempter and, due to His intense loyalty, holds powerful grudges against those He sees as betrayers. Once a member of the Mradu Current bonds with someone, they are intensely dedicated and loyal to that individual.

While the Current of Mradu is commonly associated with the male gender, there are a number of women attuned to this Current who are called *Valkyries*. Those attuned to His current will often have strong Corporeal bodies, being broad-shouldered and muscular with a sturdy immune system. The Current of Mradu can be called upon to aid in grounding, banishing, shielding, filtering, and setting up protective and defensive wards. Mradu vestments are very military-like, often incorporating armor, military fatigues, Asian martial arts clothing, and various uniforms. The symbol of Mradu is the blade in its various forms and His totem animal is the bear. He is related to the Strength and Justice cards of the Greater Arcana in the Tarot.

Sanguinarium.net



Ramkht  
The Vampyre  
Inspirator



(c) 2013 Visions of the Zoo by Alice for Sanguinarium.net

**Ramkht “The Vampyre Dreamer”**

Ramkht, “The Dreamer,” embodies the virtues of Magick, Dreams, Mastery, Individualism, Will, Wisdom, and Knowledge. Ramkht often manifests as a hermaphroditic scholar or priest. Unlike those attuned to the Currents of Mradu and Kitra, the followers of the Current of Ramkht are equally likely to be male or female in gender. Ramkht is often related to deities such as Thoth, Hermes, Vishnu, Artemis, Ixchel, and Brigid.

Ramkht Itself imbues Its followers with inspiration and the Will to bring their dreams into reality. This makes those attuned to Ramkht well suited for leading rituals, performing scholarly work, and undertaking creative endeavors. The personality of Ramkht is often very serious with a narcissistic bent, yet with a hidden reserve of humor. Ramkht often manifests in the form of a beautiful androgynous being with luminous skin, pitch black or pearl-white eyes, and long scholarly robes mixed with the vestments of a pharaoh. Those attuned to the Current of Ramkht are highly skilled in lucid dreaming, meditation, Astral projection, communing with spirits, and accessing the Akashic Records.

The realm most associated with the Current of Ramkht is the Astral, being the master of dreams and the mistress of abstract thoughts. S/he is the opposite of Fred Samedi as Ramkht is the keeper of the Astral temple of Kaladra. The tool of Ramkht is the rod or wand used to direct intent. Its vestments are long academic robes or priestly attire. The totem animals of Ramkht are the birds of prey such as the owl, which is also associated with wisdom; and the snake, which is associated with wisdom, language, and healing. It is related to the Magician and Hierophant cards of the Greater Arcana in the Tarot.

## Kitra “The Vampyre Witch”

*Kitra*, “The Crowned One” or “The Vampyre Witch,” is the Zoa of the Current that represents the Vampyre Virtues of Sensuality, Seduction, Emotion, Dance, Music, Art, Elegance, Glamour, Creativity, and Passion. Kitra is the Weaver of life and the matriarchal aspect of the Current. The Current of Kitra is often associated with the goddesses Lilith, Kali, Aphrodite, Isis, and Hecate. Deeply rooted in feminine chivalry, the Kitra Current is very sensual yet predatory, also containing healing energy specific to Vampyres. Those attuned to the Current of Kitra can be very assertive and resourceful and often act as the conscience of the Family.

Those attuned to the Current of Kitra have an intense need to give love to and nurture others. When Kitra Herself manifests, She most often appears during the full moon as a beautiful nightklad maiden wearing a silver crown or Hindu-style headdress. She may have long black or silver hair, violet eyes, and be accompanied by great cats of varying types. Kitra loves bells, feathers, and long flowing garments. She may also appear wearing animal horns, depending on Her mood. Kitra may also manifest as the Triple Goddess of the Maiden, Mother, and Crone, which is within Vampirism the Maiden (innocent and ambitious young woman), Lady (Mature Woman and often mother) and Queen (wise and honored mother).

While the Current of Kitra is primarily associated with the female gender, cisgender men who are attuned to her current are known as *Aszures*. They may adopt a dandy-like appearance and be very beautiful and elegant, yet masculine in gender. Examples of those attuned to Kitra include the temple maidens of the Second Temple in Jerusalem, the Maenads or the female worshippers of Dionysus, and the priestesses of Isis in Ancient Egypt and Greece. Kitra’s totem animals are great cats such as the jaguar, panther, lion, tiger, and cheetah. Kitra’s feast day is August 1st. She is related to the Empress and High Priestess cards of the Greater Arcana in the Tarot.



Sanguinarium.net



  
**Kitra**  
The Vampyre  
Witch

© 2013 Visions of the Zoo by Alice for Sanguinarium.net

Sanguinarium.net



  
Fred Samedi  
The Host



© 2011 Victim of the Zoo by Alice for Sanguinarium.net

## Fred Samedi “The Vampyre Host”

Fred Samedi is the “Host” of the Current and represents the Vampyre Virtues of Rock & Roll, Celebration, Libertine, Music, Dance, Sex and Death. He is an enigma as He is imbued with the energies of the Vampyre Zoa and at the same time is an aspect of the Voudou Loa Baron Samedi and the Norse god Loki. He usually appears as a very tall skeleton in a leather suit and vest, wearing silver chains and steampunk goggles, a leather top hat with the Vampyre Ankh, a tribal tattooed skull with fangs, and no lower jaw.

Fred rarely speaks, yet He is the messenger of the Zoa and the only Zoa to interact directly with mortals through global Endless Night celebrations. When He interacts with his guests, it is only as a faint whisper in the ear of those He genuinely likes. Otherwise, He prefers to send visions and inspiration to the Family in dreams. Fred is a gentleman bachelor yet a consummate seducer often preferring redheads (thus many female fans of his dye their hair red). He is also a trickster like the Norse god Loki or Native American Coyote; however, all of His foolery ends up in a positive outcome. He loves to encourage as much sexual expression and debauchery as possible as long as it is rock & roll, elegant and refined, he detests vulgarity. Unlike His father Baron Samedi, Fred does not smoke nor does He like tobacco; however, He loves Tabasco sauce!

Fred is said to often manifest at Endless Night events in which summoning him is always a part of the opening ceremonies. He can be called forth and honored at an altar with lots of inexpensive fun gifts and performances are held in His honor. Fred is a “party animal;” He loves sex, alcohol, music, and dancing. While He is fond of all types of music, He especially loves heavy metal, rock and roll, and jazz (particularly New Orleans jazz). Fred’s favorite drinks include Gentleman Jack Daniels, absinthe, and the Bloodbath cocktail. His totem animals are the raven and crow and they may appear in visions when His name is whispered. Fred’s feast day is November 1st (*Día de los Muertos*) and He is related to the Fool card of the Greater Arcana in the Tarot. He is also the

youngest of all the Zoa manifesting in the aftermath of Katrina in New Orleans.



# About the Author



**Father Sebastiaan** is perhaps the most central personality of the modern in the Vampyre / vampire subculture. Joining the community in 1992 he is considered to be one of the most influential figures on modern

Vampirism and vampirism with his contributions in the areas of philosophy, spirituality, fangmaking and nightlife. He is also an avid lover of vampire mythology, steampunk, wolves, history, 19th century art, French culture, ancient Egypt, NLP, psychology and philosophy.

Sebastiaan is grandson of an orthodontist and nephew of a dentist, Sebastiaan got his first pair of fangs in November 1993 and in 1994 picked up his late Grandfather's dental tools and began his fangsmithing career; with his first customer being his mother. Since then he has traveled the world hand crafting making custom fangs and has become the world's most famous fangsmith.

Since the mid 1990s Father Sebastiaan began working for legendary New York nightlife personalities [Peter Gatien](#) (of [Limelight](#) fame) and [Chi Chi Valenti](#) of MOTHER / Jackie 60 to produce vampyre parties for his fang clients. This accumulated into the birth of [Endless Night Vampire Ball](#), detailed as a *“Venetian Masque Ball, meets a Vampire Court, with the energy of a rock concert and the elegance of a burlesque cabaret.”* Since these origins Endless Night was listed in 2010 as the [#1 Halloween party in the world by TripAdvisor.com](#) and events being held in New York City, Paris, London, Amsterdam and all leading to the main event every Halloween in [New Orleans at the House of Blues](#).

A lover of communications Father started as editor of the **Vampyre Almanac**, a semi annual journal about his own vision of real life Vampyre culture. Since this time he has since go on to be published and write several influential books on the subject including [Sanguinomicon](#) [“Lexicon of the Living Vampire”](#) (Weiser Sept 2010), [The Sabretooth Clan Book](#) (TheSanguinarium.com Press Oct 2010), [Vampyre Virtues](#) [“The Red Veils”](#) (TheSanguinarium.com Press 2010) and [Vampyre Magick](#) [“Grimoire of the Living Vampire”](#) (Weiser March 2012).

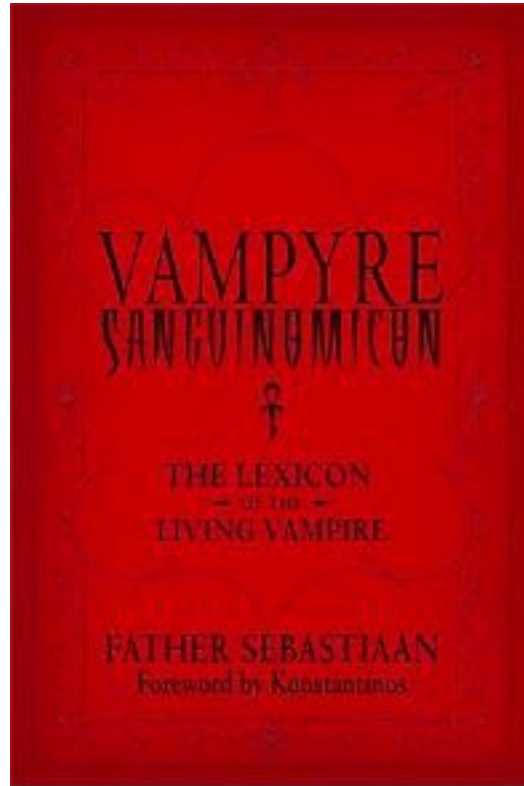
Sebastiaan has appeared on numerous television programs including WPIX, A&E, CNN, Discovery Channel, History Channel, National Geographic, USA Up All Night and MTV Oddville. He was also featured

as a central character in the French documentary and book *Vampyres Reality is Stranger than Fiction* by Laurent Courau of [Laspirale.org](http://Laspirale.org). He has been interviewed and written about in *Cosmopolitan*, *The New York Times*, *The Financial Times*, *InStyle Magazine*, *Glamour*, *Tattoo Savage*, *Bloomberg News*, *The New York Post*, *Skin Two* and *Time Out New York*.

You can find out more about Father Sebastiaan at <http://www.fathersebastiaan.com>.



# Other Books Father



## **Vampyre Sanguinomicon “Lexicon of the Living Vampire” Weiser Books Sept 2010 ISBN: 1578634806 - \$24.95**

Since the dawn of civilization the vampire has danced through the dreams and nightmares of every culture, expressed in folklore, literature, and art. Today, this fascination resonates in pop-culture, through hit television shows and movies and bestselling books. But what does it mean to be a vampire, a living and modern vampire? What many do not realize is that the Living Vampire is on a serious, lifelong spiritual path.

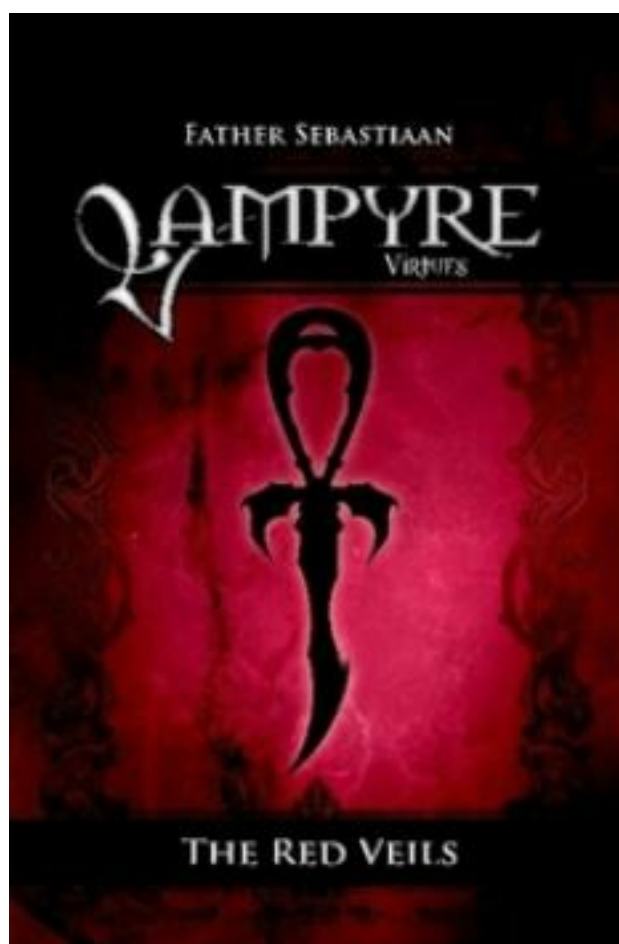
Best known as Strigoi Vii, the Living Vampire is one who has embarked on a serious and lifelong spiritual path. Not just "kids in capes," the members of this magickal community seek to live in glamour and ritual every day. *The Vampyre Sanguinomicon* provides a profound perspective on the Vampyre culture, traditions, movement and philosophies, which are intended to challenge and inspire your views.



**Sabretooth Clan Book**  
**Sanguinarium Books Spring 2011**

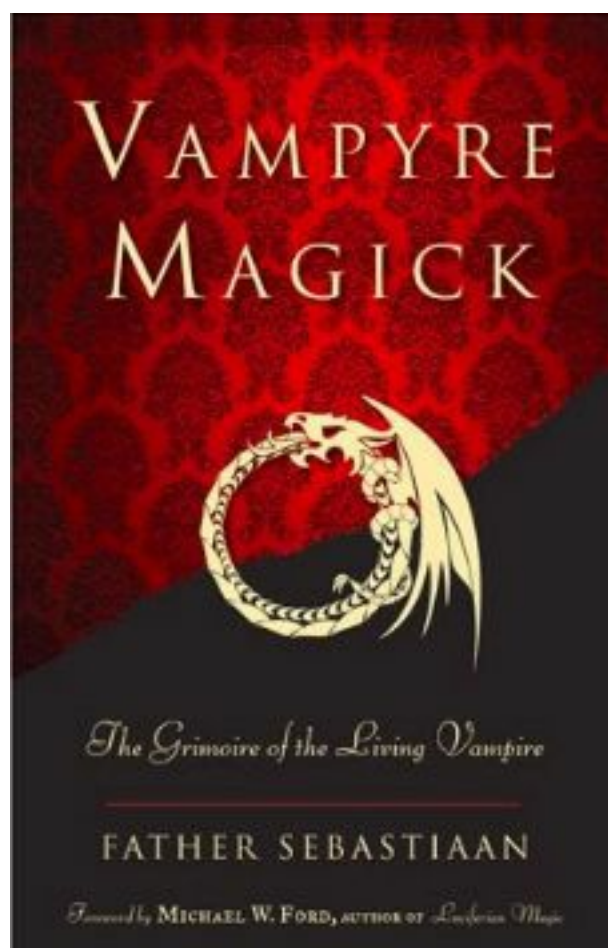
The Sabretooth Clan, the personal fang clients of Father Sebastiaan share a rich history and experience as one of the first communities of Vampyres to from the underground into the public eye.

Meet members of this unique international Family who calls the Sanguinarium their home through interviews and a timeline including 4 chapters of the Sanguinarium chronology from the memoirs of Father Sebastiaan. Available on Amazon.com and Lulu.com.



**Vampyre Virtues “The Red Veils”  
Sanguinarium Books Fall 2011 - \$23.00**

Vampyre Virtues “The Red Veils” is the newest book by Father Sebastiaan, master fangsmith of the Sabreototh Clan, impresario of the Endless Night Vampire Ball and author of Sanguinomicon & Vampyre Magick. The Red Veils are written to further inspire and challenge the reader through presenting 100 words of power related to the vampire mythos. Promoting personal evolution and embracing the Vampyre Spirit with some example virtues including Primal Nature, Romance, Mystery, Transhumanism, Music, Culture, Glamour, Elegance, Courtesy, Chivalry, Immortality, Magick and Sensuality. Each Virtue is beautifully presented with the design of French conceptual artist William Vocant and an enticingly written forward by vampire author Gabirelle Faust. What makes this book unique and special is the fact it was written from the inspirations of over two decades of close interaction between Father Sebastiaan and his fang clients.



**Vampyre Magick “The Grimoire of the Living Vampire”**  
**Weiser Books Spring 2012 - \$19.95**

Since the dawn of civilization, the vampire has danced through the dreams and nightmares of every culture, expressed in folklore, literature, and art. Today, this fascination resonates in pop-culture through hit television shows, movies, and bestselling books.

In *Vampyre Magick*, Father Sebastiaan reveals the hidden rituals and spells of the Living Vampires. This companion volume to Sebastiaan's *Vampyre Sanguinomicon*, is intended for initiates of the Stigoi Vii, but will appeal to any scholar of magickal arts, The Golden Dawn, or other Western Mystery Traditions.