

SANATION

A collection of pieces from the rough draft of the chapter on Droves...

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What is Sanation?

Sanation is the practice of venerating the Eidolon Sanguinary as the true ancient creator deity of the himsati race. Abzulim were originally thought of in the same sense as fallen angels in Judeo-Christian religions, but in the modern time are seen as a mix of Messiah and Transcendent. Sanation was developed based on the teachings of Loki and the Rime to their children Hela, Fenris and Jormungard. Hela is credited with the actual adoption and institution of Sanation in the form it has existed for roughly the last 400,000 years.

Today it is seen as a spiritual path to the Drove equivalent of Transcendence; a belief advocated by the agents of the Droves' Deepwalker masters. While it is not believed by Droves that they can become as powerful as one of the Deepwalkers, it is believed that any Drove achieving this form of Transcendence will be more than a match for any Tribal Transcendent or Solitaire Outlander.

Though they can no longer hear the "voice" of the Sanguinary within them they still believe she exists, somewhere. They carry their taint and babble as a mark of faith, a sign of their devotion and penance in the name of their goddess. Much like Job was tested by the human god, the Progeny are tested by their goddess's will.

The spiritual leader of a Drove following Sanation (equivalent to a tribe Paragon) is called the Deus. Particularly large Droves will have a second in command seeing to the daily – more mundane – needs of the Drove and is known as the Pretor.

History of the Labyrinth – Drove Version

A key factor in the belief of Sanation is in the knowledge that the Sanguinary sacrificed itself in an attempt to stop the Trine from destroying the known universe, and that the Trine are in fact the ones attempting to destroy the universe, not the Sanguinary. The Droves have their own version of the legend of the Labyrinth and the events in the metaphysical heart of the universe prior to the Sanguinary's crashing into Earth 65 million years ago.

“Before the creation of the known universe, before the beginning of time, the Eidolon of the Labyrinth created the first Living Wonder, Sonji – the Silver Seeress. So joyous were the four at their creation that she became a template for creating others like her, and the Primals came into existence. From there the Eidolon made other creations until the Labyrinth was full. These creations – which included the other six Living Wonders aside from Sonji – were sent forth from the Labyrinth, and the universe was born. The Living Wonders would sustain all life around them, creating pockets of habitable worlds full of beings throughout the many realms of the universe.

Eventually three of the Eidolon (the Trine) grew bored with their creations, but the Wellspring known as Talos did not have the energy to continue creating more. The Trine decided to recall the six Living Wonders and cast all seven back into the Wellspring to begin anew. Sanguinary did not agree with this, having spent her time with Sonji and coming to love her creations and all the life that sprang into the universe. She took Sonji and her creations deep into the Labyrinth to hide them from the Trine. But they were found, and the Trine imprisoned Sanguinary and her most faithful primals – the Darkle – into that part of the Labyrinth that became poisoned from their violent attempts to steal away Sonji. Now the Labyrinth was wounded and the great seed could no longer bloom, so their vile efforts were in vain. If not for the compassionate act of Sanguinary in trying to safeguard the Living Wonders, our universe would not exist.

When Sanguinary realized that the Trine were attempting to create a new seed, she burst forth from her prison. Painful as it was, she had no choice but to leave behind her faithful servants; not wanting to understand, they degenerated into foul shadows of their former selves, forever forsaking the Great Mother. Sanguinary hurtled through the cosmos in an attempt to stop the new seed, but she was weak and her frail form shattered upon this world instead. However, this event gave rise to the Sanguinary in a new form: us. Her body is our body, her mind is our mind. Her wrath, her righteous quest for justice and vengeance against the Trine (and all who follow them) and her quest to save all of creation are now ours to carry.”

Origins of Sanation and the Droves

The Abzulim had begun to capture Primals and use them for experimentation in the creation of Unamal's Kai Ra weapons. Those that were found unfit would have their voxes torn from their elemental forms and their spirits drained to feed the voracious hunger of the Abzulim. The Rime – her original name, whether she even had one prior to becoming known as the Rime is unknown – was one such primal. She was replaced by another (Solitaire) for inclusion in the Kai Ra experiments. The Rime proved to have unique qualities that caused Unamal not to have her destroyed. This has led to speculation that the Rime and Solitaire may have been related as it is thought that Unamal would surely have retained the Rime for these special qualities unless another primal with similar but stronger qualities presented itself. Since Solitaire is known to have birthed Ivalde and Sindre of the Peri, some even believe that Rime may have been a first “daughter” of the Solitaire. The Rime was imprisoned inside the glaciers at the northernmost tip of the planet (or perhaps in some nearby frozen realm, the few records that remain are unclear as to exactly where the glacier was located). Somehow, during her time imprisoned, the Rime came into communicate with the Red Shard of the Sanguinary and was seduced into the belief that the resurrection of the Sanguinary was the only way to stop the Abzulim and their bastardized children/slaves among the himsati race. During the first Bloom in 6 million BC she was freed, but therefore was not present in Gynah to be purified of her shard; resurrection seemed to also be the only way of bringing about an entity capable of removing the shards from the remaining unpurified Primals. Using techniques she learned from the Sanguinary during her communion with the Red Shard, she was able to gather together groups of various himsati (notably the early Morrigan and Tuatha).

Sidebar <place next to the Origins of Sanation>

By the time of the destruction of the Malice Shard and Red Shard between 400,000 BC and 300,000 BC the Abzulim had all but completely fled Earth and its nearby realms. In addition, the Second Bloom had purified almost all remaining Primals of their shards. Thus the very reason that the Rime sought to resurrect the Sanguinary was gone. But millions of years under the sway of the Sanguinary had fully corrupted the Rime by that point, as she did not even hear the call of the Trine to return to the Garden of Gynnah for the Second Bloom. In the viewpoint of the Droves the millions of years she spent in holy communion with the Sanguinary was too much for a single entity to handle alone, even one as powerful as the Rime. So while she was obviously quite insane, her motives for resurrection were merely incorrect as the need for such still existed. She simply chose the wrong targets for her wrath, that being the Abzulim and the purification of the Primals, the true targets are the one Soul and the Trine themselves.

When Loki (see Morrigan History) joined with the Rime and added the power of ice to his avian himsati, he learned many secrets, including communion with the Sanguinary. The two conceived three children, the “First Droves”: Hela, Fenris and Jormungard. The three shared an intimate connection with the spirit of the Sanguinary trapped in the telepathic grid of humanity. After thousands of years of teachings by their parents, the three children left to go out on their own and spread these teachings. Each of the three took a different meaning from the teachings that would later be unified by Hela into the original unified teachings known as Sanation.

Fenris (Fenrir)

Wandering the main body of what is now Europe and the Iberian Peninsula, Fenris was a wolf-like creature. He believed if the Sanguinary was resurrected that he and others would become living agents of the Sanguinary, enforcing its will throughout the cosmos. This philosophy eventually became the path of Cullers.

Jormungard (Jörmungandr)

Navigating the Eastern Atlantic, Indian and Western Pacific Oceans as well as the Mediterranean and Black Seas, the serpent-like Jormungard would only occasionally come upon land. His size was so massive that he easily could have been mistaken for some kind of Abzulim by those that had never physically seen one and only heard the several million year old tales. He believed that in the end he and others would form a true body for the Sanguinary and be wholly consumed and sublimated by her. This philosophy eventually became the path of Onus.

Hela (Hel)

A spiritual creature of both light and dark, she wandered Northern Asia and Northeastern Europe. She believed that after the resurrection all would be joined to the Sanguinary, but still remain separate individuals. This philosophy eventually became the path of Gufs. Hela would later give birth to the first Fury; it was the Furies over generations that gave birth to the immortalesque creatures known as the Dust and Sillhouette.

Sidebar <place next to the Furies>

There is another theory – among both Drove and Tribes – as to how the Furies came about and exactly when the Hush-Hush began to form. However, this potentially negates the creation of Drove Nightmare, known to have existed before the Shouting War based on the Terat Litanies.

“After the Shouting War ended and the ancestors of the Tribes (the Prides) were locked in Sheol, the Rime possessed the immortal human Anath. Before the others realized what happened, Anath went to those mortals that came into Sheol with the Prides, and he forcibly mated with several powerful females of the Milesian bloodline. These women gave birth to mute female children. These Furies carried on the line, giving birth only to females who generations later began developing telepathic powers. Only twice have males been born to the Furies: the Dust and the Silhouette. The Furies formed a powerful quasi-anchor in the Morpheum where the Sanguinary's spirit could heal and gain power, perhaps even influencing the Prides away from the dark grasp of the Trine. This anchor is known as the Hush-hush today.”

A few even suspect that Anath did mate, but with Hela – the only survivor of the three children of Loki and the Rime – thus passing the Rime's power into Hela to form the first Fury. More than likely the strength of the Furies connection to the Sanguinary fortified the Hush-Hush into what it was. However, with the changes in the Hush-Hush, it clearly indicates something has happened to the Furies... If so, then is it even possible for another Sanguine Avatar to rise (i.e. The Crone) and does this now change the prophecies of the Rapture once and for all? Could this mean the Sanguinary truly is gone?

Fueled by the fact that could actually distinctly hear the voice and feel the will of their god within them, they set out to seek converts from the himsati races that roamed Earth and nearby realms. Fenris would be the first to journey into the Underworld and find a myriad of immortals slumbering in Ennui after becoming lost and without direction eons ago with no Abzulim masters to tell them what to do. Using the arcane powers of serenades taught him by his father, he connected their minds to his and therefore to the Sanguinary. Hela and Jormungard soon followed suite, delving deep into the Underworld to find susceptible converts. Those first converts formed such a strong bond that they were physically pulled into the Hush-Hush. Residing there for thousands of years they provided protection and nurturing to the Sanguine spirit as it slowly reached out to influence the nascent Morpheum. These became the first Drove “family”: Drove Marzyc (i.e. Drove Marzanna / Nightmare). Later converts from ennui would simply later awaken with the ability to control the fugue-driven babbler within them and found purpose in all the teachings that filled their minds as they sat in ennui.

For the immortals encountered awake and in their flocks and packs it was easy for the three children to sway them. Their advanced abilities with serenades, controlling taint and fugue showed these immortals that it was possible to overcome a great many obstacles in the new Abzulim-devoid world that had developed over the last several million years. The children purposely stayed away from the largest of the groups, those that eventually became known as the Prides and finally today the Tribes. They sought out smaller groups, bringing them together and showing them archaic techniques such as the ability to replicate the creation of Abzulim predators – though on a much more limited basis and far less powerful. These immortals were taught the doctrines of what “really” happened in the Labyrinth and gave these small groups a way to stand up to the larger groups like the Prides. Finally, once connected to the Sanguinary's spirit in the Morpheum, these new converts no longer heard semi-coherent and seductive whisperings; they had clarity of thought and understanding of the Great Mother Goddess who sacrificed herself to save them all. Many of these smaller groups began to come together, their ideologies and belief's mingling into unified systems that all fell under the doctrine of Sanation. The “birth” of several other Drove “families” took place: Fir Bholg, Gaki, Lamia, Russalki, Sainha, and Terat.

Early Doctrine

The early doctrine of Sanation used the same basic tenets as today, though interpretations have changed over the eons. The Callings were completely ignored in favor of the three paths. The paths formed the basis of how an individual worshipped and interacted with others in their Drove family, other Drove families, the Prides, etc.

Onus

Those on the path of Onus had the duty to strengthen their minds, bodies and spirits to be consumed by the Sanguinary within the Hush-Hush at the advent of her resurrection (an event the Prides referred to as the Rapture). It was the responsibility of Drove Nightmare to come claim any Onus who the Sanguinary felt was ready for consumption, and it was considered the highest honor to be chosen.

Gufs

Serving as the Sanguinary's will, Gufs prepared themselves for the day when they would be attached to the

Sanguinary after the Onus resurrected her in the physical world. Once attached their trials and tribulations would serve to bolster the Sanguinary's will and protect the Sanguinary from the assaults of the Trine. Therefore Gufs spent most of their time running the daily life of the Drove family, plotting out strategies and in general serving as an extension of the Sanguinary's will in the physical world; the Gufs were the ruling elite in this sense.

Cullers

These were the Drokes that most Pride members encountered and that most Drove families encountered when dealing with other Drokes. Highly tainted and often accompanied by predators and thralls, cullers could only set foot on Earth for brief periods and had to return to nearby realms or risk being flung out into the depths of the Dominions. They served as the primary battle-force against the unwitting followers of the Trine, tasked with converting them; and destroying those they could not convert. Most appeared rather monstrous, having developed mutated and hybrid himsati forms. The most famous of Cullers was Drove Nightmare, where almost the entire Drove were Cullers, somehow physically existing in the Morpheum along with their predators.

Often the Progeny encountered by the Prides were half-possessed by the Sanguinary. Listening to one speak it was clear the Sanguinary was half-mad and intent on the destruction of everything. But to those the Sanguinary spoke through, they merely heard the words of their doctrine. Unfortunately, this constantly fluxing state of possession and communion eventually filtered out to all the shards, leaving even the members of the Prides and unaffiliated immortals with a seductive whispering barely audible above their own subconscious.

Modern Doctrine

After the Battle of Nivalea and the disappearance of the Sanguinary, the doctrine of Sanation began to crumble. The Drove families began to fall apart within days of the loss of their goddess. Weeks went by as the Drove families began to fall on one another, lost and without direction as many had been millions of years ago when the Abzulim fled Earth after the Primal Wars. Then the first individuals claiming to be agents of the Abzulim appeared to the scattered Progeny, wielding abilities only ever attributed to the Abzulim (such as the Beckoning). Most Drokes quickly fell in line and within months, Sanation fell under a new regime. To the truest of believers the Abzulim are the carriers of the Sanguinary's banner, having been called back from the Dominions by Sanguinary to carry the last sparks of her power in the battle against the dread Trine. To those a bit more jaded, the Abzulim's goals simply don't conflict with the goals of their Drove and having that kind of power on their side is a much surer bet against the Trine and their lackeys. And to some, the Abzulim return simply allows things to eventually go back to status quo as they were millions of years ago, with the rightful heirs to the planet and the One Soul back in charge.

Unfortunately, since the Abzulim still don't get along, the Drokes are no longer a single united group in service to a common goal. They sometimes war with each other as much as with the Tribes. There are still many factions that believe the Sanguinary still exists, perhaps having returned to a nascent state as when it first entered the Morpheum hundreds of the thousands of years ago, or perhaps freed itself somehow and is floating in the Blue Air far out among the Dominions to return again someday. And there are those who believe (but do not yet realize they are partially right) that the Abzulim have somehow come back and have consumed the spirit of the Sanguinary (whether at her request or by their own belief in their place as the heirs to the universe) and that has made them the Dark Transcendent creatures they are now. No matter what the belief, the Drokes know they still carry their various boons over babblers and taint – given to them by the Sanguinary – so some spark must remain. This gives them hope, but without a unified single entity to follow, how each family interprets that hope has led to a great rift among the once unified Drove families.

The paths have also changed, and are approached from a more Calling-centric point of view as is befitting most immortals.

Onus

Seeing to the day-to-day needs of the Drove, the Onus serve religious duties, creation and care of predators, Drove morale, teaching of the doctrine, and investigators into the unknown to determine how best to connect it to the doctrine. Most Onus come from the Mentor, Merchant, Mystic and Probe callings.

Gufs

Still keeping their place as the elite, the Gufs serve as the law, master manipulators over human events and organizations, recruiters of thralls and testers of the faith as laid down in the doctrine by the Onus. Harlequins, Jugglers, Scourges and Tacticians often find themselves drawn to this path.

Cullers

An odd mix of Emissaries, Explorers, Keepers and Slayers are drawn to this path. Cullers are still the front line against the Tribes and other enemies, but they are the ones who maintain the what little relations still exist between the various families, are most often recruited to serve as direct agents of the Abzulim. They are still most responsible for converting other immortals to the doctrine, destroying them otherwise.

Tenets

Though interpretations have changed over the eons, the basic concept and interpretation of the tenets has remained largely the same. These commandments have developed within the Drove over tens of thousands of years, in response to the teachings of Fenris, Hela and Jormungard. Most Drove have a few of their own specific tenets in addition to these. With each tenet we provide clarification notes and differences between the early and modern doctrines.

- Hold no other before me – I am the sum of your parts. Know only me in the quiet of your heart.

The Sanguinary is the one true god of the immortal race, there is no room for any other. In modern doctrine the Abzulim are likened to messiahs, archangels, harbringers, etc. so their rule does not interfere with the tenet.

- Revel in your nature; allow no one to manipulate it

No progeny or even predator should be ashamed of what you are. As the power of humanity's faith became more apparent, the interpretations allowed for the hiding of ones nature in order to safeguard it.

- Collect the physical bounty that is my form

Collecting shards and voxes is of paramount importance to create predators, splinter avatars (far more common than in the Tribes) and bring back fallen comrades that have made it back to the physical world from the Blue Air.

- Seek the wisdom of the Clarity

The paths of Sanation make Progeny more susceptible to Babblers, therefore the techniques/skill known as the Clarity allows them to harness their Babblers to focus and empower themselves for short periods.

- Harness the darkness around and within, darkness is no more evil than light is good.

This is in reference to the Sanguine Gift known as Maculation. From the Drove viewpoint, taint and immaculum are neutral – neither is considered evil or good – they simply exist. Taint is viewed as evil by everyone else because of the One Soul and the polarizing effect of the overwhelming amount of life force emanating from it that coalesces on Earth; this causes the phenomenon known as the Crossing. In modern doctrine this still holds true, though the amount of taint required to cause one to be flung from Earth is much higher now.

- Beware the fallen first; they seek neither Sanation nor the Dark Spiral – Early Doctrine

- The first-born carry the banner and call of the Great Mother to lead us – Modern Doctrine

This is in reference to the Abzulim and has been replaced in modern doctrine. Now the Deepwalkers are the rightful inheritors of the Sanguinary's power against the Trine and their followers.

- Enter not the forgetfulness unless you are bidden to do so

Those who enter Lethe on their own might be claimed by the enemy, only with proper preparation and permission can a Progeny enter Lethe. This tenet is often broken with no real reprise though a few avatars have been claimed by the venery when it was felt they turned to Lethe as an act of cowardice in the face of the enemy.

- Do not tolerate the Lost Ones within you, consume them and add their might to your own.

Venery is more than allowed among the Progeny and actively encouraged if it is discovered a member of the Tribes or their predecessors exists among one's own Avatars. The Seven-Fold Gate technique known to the Tribe of Sharakai is also taught to Progeny in order to lock away Tribal avatars until they are fully consumed.

- Destroy the Lost Ones, those who cannot be saved from the Dark Spiral

Those who follow the Trine and cannot be enlightened to the truth cannot be saved; therefore they must be destroyed to eradicate their threat. Hunted without mercy and slain without kindness. Interpretations of what it means to "destroy" a Lost One have changed slightly and are not identical from Drove to Drove. Most Drove and even their predators and thralls know better than to just blindly attack the enemy the moment they see them, and some Drove have been known to make "use" of the enemy for quite some time, feeling that their use against their own kind constitutes destruction of their status as a Lost One and their consignment to being nothing more than a tool against the enemy.

- *Do not stray from the three paths lest you follow the Dark Spiral.*

The Dark Spiral is the path that the members of the Twelve Tribes follow to Transcendence.

- *Protect our spiritual kingdom and its throne; let those who trespass feel your might.*

This is a direct reference to the Morpheum and the Hush-Hush. In modern doctrine it also has come to refer to the sanctuaries and lairs of Abzulim agents, who serve as “prophets” or advocates of the Drove masters.

- *The Profane must be converted or killed lest they destroy our hopes for resurrection – Early Doctrine*

- *The Profane serve the Black Spawn and are a danger to us all. – Modern Doctrine*

Since the Solitaires effectively sever the connection between their vox and the shard network, it is important to convert or kill any Solitaire that has shown significant progress on path to the Outlands. In modern doctrine the Solitaires serve the Blue Emerald, which is seen as an “Anti-Christ” type figure in the view of the Droves. The agents of the all the Deepwalkers have made it of paramount importance to discover any weaknesses the Emerald may now have and find ways to make use of them to capture it.

- *Seek the Holy Relics so the Profane and Lost do not corrupt them further*

The holy relics include items such as the Femme Darkle (known as the Dark Grail among the Droves), Samiel’s Throne and other major pieces of Abzulim bio-technology. Both the Dark Grail and Samiel’s Throne are currently in possession of the Shadowen at this point in time.

- *Tend well your children*

This is directly in relation to predators, though it has been applied by some groups and individuals to include trysts and on occasion thralls. Normal animals are just that, normal animals and are treated like any Shade, but Bête Noir are treated as predators, even those that do not become Companions.

- *The power of the new seed within the pestilence must be converted or extinguished.*

The new seed is the One Soul and its power in humanity (the pestilence) is faith and Religarum. It is of paramount importance to turn those of faith against the One Soul and the followers of the Trine, or eradicate those who cannot be turned.

- *If pestilence can be enlightened it should be domesticated.*

Human thralls are like pets, or beasts of burden. Over the years, in order to successfully comply with all tenets while dealing with a far more sophisticated humanity, the illusion of equality or true bonds of friendship and camaraderie and even love has been allowed. This makes keeping mortal thralls in line much easier, allows for easier breeding of makers, etc. However, in modern times many Droves even find themselves developing such feelings for real and find themselves playing a game of cat and mouse between their Drove brethren and their friend/lower/spouse/supporter. Makers – as well as other hybrid creatures that are not born as normal humans usually are not considered part of humanity. Anything made immortal is also removed from this category.

Creating Predators

The Rime learned much during her time at the hands of Unamal and other Abzulim, far more than they understood. To her children she passed on a gift, a bastardized form of the Biotechnology Abzulim used to make their half-immortal servitors both with and without shards. The techniques allowed the later Droves to create lesser versions of their own and even assume control of many existing Abzulim predators – though the most powerful of Abzulim predators (such as the Cannibal Drones, Blood Dancers and Shonelkidar) were never brought under the control of any one Drove.

Bête Noir

The Bête Noir hold a special place among the Droves since they too connected to the Sanguinary so deeply in the ancient times. In modern doctrine Bête Noir are prime choices for potential newborns; it is thought that in the modern age these creatures are advanced enough to still make the connection with the primal power that continues to fuel the Sanguine boons of the Droves. They are a sure sign to many Progeny that the Sanguinary still exists in some capacity. In Droves were predators and thralls are considered a means to an end, a tool-like pet that is a necessary evil, the Bête Noir are often treated as superior creatures. Since these creatures have shaken off the doctrines instilled by the Trine’s One Soul, they also make excellent Companions for Progeny that walk with constant taint in them.

Drove Cultural and Mystical Terms

AGGREGATISM:

The mystical unity shared by the Progeny and predators of a Drove family. Regardless of the beliefs an immortal has prior to actually becoming part of a Drove, his beliefs are colored by this mystical unity and he comes into line with the overarching theme of that Drove. While it is a bit uncommon to find someone within a Tribe who simply does not "fit in" with the ideology of his Tribe, the mystical bond of a Drove makes it very rare for a Progeny to not fit in with the ideology and theme of his own Drove. This makes it exceedingly difficult for individual Progeny to break free from a Drove or the practice of Sanation. Even slight alterations to mannerisms, physical appearance and other aspects have been known to occur with various Drovers as individuals take on aspects of the Drove or specific sect within the Drove they become part of. It also facilitates human faith's gifts and curses to spread very easily beyond individual sects and over to other sects in the Drove family.

BARBS

One of the Sanguine abilities is to use taint to create chaotic effects in the wake of serenades and even pervert their form, function and dynamics. Serenades sung using taint are known as Barbs.

BLACK SPAWN(S)

Aka the Hebdameron or "Chi Pao" stones: a set of semi-sentient shards with special powers beyond other shards. Today it is most often used to specifically refer to the Chi Pao stone known as the Blue Emerald. An Anti-Christ figure in the annals of Drove history – fully sentient, unlike the others – it has rebelled against the Sanguinary's will and assists the Trine in their plan to destroy the universe and remake it.

CLARITY

Drovers following the path of Sanation tend to experience babbling at a faster rate since the fight against the Tribes often calls their religious devotion into question and following sanation makes them more susceptible to Babbling in the first place. The Clarity enables a Progeny to harness his Babbling in order to focus and empower himself. Characters can add their Babbling rating (up to their Clarity skill) to a single action once per episode. It creates a state of mind akin to a strange sort of meditative trance. Rather than having a calming effect, the Clarity harnesses the rage and confusion caused by the Babbling and unleashes it, making the immortal who uses it into a mad berserker who is almost unstoppable. But do not be deceived; there is method to their madness. Those in a state of Clarity focus all of their will and concentration into a single task -- this effort is deliberate, and in no way random or unmethodical. It is the Clarity which is attributed with giving the Drovers their reputation as unstoppable -- such focus of willpower is rare among the rest of immortal-kind. It is one of the Sanguine Gifts.

CROSSING

The act of being pushed into the Dominions due to an overwhelming amount of taint in an individual being in the presence of the overwhelming amount of life force on Earth. Acting as naturally opposing forces, the much larger amount on Earth repels the much smaller amount in the individual, pushing him out to a random point in the Dominions.

DARK GRAIL:

The Drove name of the Femme Darkle. Prior to the Battle of Nivalea that ended the Betrayal War the Femme Darkle was only ever able to affect the Tribes and their predecessors. Now it seems capable of affecting Progeny, predators and thralls. Now sitting in the hands of the Shadowen in Sheol, it keeps the Drovers at bay and forces them to begrudgingly accept the Shadowen Queen Semiramis's rule over the very temple where the Malice Shard once sat.

DARK THRONE:

The throne of Samiel, made from the bones and blood of those Abzulim who fell before him; also under the control of the Shadowen Queen Semiramis. It is believed that the throne empowers the Dark Grail to have dominion over even the Progeny.

DARK SPIRAL:

The Drove name given to the path of Transcendence taken by the Tribes. Like a blind man walking a stairway without knowing where it leads, the followers of Transcendence are blind to what is truly going on around them.

DEUS:

The spiritual leader of a Drove, he is similar to a tribal paragon. Even the Tengu, though not active followers of Sanation, refer to their leader as the Deus.

DISGRACED

The name the Drove gave to the Shadowen, knowing that their leaders were once the Primal servants of the Sanguinary known as the Darkle. They are seen as the true "fallen angels", especially with the return of the Abzulim.

GREAT MOTHER

A term used by those who still follow Sanation, for the Sanguinary. It is used in reverence and even those who do not fully follow Sanation occasionally use the term.

INCUBUS

A mystical boon (gift) that allows some Progeny (and a few thralls and human predators) to leave their dreamspace cocoons; they can travel the strands of the web to enter other cocoons. It provides them with abilities such as being able to cause real physical damage to their sleeping enemies from within their dreams.

LADENING

A process similar to tribal uplifting, it binds the immortal or creature to the Drove and passing on its gifts, curses, ideologies and so forth. In this sense the immortal is "laden" with the responsibilities and themes of his Drove toward the Sanguinary and Sanation; whereas in the tribes it is more of the joining into a brotherhood and being "uplifted" into a true place in the tribal society.

LOST ONES

The followers of the Dark Spiral: The Tribes.

MACULATION

The act of manipulating ones own taint to affect how curses manifest, to enhance the possession of soulless humans, and as a defensive mechanism against serenades. It is one of the Sanguine gifts.

PRETOR

Usually only appearing in larger Drove families where the Deus has much to handle in the name of Sanation, the Pretor oversees the daily operations of a Drove, acting as a second to the Deus.

PROFANE

Solitaires – universally feared and desired by the Drowes for their potential to disconnect their voxes from the shard network, thus becoming Outlanders.

SANATION

A spiritual path to the Drove equivalent of Transcendence, based on the tenets of the early Drowes passed on to them by the Sanguinary herself. Those who follow Sanation carry Taint and Babblers as a mark of their paying penance to the name of their god; like Job who was tested by the human God so are the followers of Sanation tested by their elder God's will.

SANGUINE GIFTS

The main known Sanguine Gifts that Drove Progeny receive are: Barbs, Clarity and Maculation. A significant number of Progeny also have the Incubus and Sanguine Hunger boons. The gifts originally were a result of the intimate connection all Progeny shared with the Sanguinary. In the modern day the fact that they still retain these gifts is proof that the Sanguinary still exists in some capacity, or that the Abzulim truly carry the last sparks of the Sanguinary in order to eventually stop the Trine.

SEVEN-FOLD GATE

A technique taught to the Progeny by their Drove leaders. It enables them to lock any or all of their avatars into the back of their mind, preventing them from taking over. This is especially helpful when some avatars were members of the Tribes or their predecessors. The Tribe of Sharakai also knows this technique.

SWAYING:

Refers to the period of time when Jormungard, Hela and Fenris brought about the first Drove, Nightmare and then proceeded to use their link to the Morpheum to reach out to other immortals deep in Ennui in the Underground, bringing them to the cause of the Sanguinary. Today it refers to convincing those among the Lost Ones and Profane to join the cause of a Drove, swaying them from their false beliefs in the Trine and the Black Spawn.

UNWAR

Drove name for the Shouting War, during which time they were far smaller than and not as organized as the Prides. Those Doves in existence at the time fled Earth for the Underworld to the places where many of their members originally slumbered in Ennui, or out to other nearby realms. It is termed the Unwar for the loss of Fenris, Jormungard and the Rime within Sheol right after the war ended. The Rime was destroyed while possessing the human immortal Anath, by Namergon the Lightning Man (a primal that led the Morrigan for a time). Fenris is killed by the Morrigan Vidar, who while under the constraints of a Collar of Silence, was able to break Fenris's jaw and then throw him into the Oblivion Void. Jormungard was killed shortly after by the combined might of Vidar and Thor; they mortally wounded the creature and as they cast it into the Oblivion Void it was able to lash out and poison Vidar. Before Vidar could walk more than nine paces away from the shores of the void, he dropped to his knees; at that point the serpent's tail had not fully been swallowed by the void and reached out, dragging Vidar into the void. Norse mythology often mistakes this as the point when Thor dies.

VENERY

It is a ritual process enabling a Progeny to consume the power of one or more of his avatars. This ritual process is forbidden among the Tribes except in dire circumstances.